

A summary of all RP benefits of from grants

|                                    |
|------------------------------------|
| +1 econ in an infrastructure       |
| +1 healthcare /pharmaceutical econ |
| +1 university econ                 |
| +1 tech                            |
| +1 resource OR +3 environment      |
| +3 security OR +1 military         |
| +1 econ that helps military        |

**Grant 1:** Transportation Infrastructure [EXPIRED]

**Official Wording:**

“The New FYP 10% of the annual imperial budget will be split up even between the provinces for for internal infrastructure upgrades. Imperial auditors will ensure the money is used as intended . These Auditors will follow provincial laws and leave once the FYP is over. The auditors will ensure the money is accounted for.”

Date Passed: 1/16/18                      Date to End: 5/16/18                      *Granted in absentia*

**Layman's Wording:**

The imperial government is giving funds to each nation to improve transportation infrastructure (eg; ports, trains, roads). 10% of imperial funds have been allocated over 5 ticks. Imperial auditors will verify that the funds are properly spent.

**Effect:** +1 economic infrastructure point of nation’s choice

**Grant 2: Healthcare Subsidization [EXPIRED]**

**Reasoning:** To assist nations in the large requirements for healthcare

**Official Wording:**

“This proposal requests 20% of the imperial budget to go to building healthcare and pharmaceuticals, and for that 20% to be distributed based off of % of imperial population. Given that higher populations will generally have higher health needs. This Bill will aid in the growth and development of healthcare/pharmaceutical industries empire wide.”

Date Passed: 2/2/18

Date to End: 5/1/18

*Granted in absentia*

**Layman's Wording:**

20% of the imperial budget is devoted to provincial healthcare based off of each nation's population size.

**Effect:** +1 healthcare/pharmaceutical industry point

**Grant 3: University Subsidies 1a [EXPIRED]**

**Reasoning:** Subsidizing Universities could assist in technology development, the higher education of students, and allow for more cultural diffusion as ideas are spread.

**Official Wording:**

“Given the role of Universities as both Hearth's of innovation in technology and ideas, along with as institutions of education. A fund of 15% Seems reasonable from the empire. These Funds will be distributed based off of population(as larger populations have more students), in order to better facilitate university processes, and built them. ”

Date Passed: 2/2/18

Date to End: 5/1/18

*Granted in absentia*

**Layman's Wording:**

15% of the imperial budget is devoted to funding interprovincial universities. Funding is determined by population size.

**Effect:** +1 university economic point

**Grant 4: University Subsidies 1b [EXPIRED]**

**Reasoning:** Subsidizing Universities could assist in technology development, the higher education of students, and allow for more cultural diffusion as ideas are spread.

**Official Wording:**

“As Universities and the students facilitated are intellectual hearths, this proposal will provide 10% of the imperial budget to grants for students. These Grants will be for research projects by universities, and are to be approved on a case by case basis. Additionally, based off of merits it may give scholarships to exceptional students within Their Provinces”

Date Passed: 2/2/18

Date to End: 5/1/18

*Granted in absentia*

**Layman's Wording:**

10% of the imperial budget will be devoted to funding research grants and student merit scholarships.

**Effect:** +1 tech point of nation's choosing

**Grant 5: 2 Year Plan, and Levy Definition Proposal [EXPIRED]**

**Reasoning:** To layout the imperial defense budget & levies

**Official Wording:**

Please See [Link](#)

Date Passed: 2/10/18

Date to End: 4/10/18

*Granted in absentia*

Date Renewed: 5/1/18

Date to End: 8/1/18

**Layman's Wording:**

15% of the imperial budget will be allocated to military spending. Every nation must give 1 resource, 1 arms production, intel, or a custom levy

**Effect:** N/A

**Grant 6: Land Reclamation/Environmental/Containment Budgeting [EXPIRED]**

**Reasoning:** Given rising populations, and the pollution spread centered around Ekei Exo, it is clear that the imperial government should put funds toward the preservation of what few species have survived the apocalypse, along with containing mass pollution events such as the Ekein Oil Spill.

