Introduction

In a time of uncertainty, a time of clashing cultures, a time of fanatics, it is time. In the dawn of the worst state this community has ever known, in the hour when peril confronts us such as this community has not faced for almost three years, every vain or unnecessary word seems a discord. As to our duty, all are agreed: we stand shoulder to shoulder with those who stand for this community, us Sarovians, and the other dominions in the quarrel, and that duty we shall not fail to fulfill as the honour of the community’s demands. Not for love of battle, not for lust of conquest, not for greed of possessions but for the cause of honour, to maintain solemn pledges, to uphold principles of liberty, to withstand forces that would convert the community into an immature horde - but doing so will require not only immense strength and courage, but the mental strength to change what we’ve known for years.

Reformation Goals

The goals of the Imperial Reforms, more specifically the Alexander and the Frederick reforms, are plentiful but simple. The primary goal is to turn New Sarovia into a highly effective machine, with every gear and every crank oiled to perfection to fulfill all tasks that the treacherous world of Graal needs done.
Reforms

Like times of old, people will go against change. It's a common nature of human beings to be content with what they have, and to keep a schedule. But change is a nature of humans even more common than hating change, and we must do it. The Imperial Reforms, written, planned, and proposed by Emperor Carolus Vasa, Empress Cincinnis and Crown Prince John of New Sarovia changes the way Sarovia will run in all cases - from the neverending dunes of the West, or the rolling green lush hills of Classic. In all environments, we will thrive with these extraordinary reforms.

Military Reforms, the Alexander Reforms

Article I, Enlistment and Conscript

Enlistment into the New Sarovian Royal Army is much different than conscription. Most people consider rallying in Onnet or other places and recruiting whoever wishes to join is enlistment. That is true, but not for long. Enlistment will now have new standards - every man and woman with over two thousand kills or two hundred hours will receive the rank of Specialist by default. Conscript is entirely different, where officers will be tasked to make an unallied, entirely independent Reserves Company, which will mass recruit all men and women who wish to join in times of battles and send them to the battle. Uniform and rank are not required in the Reserves. Those who show interest or potential will be enlisted into the Divisions.

Article II, Standard Issue Kit

A New Standard Issue Kit is a mandatory inventory for all soldiers to have on their bodies at all time. This includes a Uniform and Inventory. A uniform is dependent on the location and the discretion of your Head of State. For Graal Classic, it is simple. There is two types of Uniform: SCU and EDU. These are Standard Combat Uniform and Enhanced Combat Uniform. A Standard Combat Uniform is required for all personnel who cannot afford a uniform. This is a standard, sleek black uniform that does not need to be purchased for ten thousand dollars. The uniform comes with a Sarovian stainless steel rapier, (setshield sarovian-rapier-shield.png, setshield sarovian-king-rapier-shield.png).
The Enhanced Combat Uniform is highly recommended, supporting the blue and yellow colors of our nation. Alongside either uniform, **ALL ENLISTED AND NON COMMISSIONED OFFICERS MUST WEAR A BACKPACK.** This uniform will act as a promotion modifier, increasing your chance of promotion. This is highly required for all soldiers, especially for Sergeants. Your inventory are a new vital part of our SIK. All soldiers are required to have their ordinance devices, ranged weapons, if possible, rations, and all methods of transportation (draisine, warp ring) to be favorited into your Favorite Folder.

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**Article III, Basic Training**

Basic Training will consist of Sarovia trainings only. Basic Training will be branched off into two parts - Sarovian discipline and Sarovian doctrine. Regarding discipline, soldiers will be taught how to properly respect all members of the Royal Army. Discipline may include punishment, heavy training and learning the strict Sarovian schedule. Sarovian doctrine will be included in the basic training, such as Sarovian only formations, combat and other training.

