

IC Announcement posted all over the Gran March:

All able-bodied Gran March citizens who have mustered out of active service in the last two years are hereby recalled to duty. You are to report to the commander of the Elector's file nearest you no later than the end of Fireseek in the year 595 for assignment.

If you are not able to serve for any reason you must still report and have your circumstances evaluated. Anyone not reporting will be considered AWOL.

All current non-commissioned officers and soldiers of the Gran March military now have their current commitment extended by two years. All appeals will be handled by the office of the Chancellor of the March, Nashyr Housemann.

Signed

His Most Resolute Magnitude, Commandant Watcher Magnus Vrianian, Fearless Iron Wolf

OC what this means:

If your PC has mustered out in the last two years he is being recalled to the army. He returns as the same rank he left. If you would prefer not to have your PC recalled to the military there are a number of ways to stay out of the recall:

1. Any female who has children or is pregnant is excused.
2. Any male who is the sole provider for his family is excused.
3. Anyone working in an industry considered essential is excused (be reasonable). You must have a craft or profession skill of 5 and be using that daily as your source of income. Adventurer is not an essential industry.
4. You may use influence to avoid service. One influence point from any Elector excuses a non-officer PC from duty. If you used the discharge available in "Operation Black Knight" or "Harvest Time" then you are not recalled. You may also use three military influence points to avoid the recall.
5. All officer PCs are recalled unless they expend four influence points from Electors or eight military influence points, or exercised the "Operation Black Knight" or "Harvest Time" option.
6. Current military PCs may also use the same measures to avoid having their service extended. All expended influence should be noted on your first AR of the year and signed by the DM.

Any PC recalled to service retains all benefits as if he had continued to play his PC as a military PC. If the PC never actually served in the military "in game", the PC must enter as if he is a new PC entering the military as far as rewards and rank.

Military unit assignments are changed as follows:

Army of Retribution (CO: Knight Colonel of the HQ Unit, Dantes Yastisyn, temporary commander) 7 Battles attached: 8th, 11th, 14th, 16th, 22nd, 25th, and 26th

Army of Judgment (CO: KFM Tark Oberlon) 7 Battles attached: 15th, 19th, 21st, 24th, 28th, 29th, and 30th.

- 1 Battle garrisoning Hookhill (1st)
- 1 Battle actively patrolling Hookhill and the surrounding area (2nd)
- 1 Battle garrisoning Shibolet (17th)
- 1 Battle actively patrolling Shibolet and the surrounding area (3rd)
- 1 Battle actively patrolling Hochoch and pacifying Arweth (13th)
- 1 Battle assigned to patrol each border (4th on the north, 5th on the west, 6th on the east, 7th on the south)
- 1 Battle patrolling the road between Shibolet and Hookhill (12th)
- 1 Battle patrolling the road between Buxton's Crossing and Orlane (20th)
- 1 Battle assigned to the pacification of the Dim March (10th)
- 1 Battle assigned to the pacification of the Rush March (9th)
- 3 Battles assigned to provide combat support to the Principality of Ulek (18th, 23rd, 27th).

The 31st Battle is changed from provisional to complete active status. They will continue to practice their new battle tactics and work to train other units. They are also responsible for constructing (along with the engineer corps of the AoJ) and manning a new fort in Arweth, Fort Triumph, on the edge of Arweth on the southern road between Hochoch and Pregmere. They will also assist the 13th in pacification Arweth.

The following units are moved from garrison duty to field duty status: The 2nd, 3rd, 13th.

Membership in the 1st Battle is still restricted and can only be gained through play. If your PC is currently a member of the 1st through play of "Operation Black Knight" or "Harvest Time," please contact Ed Podsiad (edpodsiad@practiceworks.com) to ensure your PC is in the database of the 1st.

All members of the military who have mustered out in the last two years are to report for active duty, most of these troops will be assigned to the 17th, 12th, and 20th. The current active troopers freed from duty will be used as follows:

1. Fill in for losses in the AoR, AoJ and the 6th Battle bringing all those units back to full strength.
2. Fill two newly formed Battles, the 32nd and 33rd. The 32nd will move to assist in pacification of the Rush March and patrolling the border with Keoland. The 33rd will move to assist in patrolling the western border with Bissel and the northern Dim.

PCs may adjust their assignments as they see fit, using the rules in the Military General Organization Meta-Org Document available on the YahooGroup. All of these changes take effect

on January 1, 2005. PCs starting play after this date should take this service requirement into account in character design and background.