**Official Wording:**

“This would request 5% of funds to be put into: the containment of the Ekein Pollution, environmental preservation empire wide, and to exploring potential resource deposits and managing them. Distribution is to be determined on a case by case basis.

Point Benefit: Either 1 resource, or 3 environment.

Note: choice might be restricted due to disadvantages, for example Astrovaskia can't choose resource due to its severe resource shortage

Other results: Ekeian oil spill on the Island that hosts the Federation will be contained on this tick, and cleaned up after 3 ticks.”

Date Passed: 2/21/18

Date to End: 5/1/18

*Granted in absentia*

**Layman's Wording:**

5% of the imperial budget is to be used on improving the environment across the provinces and to remove the spreading pollution from Ekei Exo, on 5/1/18 the Exite area on the western island will be removed

**Effect:** +1 resource or +3 environment

**Grant 7: The Patriot Act [EXPIRED]**

**Reasoning:** To improve provincial security and militaries

**Official Wording:**

“Given that several nations across the empire have paltry law enforce, or a law defense force, it’s clear that measures should be taken to rectify the situation. This bill would extend 15% of the imperial budget to either improving security within provinces, or provincial militaries. By improving provincial security, or militaries provinces will be more capable of responding to threats of all sorts. ”

Date Passed: 3/4/2018

Date to End: 6/1/18

*Granted in persona*

**Layman's Wording:**

15% of the imperial budget is devoted to improving security and military, with nations able to choose +3 law enforcement or +1 military

**Effect:** 3 security *or* 1 military point

**Grant 8: Warvitalization Bill [EXPIRED]**

**Reasoning:** To provide supplies for the Imperial Army and boost the imperial economy

**Official Wording:**

“Given the expansions of the imperial army, its clear that more supplies may be needed in the future. That being said, it is also clear that in wake of the recession, provincial economies could benefit from economic investment from the Empire.

With all of this in mind, this bill seeks 10% of the imperial budget to be granted to provinces to increase production in one of the following fields:

1. Arms manufacturing
2. Medicine
3. Boat or Vehicular Production
4. Aeronautics
5. Or any other industry that in the event of war could be used to supply soldiers.

By re-vitalizing the economy and improving overall production, we can ensure that the empire will be prepared for anything. After all, “if you want peace, prepare for war.”-Alfred Pennyworth”

