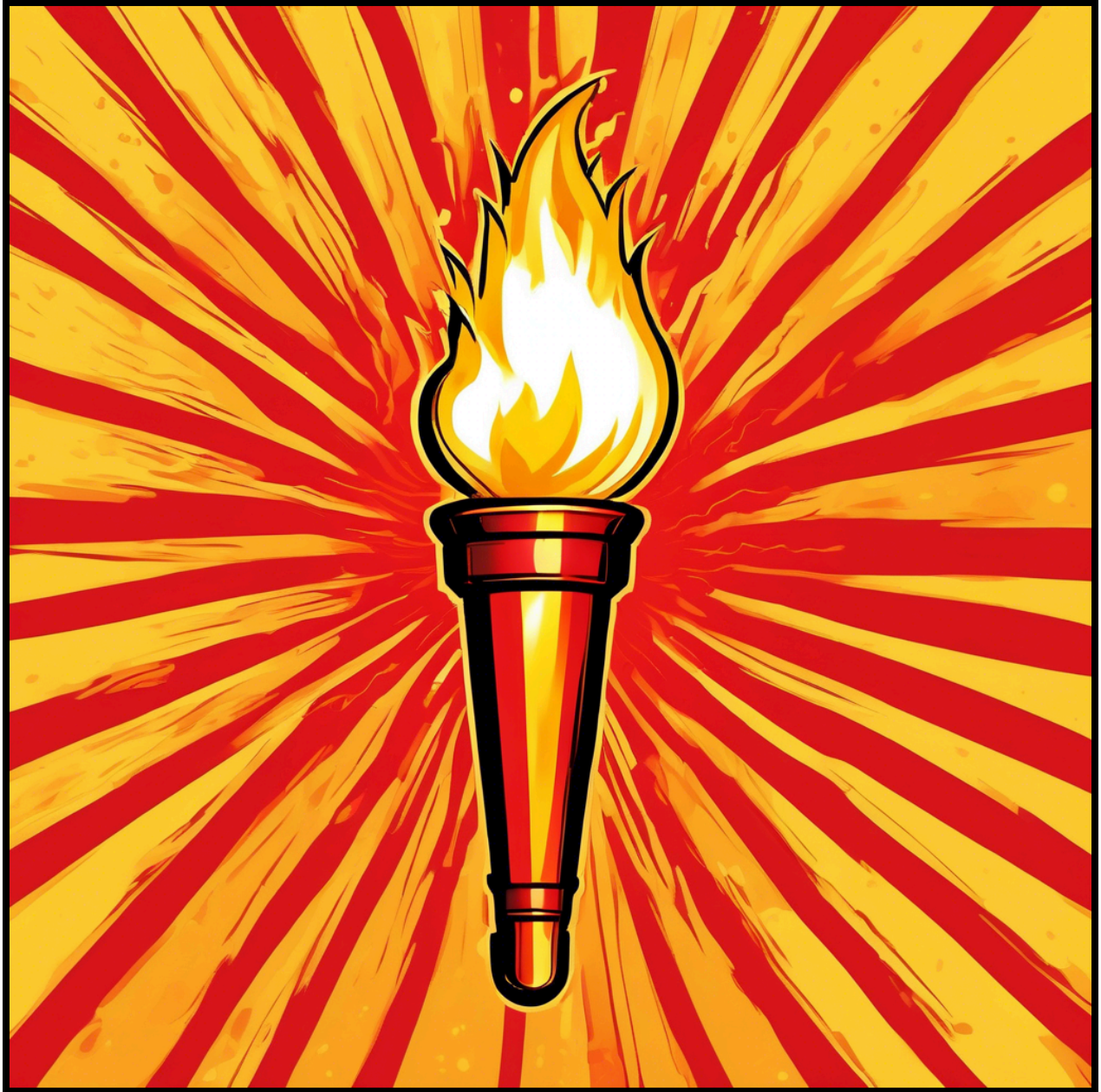# The Republican Party

Meta Look

This party could best be described as Theodore Roosevelt, but with more moderated imperialistic tendencies. There's a high focus on global stability, reservation of action, and moderate imperial police-work. This party also takes the unique approach of implementing some later TR positions of better quality of life for workers and mixing it with the classical view of citizenship and the individual's relationship to society. In the end you have a party that supports a higher calling of itself and its citizens, economic excellence for all, and holding a philosophical duty to the preservation of mankind.

Initial Concept

The Republican party hereby calls together all those dedicated to the internal development and the reserved international strength of our mighty civilization. Through economic investment and political balance we do strive for the stable foundation of republican values; a rule of law; and a commitment to justice.

