

Preamble:

In order to create a more stable region, promote common defense under the principles of collective security, and allow for a greater amount of cooperation within the Great Northern Alliance, we hereby ordain the following charter for the Greater Northern Alliance.

Article I: General Terms

The Great Northern Assembly may change the following terms of the alliance by a two-thirds majority vote:

1. All bounties placed within member nations shall apply to the entire alliance. The Alliance charges all member nations to aid in the capture of bountied players if the bounty arises in a member nation.
 1. All bounties placed in the Alliance must have visual or audio proof in order to be considered legitimate and worth pursuing.
 2. The Alliance encourages officials from all member nations to co-operate in capturing bountied players if possible.
2. The Great Northern Alliance and its member nations constitute a free-trade zone. No tariffs or import duties may be enacted in one member nation if they affect another member nation.

. In addition to free trade, the Great Northern Alliance necessitates unrestricted transit for all citizens of all member nations, including but not limited to access to netherfactories, rails, canals, roads, and ice roads.

 1. No nation may enforce their domestic laws in the territory of another member nation.
 2. In the event of war, the Northern Assembly shall convene to decide the proper course of action.

. If two-thirds of the member nations vote to go to war, then the entire Alliance shall go to war in whatever capacity member nations can.

 - a. If the two-thirds threshold is not met, then individual member nations are still allowed to go to war.

b. Member nations are not allowed by the Alliance to war against each other. If a state of war arises between two members of the Alliance, then it is the responsibility of the Great Northern Assembly to end the conflict via arbitration.

1. In agreeing to the Charter, all member nations recognize the validity of all other member nations' land claims and boundaries.

Article II: Great Northern Assembly Organization

1. Each member nation shall become a member of the Great Northern Assembly when the meet the following requirements:
 1. It must consist of a group of players living together.
 2. It must not exist within the claims of any other nation, whether it is in the Alliance or not.
 3. It must have the capability to send a representative to the Great Northern Assembly.
 4. It must be at peace with all members of the Alliance.
2. Voting in the Great Northern Assembly shall take place in the following manner:
 1. Votes can be held in a meeting(mumble or in game). Where said vote and results will be posted on /r/civGNA
 2. If a vote is brought up outside of a meeting, there must be a post made tagged [Discussion] made on the /r/civGNA subreddit. It must be up for 12 hours before a [Vote] post is made.
 3. All posts tagged [Vote], provided a [Discussion] post with the same title has been up for 12 hours, shall be binding votes of the Great Northern Assembly. Votes are cast by making comments in the thread. Nations wishing to vote in the affirmative shall post "Aye", and nations wishing to vote in the negative shall post "Nay". Vote threads shall be up for 48 hours, at which time the current Secretary shall tally the votes and make a [Results] thread.
 4. A vote is still binding without a [Results] thread.

3. Each member nation is entitled to one representative in the Great Northern Assembly.
 - a. Each member nation may choose its representative in the way it sees fit.
 1. The General Secretary of the Great Northern Assembly shall be elected by a simple majority vote to lead the assembly. Those seeking to become General Secretary must have primary residence within the GNA to be eligible for election..
 - . He shall be the representative of the Alliance in times of emergency.
 - a. He shall be responsible for running the meetings of the Alliance in whatever form he sees fit.
 - b. The term of the Secretary shall last no longer than 4 weeks, at which time another election shall be called.
 - i. No Secretary shall hold consecutive terms.
 1. The Great Northern Assembly shall have the ability to act on the following by a simple majority vote:
 - . The Alliance may vote to go to war.
 - a. The Alliance may make pacts with non-member nations.
 - . These pacts can include trade deals, defense agreements, and recognition of other nations' borders.
 1. The Great Northern Assembly may vote to add or remove members from the Alliance with a two-thirds majority vote.