



CONSTEYNNOS IX
ROYO Y IMPERAD

A.S. 276

No.3 of 2020

An Act relating to the National Defence of the Empire.

Given Sanction on the 13th of December, 2020

Amended on the 12th of March, 2024



SARHOLM



aya seo donir plisir eun Seito Majis Imperial y Stefanica, pur Seito Majis y pul y pur tel consei y sazion eui tel Parlarmente eui tel Rozirre, comaria tel segeoare:

1. Preamble

The Imperial Sarovian Armed Forces are the military component, both on land and on sea, of His Imperial Majesty the Emperor raised in and by New Sarovia and Her Colonies and Dominions and consist of two services under the overall command of the Imperial Sarovian Armed Forces. The Imperial Sarovian Armed Forces have existed for many years continuously, making it the longest lasting military force in the history of GraalOnline Classic and Ol'West. The Imperial Army was first commissioned in 2016 under Emperor Constantine III, and was led through victory after victory, as the military with the best track record. The National Defence Act officially recognizes the Imperial Army as an organisation in the restored New Sarovian Empire, as well as the Imperial Navy which was established by Emperor Constantine IV in 2016. The Imperial Parliament may establish a Ministry of Defence to oversee the Imperial Armed Forces, in which His Imperial Majesty the Emperor may swear in. The purpose of a Minister of Defence is to oversee and ensure that the National Defence Act of 2020 is being properly followed at all times by the Field Marshal. The Field Marshal may not occupy the portfolio of Minister of Defence.

2. Use of the Forces

The Imperial Sarovian Armed Forces are hereby to be established as an official arm of His Imperial Majesty's Government, to be deployed in any atmosphere necessary for the Emperor and Empire. The Ministry of Defence is the government authority that oversees the behaviour of the Armed Forces, though actual legislative power is invested in the Commander-in-Chief. The Imperial Armed Forces are directly concerned with the defence of the Empire and its interests wherever and whatever they may be.

3. Imperial Defence Staff

The Armed Forces is chaired by the Imperial Defence Staff (abbreviated as the IDS), and it serves as the chief advisory body to His Imperial Majesty the Emperor on all aspects of military policy. It is led by the position of Chief of the Imperial Defence Staff, which is most often occupied by the Field Marshal of the Realm or the First Sea Lord.

The Field Marshal or First Sea Lord are positions appointed by His Imperial Majesty the Emperor to serve at His Imperial Majesty's pleasure. Both are the highest military rank in the entire Imperial Army and Navy respectively, and hold massive influence and command over their respective units.

The Imperial Defence Staff is composed of 7 members, all of whom must either be members of the Army General Staff or Navy Admiralty. The first two are the Chief of the Defence Staff and the Minister of Defence. The other members are, in no particular order:

- a) The Engineer-General,
 - i) The Engineer-General is in charge of creating various maps, infographics, photos and guides to help people in the Imperial Army and Navy, as well as to create and/or maintain any and all graphics which the Imperial Army and Navy may use for uniforms or equipment.
- b) The Quartermaster-General,
 - i) The Quartermaster-General is in charge of keeping records of Sarovian supplies and equipment in the Imperial Army and Navy, who has certain supplies and who still needs them, and encouraging all members to acquire all necessary supplies, as well as assisting them with this, however necessary.
- c) The Inspector-General,

- i) The Inspector-General is in charge of training Sarovians everywhere. They are in command of all of the Sarovian military academic institutions (Ironwood Military Academy, Kiev Staff College, Wolfwater Naval Academy, School of Cavalry and School of Infantry) and are responsible for bringing all Sarovian soldiers to a basic level of education and competency. They may also appoint Commandants for educational institutions to assist them in this task. These Commandants must be General Officers.
- d) The Adjutant-General,
 - i) The Adjutant-General is in charge of keeping records of Sarovian personnel in the Imperial Army and Navy in order to ensure the efficient organisation of the entire Armed Forces and make sure no area is weaker than another. This includes but is not limited to such tasks as updating the Imperial Armed Forces Roster and List of Honours and Medals.
- e) The Signaller-General,
 - i) The Signaller-General is in charge of Sarovian military communications. They are in charge of passing important information throughout the Army and Navy so everyone knows and is well aware of it, whether this be directly through their own messages or indirectly through the coordination of others.