Policy Platform

Policy Name	Policy Details
Meta Roleplay-Gameplay Leaning	- **Roleplay:** In recognition of the diverse spectrum of DemocraCiv player-styles, but we lean in favor of roleplay, storymaking, and treating the game as if it was the real world. - **Real World:** Each in game action has an in-universe consequence. Our party members will weigh and study the consequences of every action when considering domestic and foreign policy.
Separation & Balance of Powers	- **Constitution:** Our party believes in upholding the constitution through implied powers and loose constructionism. - **Fair & Balanced:** Our belief is in a balanced government with separation of, and shared power with, the three branches of government. - **Proactive Legislature:** Despite our belief in a balanced government, we uphold the idea that the Legislature does indeed have the power to regulate and pass laws on topics that are not expressly or implied in the

constitution.
- **No Man a King:** Government officials shall not hold more than one position.
- **Separation:** Government officials shall not proxy for a position in another branch of government.

Policy Cards (In Game - Civ VI)	- **Republicanism:** While different times may call for different policies; here is our list of policies that we wish to stick to as much as possible:

Ancient
1. Survey
2. Urban Planning
3. Ilkum
4. Maritime Industries
5. Conscription
6. Limitanei

Classical
7. Charismatic Leader
8. Diplomatic League

Medieval
9. Naval Infrastructure
10. Navigation
11. Meritocracy
12. Trade Confederation
13. Merchant Confederation
14. Professional Army
15. Town Charters
16. Traveling Merchants
17. Civil Prestige

Renaissance
18. Drill Manuals
19. Logistics
20. Triangular Trade
21. Rationalism
22. Free Market
23. Liberalism

Industrial
24. Public Works
25. Public Transport
26. Force Modernization

Modern
27. Laissez Faire

	28. Market Economy 29. Arsenal of Democracy 30. New Deal 31. Gunboat Diplomacy 32. Patriotic War 33. Defense of the Motherland Atomic 34. Containment 35. International Waters 36. Satellite Broadcast 37. Heritage Tourism 38. Military First Information 39. Diplomatic Capital 40. Global Coalition 41. Collective Activism 42. Strategic Air Force
Governments (In Game)	- **RP-Based:** As part of our RP leaning; we take government type very seriously. It's the lens through which we view our society no matter what the meta-MK is doing. - **Tier 1:** Classical Republic. - **Tier 2:** Merchant Republic. - **Tier 3:** Democracy. - **Tier 4:** Digital Democracy
Rules of War	- **War of Purpose:** The act of war should be considered only after other reasonable avenues are explored. - **Rational Conduct:** Wars should be fought with a controlled and reserved nature; razing cities is passionately denounced and viewed as the massacre and displacement of said cities' occupants. - **Limited Warfare:** Precise strikes and wars with a set goal from the onset are preferred. - **Protector of Humanity:** Should another civilization be continuously conquering, razing cities, or engaging in consistent war then our civilization shall engage in keeping the peace.

Expansionism	- **Limited Expansion:** Early expansion, but is committed to carefully strategized
International Relations	- **Balanced World Order:** Our party recognizes the importance of keeping balance in the world through limited wars, preventing unaggressive expansion, and maintaining stability for business as usual. - **Preservation of Societies:** Our civilization shall never totally eliminate another civilization and shall work to defend other civilizations from utter destruction. - **Consistency:** In past MKs it becomes a habit to have inconsistent foreign policy that destroys the RP in favor of the meta-game. Our party stands for a consistent and well approached foreign policy. Approaches may change with time, but our goal is consistency for the sake of stability and business.
City States	- **Respect:** Our civilization shall respect the right of city states to remain independent entities. - **Fair Elections:** Spies shall never be used to influence the elections of independent city states. - **Dollar Diplomacy:** Our civilization shall invest regularly in city state allies through monetary and unit gifts. - **Puppet Priority:** Should our civilization conquer a city state and the political winds not blow in favor of liberating it; our party insists on the formation of a puppet government if not total freedom for the city state.
Infrastructure	- **Roads:** An expansive network of roads shall be the backbone of our economic system. - **Tile Improvements:** Our land must be fully developed except for designated

	conservation zones.
Internal Focus	- **Wealth:** Our civilization's focus shall be on the creation of wealth.
Military	- **Grand Fleet:** Our civilization shall invest early in a strong fleet that will be the envy of the world. This fleet shall be our sword, our patrol, our presence protecting our interests. - **Limited Standing Army:** Our civilization shall have a limited standing army with at most one unit per city with exception of units in strategically placed forts.
Merchant Fleet	- **Full Potential:** Our civilization shall always keep a full roster of merchant ships. - **Control:** The Ministry shall have the power, through whatever process it creates, to send or call back merchant trading ships. - **Embargo:** The Legislature reserves the right to vote to embargo a country; thus making *any and all* trade with said country illegal.
Education	- **Infrastructure:** Each city should have at least a university & library.
Healthcare	- **Infrastructure:** Each city should have at least a hospital. - **Single Payer:** Our nation should adopt a single payer healthcare system to ensure the health of our workers and economic success of our industries. In our RP single payer can only be achieved through hospitals in each city, the illegality of letting starvation occur,
Environment	- **Conservation:** Legislate specific areas to protect.
Religion	- **Separation of Church & State:** Religion should not be legislated

	about or included in our country.
	- **Holy Wars:** Our civilization should not involve itself in wars of religion except for when the *Preservation of Societies* clause is invoked.