

System of Government

- **High Council**

- Made up of the heads of each Union, the Citizens Representative, the Head of the Field Military, and the Head of the City Militia.
- Meets regularly in the castle keep or as needed to solve problems as they arise.
- Responsible for making and changing laws, setting taxes, and planning the city/empire expansion.
- Must vote on decisions and reach a $\frac{3}{4}$ majority.

- **Union Heads**

- Represent Union members' interests at High Council meetings.
- Serve 6 real life month term with one term gap before eligibility renews.
- Elected by members of their given Union.
- Must reach skill level 90 in their given skill to be eligible for election.
- May choose to reside within their Union Hall tax-free.
- Must be regularly available to talk to Union members to solve Union-specific issues.
- Makes decisions and directs Union members based on needs of the city/empire.

- **Field Military Head**

- Represents the Field Military's interests at High Council meetings.
- Serves 6 real life month term with one term gap before eligibility renews.
- Must reach skill level 90 in any military skill to be eligible for election.
- Elected by Specialized Military Heads.
- Must be regularly available to talk to Specialized Military Heads to solve Military-specific issues.
- Makes decisions and directs the Field Military in battles and wars.

- **City Militia Head**

- Represents the City Militia's interests at High Council meetings.
- Serves 6 real life month term with one term gap before eligibility renews.
- Must reach skill level 90 in any military skill to be eligible for election.
- Elected by City Militia members.
- Must be regularly available to talk to City Militia members to solve Militia-specific issues.
- Makes decisions and directs the City Guards (Standing Militia members in peacetime) and Volunteer City Militia when the city is under attack.

- **Citizens Representative**

- Represents the interests of all non-Union citizens of the city at High Council meetings.
- Serves 6 real life month term with one term gap before eligibility renews.
- Elected by non-Union citizens.

- Must be regularly available to talk to any non-Union citizens and relay issues to the High Council.

Bill of Rights

- You have the right to live. Murder will not be tolerated and is punishable by expulsion from the empire.
- You have the right to shelter. A basic house will be provided to each citizen, however, you may not be the only resident of that house. The individual is responsible for all costs associated with an upgrade in housing.
- You have the right to food and medicine. Each citizen is entitled to one prepared meal per in-game day at no cost. The individual is responsible for the costs associated with obtaining extra food. Each citizen is also entitled to medical care for any injury or sickness at no cost.
- You have the right to High Council representation regardless of Union membership. Should any citizen choose not to join a Union, their interests will be made known by the Citizens Representative.
- You are innocent until proven guilty and have the right to a fair trial. The burden of proof is on the accuser and must prove their case beyond reasonable doubt.
- You have the right to privacy and safety from unreasonable search and seizure. No citizen, soldier, or government official can intrude upon your private property without your consent.

City Layout

Each city in the empire will follow the same general plan.

A 28 tile long by 34 tile wide area should be enclosed by palisade walls with a gate. This area should be a short walk straight in one direction from the monument.

This area should provide enough space for huts, a kitchen, a blacksmith's shop, a carpenter's workshop, stables, and a small warehouse all built against the palisades. It should be used as a safe area as buildings fill up the larger claim area. This area will also eventually be used for the castle keep and the palisades will be replaced with stone walls.

INSERT ILLUSTRATION

The layout of the city will then spread out in rings around the first stone walls. The largest plaster houses will be built closest to the castle keep and house sizes will go down as they get closer to the outer edge of the claim. The edge of the claim will be encircled with stone walls.

INSERT ILLUSTRATION

Workshops and warehouses will be found through the city and not concentrated in one area. To allow for a more natural feel, city buildings do not need to follow a strict grid formation or all be at equal elevations.

All roads will be paved with stone and major roads will be three tiles wide. A gap of at least one tile should be left between the road and structures. Side roads and alleys can be one or two tiles wide but should keep the gap between paved tiles and structures.

Property outside the city walls (farms, mines, logging and hunting camps, military outposts) as well as homes in the outer rings of the walled city are eligible for personal claims. Personal homes outside the city walls and/or claim areas are tax exempt and owners will receive compensation to be used to maintain the claims as long as the property is productive or the owner plays a role somehow.

Mining Guide

Miners Union

Carpentry Guide

Carpenters Union

Farming Guide

Farmers Union

Building Guide

Builders Union

Smithing Guide

Blacksmiths Union

Naturalist Guide

Naturalists Union

Cattleman Guide

Cattlemen Union