



Founding Charter of Unity 5

(Sector 5 Collective of Polities)

Preamble

We, the polities of Sector 5, found Unity 5 to act together where none of us can act as well alone. We seek shared security without domination, cooperation without absorption, and strength without coercion.

Unity 5 exists to coordinate against common dangers, to steady polities in crisis, and to turn conflict into settlement before it becomes war. It also exists to build: to share knowledge, align standards where useful, and combine effort on projects no single polity would carry alone.

We decide by consent. Consensus is not speed at any price; it is legitimacy earned in advance, so that when we act, we act as one.

And as a standing rule of conduct: **Be excellent to each other.**

Article 1 — Terms

1. **Cycle / Turn** means 100 days of game time. There are four Cycles in a **StarYear**.
 2. **Summit** means a sector-wide in-person/voice gathering associated with a Cycle. Unity 5 may use a Summit if one has been called, but Unity 5 business is normally conducted on the Unity 5 Forum.
 3. **GM** means the Game Master, the final arbiter on timing, rule interactions, and adjudication.
 4. **Support Value (SV)** is annual economic capacity, generated per StarYear. SV is not money and does not carry over.
 5. **Action Points (AP)** are per-polity capacity to execute significant actions. Each polity has four AP per Cycle; AP do not carry over.
 6. **Consensus** means: no Member lodges a formal objection before the decision window closes. Abstentions do not block.
 7. **Communication delay** applies: within Sector 5, communications are effectively within-cycle; to a neighbouring sector takes one additional Cycle; more distant sectors take two.
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Article 2 — Purpose and Minimum Behaviours

1. Unity 5 exists to:
 - a) coordinate action on shared threats;
 - b) combine effort and align capacity across polities;
 - c) provide a fast, binding process to resolve disputes between members;
 - d) offer a channel to raise and coordinate responses to threats targeting specific polities.
 2. Members commit to these minimum behaviours:
 - a) **Non-aggression** toward other Members;
 - b) **Consultation** before escalation, except where immediate self-defence prevents it;
 - c) **Transparency** as defined in Article 6;
 - d) **Dispute resolution** under Article 7;
 - e) **Good faith** performance of this Charter.
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Article 3 — Membership and the SV Investment

1. Any polity in Sector 5 may apply for membership by notifying the Chair.
 2. Membership requires:
 - a) acceptance of this Charter;
 - b) a compliance review run under Article 4(3);
 - c) an annual investment of **one (1) SV**; and
 - d) **consensus of current Members**.
 3. **Founding exception**: the initial signatories at the Founding Summit are Members without an admission vote. After that Summit, Article 3(2)(d) applies.
 4. **SV handling**: the membership SV is treated as an annual-capacity allocation for the current StarYear, recorded as a transfer into Unity 5 common purposes; it is not refundable.
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Article 4 — Organs and Rotation

1. **Organs**
Unity 5 has:
 - a) the **Forum**, comprising all Members;
 - b) the **Chair**, responsible for procedural leadership and execution of Unity-5 actions;
 - c) **Commissions**, constituted as needed, to run defined processes under this Charter.
2. **Rotation of the Chair**
At the end of each Cycle, the Chair passes to the next Member by random shuffle of the Member roster.
No polity serves as Chair for two consecutive Cycles if any other Member is eligible.

3. **Authority of the Chair**

The Chair:

- a) circulates proposals, sets decision windows, and records adopted decisions;
- b) may convene a Commission for a specific task by selecting three Members by random shuffle, unless the Forum decides otherwise;
- c) may request adjudication from the GM where required.

4. **Unity-5 Actions and the Chair's Action Point**

- a) Once per Cycle, the Chair shall dedicate **one (1) of its own Action Points (AP)** to execute an agreed **Unity-5 Action** on behalf of all Members.
- b) A Unity-5 Action must be **approved by consensus**, using the silence procedure under Article 5, before it is executed.
- c) A Unity-5 Action is considered **enhanced**, reflecting the collective support of Unity 5. Its effects are treated as arising from the combined legitimacy and coordination of all Members, though implementation occurs through the Chair's AP.
- d) The Unity-5 Action must be **explicitly designated** as such on the Chair's own action sheet and **fully recorded** on the Unity-5 Action Sheet maintained by the Chair.
- e) The Unity-5 Action does not consume AP or resources from other Members unless they separately commit them by explicit agreement.

5. **Commissioned Processes**

Where a Commission is convened, it operates within its defined mandate and reports outcomes to the Forum or Chair. The Chair may delegate operational detail to a Commission but remains responsible for Unity-5 records and procedural integrity.