Each member is responsible for their own jurisdictions, and must submit weekly reports to the Chief of the Defence Staff, who is responsible for coordinating them.

4. Authority in the Forces

The fountain of authority in the Imperial Armed Forces is the Sovereign, and remains the unrivalled element of authority and power in the Empire. Officers in the Imperial Armed Forces receive their authority and power through being commissioned and being granted a commission scroll - a sign of imperial authority recognizing the authority of the officer. Without an official commissioning scroll, an Officer has no lawful right to call himself such.

5. Unit Sizes

In the Imperial Army, there are five separate units that accomplish separate tasks, house different types of soldiers, and are rigid or flexible. Some are ad-hoc creations to serve specific purposes, whereas some are administrative hubs for centralization of the Army. These are as follows:

- a) A Corps
 - i) A Corps is the highest unit in the Imperial Army, and usually houses roughly 100 to 150 soldiers inside of it. A Corps is centralised around a General Officer, usually with the rank of General. There are three primary Corps: the Infantry Corps, the Cavalry Corps, and the Blue Guard Corps.
- b) A Regiment
 - i) A Regiment is the second highest unit in the Imperial Army, and is home to roughly 30 soldiers. A Regiment is the administrative centre of the Imperial Army, where soldiers actually reside and live, and is made up of two Battalions. A Regiment is usually led by a Colonel, and is encouraged to develop an insular community and culture.
- c) A Battalion
 - i) A Battalion is the third highest unit in the Imperial Army. It is the building block of the Imperial Army, and its structure should be properly built in all ways. It is home to roughly 15 soldiers, which should all work together at all times. It is led by a Major, or a Lieutenant or Captain should no Major

exist. Should all officers be wiped out or incapable, it falls under the direct command of the Colonel or Lieutenant Colonel.

- d) A Company
 - i) A Company is a specific unit and the fourth highest in the Army. It is only used in the Imperial Army's three educational institutions, whose student bodies are divided up into separate Companies depending on their Corps. Companies are supervised either by the Commandant of an institution or by the Inspector-General if none exists.
- e) A Detail
 - i) A Detail is an ad-hoc unit and the smallest in the Army. It is a small, temporary unit tasked to do certain objectives, and is usually managed by the highest-ranking member online at the time.

6. Unit Designations

In the Imperial Army, different units are given different classifications, to fulfil all the roles needed on the battlefield. This was a Sarovian tradition since 2016, where Emperor Constantine III established Artillery and Guard Regiments. Regiments and Battalions may have these specific roles, should they be needed, and the roles may change as necessary.

- a) Infantry
 - i) Line Infantry
 - 1) Line Infantry are the traditional form of unit, made up of men and women who are simply tasked to be thrown at the enemy and hold and occupy territory. They are the most common unit in the Imperial Army, often known as "regiments of foot".
 - ii) Volunteer Infantry
 - 1) Volunteer Infantry are an irregular force of men and women who are part time soldiers. They act as Line Infantry when called upon in times of war. They are reservists, or militias.
 - iii) Light Infantry
 - 1) Light infantry, or rifles, are a form of light infantry that are made up of men and women who are trained to skirmish with the enemy, engage and disengage, and harass the enemy forcing them to always be unable to rest.
- b) Cavalry
 - i) Hussars
 - 1) Hussars are a form of light cavalry whose task is to scout for enemy positions, hunt down fleeing enemies, and disrupt enemy formations as much as they can.
 - ii) Lancers
 - 1) Lancers are a form of heavy cavalry who are tasked to engage enemy cavalry and drive them off the field, and engage with lone enemies on the map.
 - iii) Cuirassiers
 - 1) Cuirassiers are a form of heavy cavalry who are tasked with charging enemy formations and causing mass panic, as well as engaging fleeing enemies.
- c) Guard
 - i) Foot Guards
 - 1) Foot Guards are members of the Blue Guard Corps who, as the name suggests, fight on foot, in a manner similar to Line Infantry, though with a focus on protecting the Emperor and Imperial