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**Article IV, Enhanced Speciality Training Program (ESTP)**

In May, and reformed in June, the New Sarovian Empire changed the way most training was held. It was changed from a universal more ceremonial, dress, and obedience training to a more efficient combat training, specialized per unit. This will change once more with the ESTP. Basic training will provide a general, more broad training plan, while the ETSP will be remaining highly specialized and elite new trainings. These trainings are new to the public eye, with specialties such as fire and advance, breaching rooms and doors, war games, parading, marching, munitions training and expertise, reconnaissance, the art of combat, interrogation, and much much more. This will prepare our men and women in our forces for the more intense world out there.

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**Article V, Funding**

For the promising, the experienced, and the poor, funding equipment has always been a NSE thing. With our Victory Bonds, we can afford to equip our troops with the best gear possible at any given time, work on state of the art training facilities and hold events to enjoy ourselves. Victory Bonds are a state of the art farm held in the Department of Economy guild houses. Those who volunteer to farm in free time should be recorded by an Officer to prove their hard work. For those who
farm one hour total, the Victory Bond Enthusiast Ribbon will be handed out. For those who farm for three hours, the Victory Bond Sergeant Ribbon will be handed out. For those who farm a hefty five hours total, a Victory Bond Officer Ribbon will be handed out. For those who go above and beyond - fifteen hours total of farming, they will receive a promotion. (Excluding Captains and above.) Going above even that, twenty hours, will result in the Sarovian Cross. Finally, thirty hours total of farming will result in one promotion (Excluding Captains and above) and a 1000g reward for their excellent and nation saving work. To apply for money for equipment, you must have received the Victory Bond Sergeant Ribbon.

**Article VI, Enlisted**

All Enlisted members of the Royal Army (Privates, Lance Corporals, Corporals) are expected to put a hefty amount of work into helping the Empire. All Enlisted are to be referred to by rank and name by all subordinates. (Example, “Hello, Private Smith.”) If an officer calls on you, you will say Sir/Ma’am. All Enlisted are to be wearing the rapier, a backpack, and be in proper uniform at all times. Enlisted should make up 60% of the Army.

**Article VII, Non Commissioned Officers**

All Non Commissioned Officers members of the Royal Army (Sergeants, Color Sergeants, Sergeant Majors) are expected to put a large amount of work into helping the Empire. All Officers are to be referred to by rank only. Calling a Non Commissioned Officer “Sir” will be punishable. (Example, “Hello, Sergeant.”) If an officer calls on you, you will say Sir/Ma’am. All Non Commissioned Officers are to be wearing the rapier (flag, drum, bugle or pike when ordered), a backpack, and be in proper uniform at all times. Non Commissioned Officers should make up 20% of the Army.

**Article VIII, Officers**

All Officers members of the Imperial Army (Lieutenants, Captains, Majors, Colonels, Field Marshals) are expected to put an immense amount of work into helping the Empire. All Officers are to be referred to as Sir or Ma’am only, depending on gender. (Example, “Hello, Sir.”) All Officers are to be wearing the rapier (flag, drum, bugle or pike when ordered), no backpack, and be in proper uniform at all times. Officers should make up 15% of the Army.
Article IX, Nobility

All Nobles of the New Sarovian Empire (Counts, Barons, Dukes, Archdukes, the Prince, the Empress, and the Emperor) are expected to put an immense amount of work into helping the Empire. Nobles who are ranked as Archduke or higher are to be referred to as Your Grace. (Example, “Yes, Your Grace.”) All Nobles should be in proper uniform at all times. Nobles should make up no more than 5% of the Army.

Article X, Combined Arms

All Divisions will be Infantry Divisions. Each Division will be given the proper specialization and task to do every week. Cavalry, Light Infantry and Life Guards will be disbanded or renamed. All Infantry Divisions will be taught in cavalry, light infantry, guarding, extraction, and much much more to counterbalance this.

Article XI, Special Forces

In times of war, a Special Forces team will be established and used to commence acts of sabotage, assaults, assassinations and more. The Special Forces will be led by the Color Sergeant of the Corps, regardless of higher ranks in the Special Forces team. The Special Forces will be no more than 10 strong.