Article 5 — How Unity 5 Decides

- 1. Unity 5 business is normally conducted on the Unity 5 Forum. Where a Summit has been called for the sector, the Chair may also conduct Unity 5 business at that Summit.
 - 2. The Chair circulates proposals in writing and sets a decision window. The default decision window is **48 hours (during game uptime)** unless the Chair specifies otherwise.
 - 3. **Ordinary decisions** are made by a vote of the Members of Unity 5, one polity one vote, using either:
 - a) the **silence procedure** (default); or
 - b) a counted vote where the Chair records explicit Yes/No/Abstain.Unless this Charter requires a different rule, decisions pass by consensus.
 - 4. **Silence procedure (default):** silence implies consent. If no Member submits a formal objection before the decision window closes, the proposal is adopted by consensus. Where a counted vote is used, any Member who does not respond within the window is recorded as consenting.
 - 5. **Record:** all adopted decisions and treaties are written up by a participant and sent to the GM for posting/recording; secret clauses may exist, but the treaty itself is public.
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Article 6 — Transparency and Consultation

1. Once per Cycle, each Member may provide a short **Posture Note** to the Chair (or to a Commission if convened):
 - a) major force movements near Member borders;
 - b) new interdiction, strategic weapons, or fortress infrastructure;
 - c) new external defence pacts affecting Sector 5;
 - d) incidents likely to trigger Article 8.
 2. Consultation duty: before escalating a dispute, a Member must notify the other party and the Chair, unless immediate self-defence prevents timely notice.
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Article 7 — Dispute Resolution (Fast, Table-Friendly)

The Three Doors Process applies to disputes between Members.

1. **Door One — Direct Talk (same Cycle):** one meeting; each side states (i) its demand, (ii) its minimum acceptable outcome, (iii) its restraint while talks continue.
 2. **Door Two — Mediation (same Cycle):** the Chair appoints one mediator (or the parties choose). The mediator proposes a single-page settlement.
 3. **Door Three — Binding Draw (immediate):** if mediation is rejected, a Commission (if convened) runs a Binding Draw; otherwise the Chair runs it and selects one of:
 - a) Party A's final offer;
 - b) Party B's final offer;
 - c) the mediator's proposal.The selected outcome binds for one Cycle.
 4. During Doors One–Three, parties must not initiate hostilities against each other, except in immediate self-defence.
 5. Where communication delay applies across sectors, the Chair may extend each Door by the minimum number of Cycles needed for lawful exchange.
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Article 8 — Joint Defensive Action

1. Unity 5 may undertake **Joint Defensive Action** only in response to:
 - a) an armed attack on a Member;
 - b) an imminent armed attack, evidenced to the Chair (or to a Commission if convened); or
 - c) a hostile incursion affecting multiple Members.
2. **Scope threshold:** Joint Defensive Action means any Unity 5 action **above** the collective placement of a single military unit.
3. **Decision rule:** Joint Defensive Action requires **consensus of Members**, using the silence procedure.

4. **Implementation reality:** Unity 5 decisions do not move fleets by themselves. Each participating polity must support its contribution with its own capacity (including AP where relevant).
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Article 9 — Suspension, Reinstatement, Withdrawal

1. Suspension may be imposed only by a **unanimous vote of all other Members**, excluding the Member under review. The Chair may convene a Commission to manage the process, but the decision remains a unanimous vote of the other Members. Suspension may be imposed for:
 - a) unprovoked aggression against a Member;
 - b) refusal to engage Article 7;
 - c) material falsification of Article 6 transparency;
 - d) grave breach found by Unity 5 inquiry;
 - e) persistent bad-faith obstruction of Charter purposes.
 2. Suspension removes: the ability to object under the consensus rule, eligibility for Chair/Commission, and access to Unity 5 security coordination.
 3. Reinstatement requires the same body that imposed suspension to approve a compliance plan.
 4. **Withdrawal:** any Member may withdraw with **one Cycle notice** to the Chair (and to any Commission if one is convened). Binding dispute outcomes already in force remain binding for that Cycle.
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Article 10 — Extraordinary Measures

1. Any proposal materially outside ordinary diplomacy/coordination (a “Wizard Wheeze”) must be flagged as such and may be adopted only if:
 - a) the Commission certifies it as intelligible and bounded; and
 - b) the GM does not rule it invalid under the wider game constraints.
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Article 11 — Amendments

1. Amendments require consensus of Members.
2. Amendments take effect at the start of the next Cycle unless the adopting decision states otherwise.