Date Passed: 3/13/18

Date to End: 6/1/18

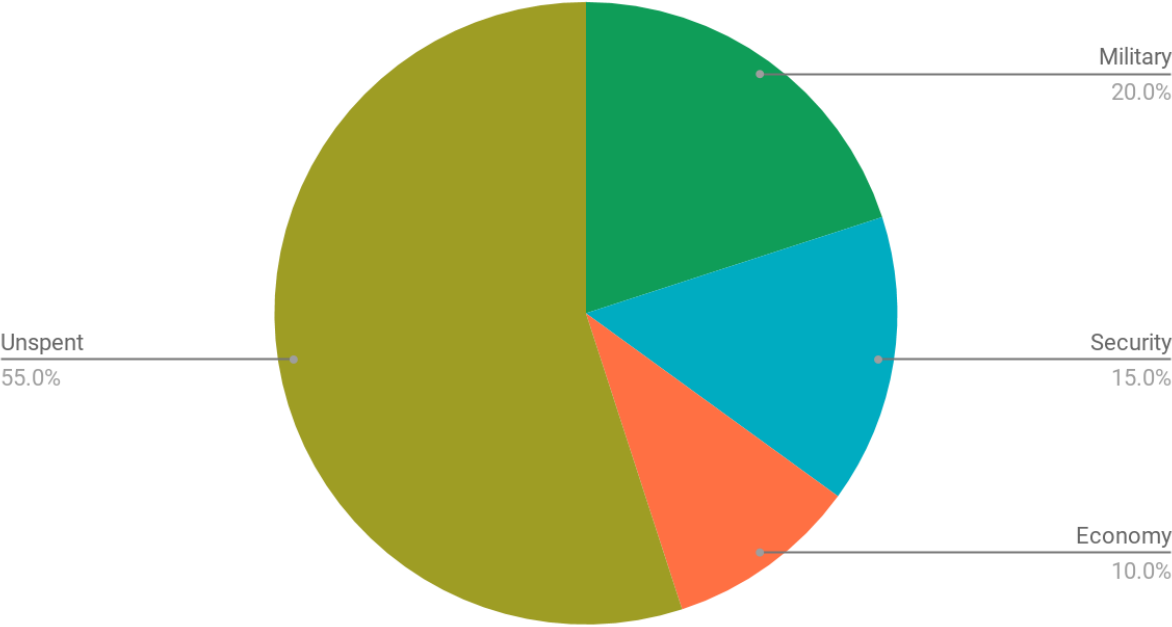
*Granted in persona*

**Layman's Wording:**

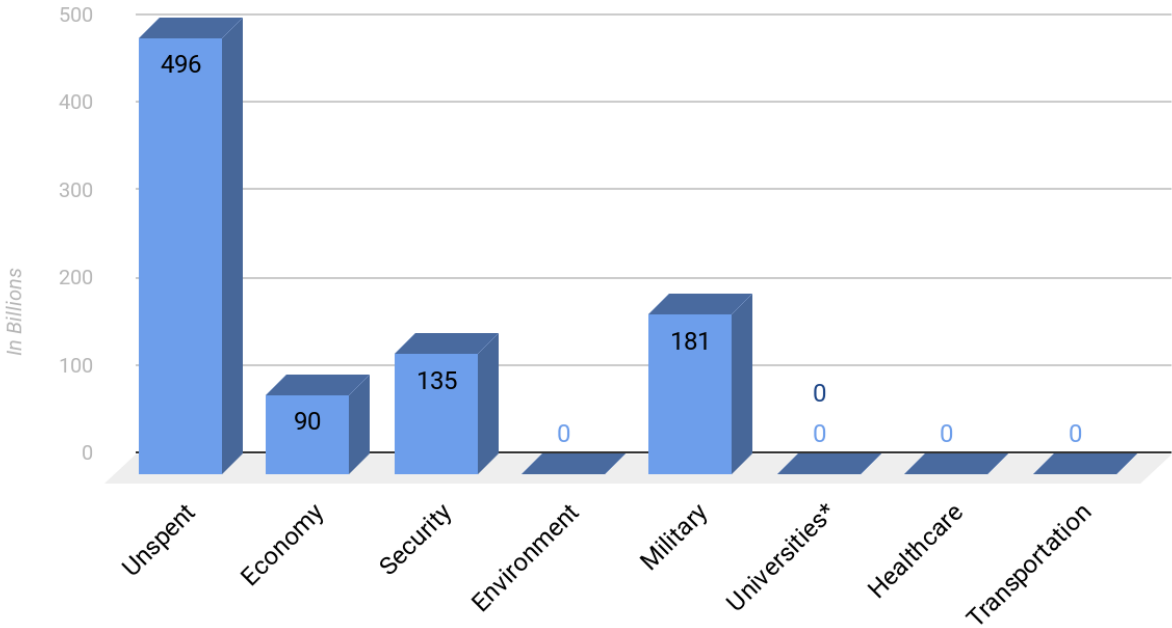
10% of the imperial budget is devoted to expanding military industries

**Effect:** +1 econ to industry that can benefit the military

# Imperial Budget



## Imperial Expenditure in Billions



\*Under universities, dark blue is “Scholarships and Research Funding”, light blue is “Direct Funding”

Template:

|                                       |
|---------------------------------------|
| <b>Grant :</b>                        |
| <b>Reasoning:</b>                     |
| <b>Official Wording:</b><br>“”        |
| Date Passed: _____ Date to End: _____ |
| <b>Layman's Wording:</b>              |
| <b>Effect:</b>                        |