Article XII, Daily Schedule in War and Peace

In peace, all members should have a basic schedule they should follow to the best of their ability. While the schedule isn't time oriented, it's more of a checklist to check off things you have done. In WAR, you should recruit 2-3 times a day. Make an officer lead a patrol 2 times a day in New Sarovian territory (anywhere on the map). Garrison a town for thirty minutes once a day. Make sure to check uniforms and kits frequently, 3-4 times a day. If not fighting, play war games and encourage soldiers to farm in the treasury to help pay for uniforms. In PEACE, recruit 3-4 times a day. Allow soldiers to have a few hours of unsupervised time (still in uniform) to do GFX for Sarovia, loot, player kill, baddy kill, farm in the treasuries, bounties, and trivia. Make sure to have 5+ trainings per day.
Article XIII, Promotion Board

A promotion board will be a test to see if you are worthy of a promotion. If you wish to be promoted in the Enlisted bracket, a Junior Officer will test you. If you wish to be promoted in the NCO or Officer bracket, a board of 2-3 Officers and Nobles will ask questions and test you to see if you deserve it. The Board will vote if you will be promoted, and a majority will rule.

Article XIV, Rewards

The Medals and Ribbon system in the Royal Army proves efficient in rewarding those who not deserve a rank up. Only Captain+ can give medals and ribbons, and all other lower ranks can recommend someone else for a medal or ribbon. Only the King, Queen and Prince can give the 3 highest medals.

Article XV, Off Duty

Field Marshal and higher can call an off duty time period. This period, no longer than five hours, will allow all soldiers to go out of uniform. Ranks must stay on, and the uniform must be put back on exactly the minute the off duty time ends. Noble trainings will interfere and force everyone to put on their uniforms. No one may call trainings except for Field Marshal and higher, or Colonel and higher if given authorization by the Crown.

Government Reforms, the Frederick Reforms

Article XVI, Abolishment of House of Commons and Senate

The House of Commons and the Senate have failed Sarovian interests for over two months. The two legislative branches have done nothing and have failed to meet on time, thus increasing their ineffectiveness. The House of Commons and Senate will be shut down and will not be considered to be opened until August 20th, 2017. All former Senators and elected officials are now relieved of duty indefinitely.

Article XVII, The Landesgrad
Following the Proclamation of the New Sarovian Empire and the coronation of King Carolus as Emperor, the Empire sees it as no longer necessary to maintain a Senate or a House of Commons. Therefore, the following amendments shall be made to the Imperial government for a new advisory body known as the Landesgrad, as well as for a revamped nobility.

**Goals of the Landesgrad**

The goals of the Landesgrad follow under three main categories: advising the Crown, protecting the land they are tasked to govern, and connecting with the citizens (normal players) within their province. The Landesgrad will advise Emperor Carolus to ensure he makes the right decision in all occasions. The members of the Landesgrad will be appointed to govern different Sarovian provinces, and will be tasked to defend, oversee, enforce law and produce funds for their province. The Landesgrad will also be in charge of connecting with the provincial citizenry. Telling the citizens within their province that they are the Sarovian noble in charge of it and engaging in conversation with them may spark people to be recruited. This proposal also includes a reform of the Nobility. The Vasa name may be given at will by the Emperor to anyone he deems worthy of the name. They will then be given a title and a demesne (province). This will be a part of the New Sarovian Empire that they must govern. They are free to call Imperial troops if their demesne is in danger. If the noble in question is a military officer, they are free to use their division’s troops as a guard.

The titles are as follows:

- **Emperor** *(Ruler and leader of the New Sarovian Empire)*
- **Empress Consort** *(Second-in-command of the Empire; ruler’s wife/husband.)*
- **Prince** *(Second-in-command of the Empire; Imperial heir apparent)*
- **Archduke** *(Ruler of a major demesne)*
- **Duke** *(Ruler of an average-sized demesne)*
- **Baron** *(Ruler of a minor demesne)*
- **Count** *(Minor, demesneless noble)*

The provincial demesnes are as follows:

