



LODESTAR

CONSTITUTION & TERMS OF THE AGREEMENT

MEMBERS

+2230 (FOCUS: +1200 Mil, +450 Tech, 490 Eco, +80 RP)

([LINK](#)) [STATISTICS & FULL LIST](#)

COLLECTIVE

+450 Tech



DARK STAR IMPERIUM

+400 Mil/Tech



MACHINE

+75 Eco



MECHANICUS

+30 RP/Eco



IMPERIUM OF MAN

+50 RP/Mil



DARK ARMY

+50 Mil



REGIS DYNAMICS

+150 Eco



ASAGE FLEETWORKS

+50 Eco



ALPHA LEGION REGIME

+100 Mil



RIISING SUN CORPORATION

+60 Eco/Tech/Mil



THE GREY LEGION

+350 Mil/RP



THE SOLARIAN EMPIRE

+200 Mil



LODESTAR CONSTITUTION

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INTERSTELLAR INC.

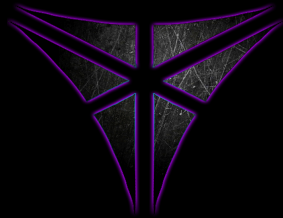
+60 Eco/RP



INTERSTELLAR
INC.

THE ELDRITCH NATION

+100 Mil/Tech/Eco



UNITED MOLE ENTERPRISE

+20 Eco/Tech



ARTEMIS CARGO CORP

+35 Eco/Tech



STAR INDUSTRIES

+50 Eco/Tech



STAR Industries



Lodestar is a supranational union that pursues the technological, economical and militaristic might of all of its Members. Lodestar strives to be the paragon in all aspects of design and management. It is a beacon of prosperity in a galaxy plagued by inexperience and turmoil.

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EXTERNAL DOCUMENTS

[Definitions](#) - Essential explanation for terminology used in the Constitution.

DIRECTIVES

[Code of Conduct](#) - Rules about behavior, neutrality and representation.



CONSTITUTION OF LODESTAR

ROLES

Politicians

Archons are the highest level decision makers in Lodestar. The Archons are Representatives of the largest Lodestar Factions and are responsible for the decision making in the union. It is their duty to guide Lodestar at large. Each Faction can only have one Archon, who is required to act professionally and actively help all Members of Lodestar to the best of their ability.

Becoming an Archon requires the Faction to have at least as many Members as the average population across Archon Factions, unless an **80%** majority vote is made to override this by **Archons**.

Sentinels are the Representatives of Lodestar Factions and do not carry the same weight of responsibility in decision making as Archons. Each Faction has one Sentinel. Sentinels should actively converse with each other and Archons on the current state of affairs in the Lodestar, so that feedback can be considered to formulate better decisions that are more widely favorable towards the well being of Lodestar Factions. They are to pick their most trusted advisor to accompany them in the Lodestar leadership process. They form a Sentinel Council that acts as a Tiebreaker for Archon decisions.

Both Archons and Sentinels have to use the Lodestar tag “**◆**” somewhere in their names in forums and in-game if possible. Alternatively the alphanumeric version “**[LDSTR]**” if unicode isn’t available. This rule does not apply to all the Members of Faction, but does not restrict its use either.



Specialists

Specialists act as general advisors. Specialist ranks will be granted at the discretion of the Archons as the result of demonstrating knowledge in a subject and the ability to use it. Promotion to these roles requires a majority vote from the Archons as experience is relative. Their opinions are valued in matters that intersect with their speciality according to their skill.

Paragons are exceptionally skilled.

Virtuose are very skilled.

Adepts are moderately skilled.



DECISION MAKING

Any action whether it is logistical, political, judicial, executive, etc must be voted on by Archons and receive a majority vote for it to be carried out. If an Archon has not been able to submit a vote in the span of 3 days, the Sentinel from their Faction may vote for them. In the case of a Stalemate, the vote is opened to the Sentinel Council, allowing a majority of Lodestar Factions will have an equal say in the decision. If not explicitly specified otherwise, these rules apply to all decisions.

If neither the Archon nor the Sentinel votes for a decision, they are abstained from the vote and won't count towards the total pool of voters used to calculate the approval percentage. If this occurs 3 times in a row, the delay of 3 days to vote is taken away from the Archon until they choose to vote in at least one decision.

Required approval for votes

Decision	% of votes to pass
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Archon

General	>50% (TB)
Declaration of war	60%
Directives	60%
Member Count Override	80%
Constitutional	80%

Sentinel

General	>50%
Tiebreaker (TB)	>50%



UNITY

Archons and Sentinels will foster good faith and relations with each other. No Lodestar Faction may take action that results in harm to another Lodestar Faction and must respect the laws within their Sovereign Territory. Lodestar Factions will not act in any way that can be seen as willingly aggressive against each other. If an issue arises amongst Lodestar Factions that is deemed by the Archons important enough to affect Lodestar at large, it will be resolved by Archons in a manner that will ideally result in minimal harm to Lodestar, fostering an end to the original problem.

All Lodestar Factions have a **NAP 7** and a **DP 0** between each other. Should a Faction announce their leave from Lodestar, each agreement will be disbanded according to their day limitation.