- Family.
- ii) Horse Guards
 - i) Horse Guards are members of the Blue Guard Corps who, as the name suggests, fight on horseback. They are also known as Life-Guards, as they are the Guardsmen who protect the Emperor

7. Aid to the Civil Power

When authorised by the Sovereign, and carried out by the Chief of the Defence Staff, the Imperial Army or Navy may be called in to aid the civil power in times of unrest. This applies to all Sarovian provinces and cores. The Parliament may request support from the Sovereign the Emperor by sending a formal request requesting the Sovereign invoke Section 7 of the National Defence Act. This is known as a Section 7 Request, or simply a "Section 7".

8. Naval Designations

In the Imperial Navy, there are four levels of organisation which help form the backbone of the Navy. They are, in descending order:

- a) A Fleet,
 - i) A Fleet in the Imperial Navy is the largest subcategory in the Navy, which is given an area to patrol and watch. A Fleet is commanded by a Vice Admiral. The Fleet is flexible and not specifically structured, as Squadrons may be moved in and out of its administration as necessary.
- b) A Squadron,
 - i) A Squadron is a more rigid structure in the Imperial Navy and it is commanded by a Rear Admiral. It is made up of five to ten ships, and has numerous different tasks, such as naval engagements, shore bombardments or blockades. There are currently 5 Squadrons in the Navy - the Blue, White, Orange, Gold and Green Squadrons.
- c) A Flotilla,
 - i) A Flotilla is a smaller structure in the Imperial Navy, commanded by a Captain. It is made up of two to three ships, and it is created to engage with and destroy the enemy. It is commanded by a Lieutenant Commander.
- d) A Ship,
 - i) A Ship is the smallest structure in the Imperial Navy, made up of anywhere in between one to twenty sailors. A Ship is given small tasks to complete and is given the title His Imperial Majesty's Ship (HIMS).

9. Naval Classifications

There are various types of ships in the Imperial Navy, who have various levels of jobs and capabilities. Battleships and heavy cruisers shall be named after monarchs, destroyers shall be named after nobility, frigates named after territory. All names must be dictated by the Privy Council. These classifications are:

- a) Battleship
 - i) A Battleship is the biggest ship in the Imperial Navy and bolsters a large crew of roughly twenty sailors. Its main job is shore bombardment, naval combat and more. It is led by a flag officer - and often is the flagship and owner of the flotilla.
- b) Heavy Cruiser
 - i) A Light Cruiser is the second biggest ship in the Imperial Navy and bolsters a crew of roughly twelve sailors. Its main job is escorting larger ships, engaging the enemy on the seas and more.
- c) Destroyer

- i) A Destroyer is the third biggest ship in the Imperial Navy and bolsters a crew of roughly ten sailors. A Destroyer's main job is engaging in naval combat, blockading, and raiding enemy positions and ports.
- d) Frigate
 - i) A Frigate is the fourth biggest ship in the Imperial Navy and bolsters a crew of roughly five sailors. Its main job is screening the enemy, engaging in naval combat and raiding enemy commerce.
- e) Gunboat
 - i) A Gunboat is smaller than a Frigate and in the Imperial Navy, bolsters a crew of roughly two to three sailors. Its purpose is to screen the enemy, engage in short term naval combat and raid enemy commerce.
- f) Transport
 - i) A transport ship is the smallest ship in the Imperial Navy. It is led by only one sailor and helps transport individuals to point A to point B.
- g) Submarine
 - i) A Submarine is a unique ship in the Imperial Navy, bolstering a small crew, from one to three. A Submarine's main job is to blockade enemy positions and starve them of resources.