- **Kiev**
  - Settlements: *Sarholm ★, Kiev *
- **Ruler:** *Emperor* (Sarholm), *Prince* (Kiev)
  - **Poltava**
    - Settlements: Poltava City *
    - Ruler: *Archduke*
  - **Riga**
    - Settlements: Balamb City *, Old Sarovium, Angel Clan
    - Ruler: *Archduke*
  - **Vurgos**
    - Settlements: Onnet, Vurgos City *
    - Ruler: *Archduke*
  - **Preuze**
    - Settlements: Modena *
    - Ruler: *Duke*
  - **Autumnwood**
    - Settlements: South Destiny *, North Destiny
    - Ruler: *Duke*
  - **Mt. Sorrel**
    - Settlements: Sylvia *, Sardonstad
    - Ruler: *Duke*
  - **Narva**
    - Settlements: Deadwood *
    - Ruler: *Baron*
  - **Upper Preuze**
    - Settlements: Big City Caldera *, Camp Fortis
    - Ruler: *Baron*

The nobles are as follows: (*Archdukes, Dukes, and Barons shall be allowed to pick their demesnes)*

- **EMPEROR:** Carolus
- **EMPRESS:** Cincinnis
- **PRINCE:** John
- **ARCHDUKES:** Mathiveas, Sevirax, Rose
- **DUKES:** Titus, Lawliet, Brianna
- **BARONS:** Brynjolf, Noxious
- **COUNTS:** Low

**Landesgrad Organization**
The Landesgrad shall meet in the throne room of the Imperial Palace, the Guild House of Emperor Carolus’ Imperial Palace Alt. Alternatively, they can also meet in Sardonstad, Mt. Sorrel or in the Imperial capital city of Sarholm. All nobles will have the Vasa name, and shall all have seats on the Landesgrad. The Emperor shall also appoint a noble from amongst the Landesgrad to serve as Speaker. The Speaker shall preside over the meetings, with the Emperor supervising. They will set the procedure for the meeting, and will open formal debate periods, voting periods should a vote be necessary, et cetera. Any member of the Landesgrad may call for a voting period in order to make the visualization of the opinions of each member more clear and simple. Only the Emperor, however, can approve a voting period. The Speaker will then hold and preside over the voting period. Only the Emperor can call a meeting of the Landesgrad. The Speaker may adjourn a meeting, though this can be overruled by the Emperor. The Landesgrad may discuss about any topic, but decorum must be upheld and mature, topical conversation must take place at all times during the meeting.

Nobles’ Relations with the States

The States of New Sarovia will become synonymous with the Noble Demesnes, and both will be regarded as structures dependent on the Provinces. Nobles will be tasked with promoting good relations with the States as well as with the Citizenry, and will be tasked with cooperating with State governors in whatever means are necessary to bolster Crown-States relations. State governors will have the same amount of authority as the Nobles, however if a Noble is in the military and that Noble has the rank of Colonel or higher, the Noble’s authority supersedes that of the Governor in affairs to national importance only. Nobles will, in addition, lead the charge in finding new social guilds to become a State of New Sarovia. They will cooperate with State governors, as well, to find citizens to join existing States, and will ensure that all State governors, as well as all State citizens, remain on tag.

Article XVIII, Nobles in the Army

A noble in the Royal Sarovian Army, in any of her Corps, will have their rank as their military rank. All nobles must hold an Officer rank, and if demoted below, will be considered for expulsion by the Landesgrad. The noble in the RSA will be referred and addressed by their rank, except by other nobles, if the noble chooses.
**Article XIX, Death of a Noble**

In the off chance a noble is relieved of duty, has fled Graal or Sarovia, and can no longer fulfill their job, the Landesgrad will hold an emergency council and pick a replacement. If the death of the noble is apart of the triumvirate, (the Emperor, his wife, and his son) a national day of mourning will be held and the next heir in succession will be chosen.

**Article, XX, Intelligence Department**

The Intelligence Department is a branch of the Landesgrad. The Intelligence Department will be tasked on finding statistics and information within New Sarovia, not against our foes. Weekly rosters, gender polls, nationalities and languages will all help figure out what makes Sarovia, Sarovia.