Non-Lodestar Factions on friendly terms with Lodestar Factions will be provided with the option to join Lodestar to avoid conflict brought on by an activated Offensive or Defensive War if they are brought in on the opposition side. This option can only be extended by a majority Archon vote and only in order to keep out undesirable Factions from utilizing this as an exploit to get in.

DIRECTIVES

All Members at all levels shall respect and adhere to the Directives and Constitution of Lodestar. Directives are the laws of Lodestar and can only be passed with a 60% majority Archon vote. Votes that will affect the Constitution, or the creation or removal of Directives cannot be opened to Sentinels. The Directives of Lodestar are the most important laws Factions are required to follow, and no forms of circumnavigation around them shall stand. All other agreements are secondary to the Constitution and Directives. Any actions by a Lodestar Faction that does not reflect the laws or Constitution of Lodestar shall be met with increasing sanctions and eventual expulsion from Lodestar at a time deemed appropriate by a majority Archon vote.

Adding or changing laws

- Changing the Constitution requires an 80% majority vote by **Archons**.
- Adding or removing Directives requires a 60% majority vote by **Archons**.



WARFARE

All Lodestar Factions have a DP and an OP directly between Lodestar. Lodestar can have NAPs, DPs and OPs of its own that apply to all Lodestar Factions.

Offensive War

Any Member of Lodestar may bring forward a motion to declare war on a non-Lodestar Faction or a group of Factions an Alliance. If the motion gains traction, an Offensive War will be voted on by **Archons** and will only be passed with **60%** majority vote. A War Council will be formed and any Lodestar Factions may abstain from the war, however, must then provide some form of logistical, economic or industrial support that will vary on their capabilities.

Defensive War

If a Faction or an Alliance declares Lodestar their enemy or attacks a Lodestar Faction, a War Council will be formed and tasked with ending the conflict. Defensive war requires no vote and allows any Lodestar Faction to openly wage war between the aggressor. Lodestar Factions must do everything in their power to defend each other from the aggressor.

Being located far away from Lodestar core space will result in a majority vote by Archons on if the cost of sending valuable military assets far away from core space to defend distant Lodestar Factions is the correct course of action. If it is deemed too far to send assets to, then ulterior means of strategy will be explored.

Member Faction Wars

Lodestar Factions may still wage their own wars and they will not be interfered with by Lodestar unless the Lodestar Faction was the one who had war declared on them. Only with the formal permission from the initial attacking Lodestar Faction may another one join the war and assist them.



Rules of war

Finders Keepers

First Lodestar Faction to Capture an Object gets to keep it. Any Claims have to be forwarded directly to the War Council.

No Eating from Someone Else's Plate

Capturing a large abandoned Object with a minor force that would never have been able to overpower it should it have been manned does not constitute as a Claim if a local three times larger Lodestar Faction force exists that made the enemy flee the Object in the first place doesn't permit it.

Many Mouths to Feed

Joint operations by roughly equal forces result in all the participating Lodestar Factions having a Claim to the resulting resources from a Skirmish. All of the gains will be considered free salvage for each Claimant until all but one Lodestar Faction abandons their Claim for some repercussions for the others. The Lodestar Faction fastest to reclaim the resources will receive the most. One cannot transport or start to salvage an Object that a Member of another Claimant is operating on (roughly 10 meter cube), but one can cut larger Objects into fragments to avoid this restriction.

Lion's Share

A significantly larger Lodestar Faction force, three times the smaller force, always negates the Claim of any smaller Lodestar Faction force tagging along with them. The larger force dictates whether the smaller force gets any reward, when they get it and what reward they get. Failing to deliver on this promised reward will lead to a review by Archons for disturbing the unity of Lodestar.

Uninvited Guests

If a non-Lodestar Factions is present in a war with or without the permission of Lodestar where Lodestar or one of its Member Factions fights a third party, Lodestar Factions will have to negotiate and enforce their own Claims against the non-Lodestar Faction without the intervention of Lodestar. If the non-Lodestar Faction declares war on a Lodestar Faction due to disputes, a Defensive War will be created against them. The same does not apply in cases where a Lodestar Faction declares a war on the non-Lodestar Faction.



JOINING OR LEAVING LODESTAR

In order to bring new Archons or Sentinels to Lodestar, the Archons must approve them first through a majority vote. New Members are required to sign this document. If a Lodestar Faction wishes to extend an offer to another outside group to join Lodestar, a majority Archon vote is required before. The new Lodestar Faction receives one Sentinel upon joining and if they meet the requirements, one Archon.

Joining Lodestar comes with the requirement of leaving all other alliances immediately upon joining. Lodestar Factions can still manage diplomacy with Factions through agreements like NAP, OBA, DP and OP, but should always remember that Lodestar Constitution and Directives always override any other agreements.

Any Lodestar Faction is free to leave whenever they want to. The agreements with Lodestar will degrade according to the section in [UNITY](#).

AUTONOMY

The sections before this cover all the responsibilities of Lodestar Factions. Each Lodestar Faction has the complete freedom to govern their organization and Space as they see fit, while still following the Constitution and the Directives. No motion shall be set in place that will harm or dramatically change how a Lodestar Faction operates. Should a motion be brought forth that does violate this, the Lodestar Faction may refer to this section, upon which the Archons will resolve the issue.

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SIGNATURES

This section is edited as Factions agree to the terms of the Constitution.

