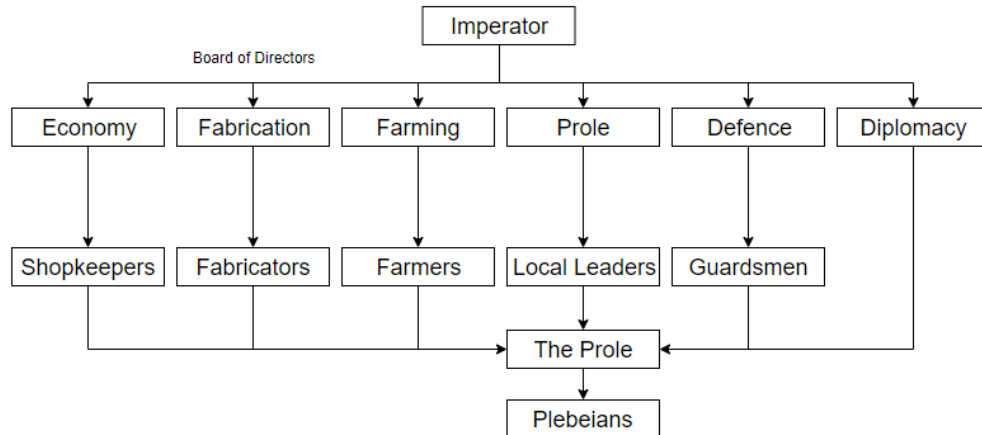




DIRECTORATE OF CONVEXO UMBRA

The Directorate of Convexo Umbra is a corporatist directorate running a large city, Convexo City. The Directorate is controlled by a Board of Directors, each specialising in a specific area.



The Board of Directors:

Imperator: Oversees the whole faction. The closest thing to a single, all-powerful leader the faction has. They act as a CEO, and though they have the power to take the faction in whatever direction they like, they rely on the rest of the Board of Directors for guidance and value their input.

Director of the Economy: Responsible for the mercantile side of the faction. They are in charge of determining the pricing range of Convexo shops and ensuring that the Directorate can compete against the prices of the other shops around the island. They select the items that shops sell and distribute them to the shopkeepers so that they can be stocked.

Director of Fabrication: The Director of Fabrication is in charge of creating things within the Directorate. They oversee the production of items to sell and the construction of buildings within Convexo City and any other land holdings. They can select a group of fabricators to learn blueprints and reliably produce important goods. Ensures that the goods get to the Director of the Economy to be sold, or the Director of Defence if they are for use of the military.

Director of Farming: Oversees farming operations. Makes sure that the farmers go out gathering materials and organises them, ready to be passed on to the fabricators for crafting. Sets out farming routes and highlights the best areas for farmers to go.

Director of the Prole: In charge of settling new residents and planning the housing. Acts as a public relations agent, talking to members of the Prole regularly and listening to feedback, concerns and ideas.

Director of Defence: The Director of Defence acts as Commander of the Guard and is in charge of security of Convexo City and the land holdings, and oversees the punishment system. They keep the jails and other punishment facilities in top shape and lead the armies in wartime.

Director of Diplomacy: Makes sure that the Directorate makes and maintains relations with other factions and discusses things with leaders of other factions. Maintains the embassies and allocates space for foreign embassies in Convexo City.

Each Director has a group of members of the Directorate under their direct control (except the Director of Diplomacy). These groups are the roles that the faction assigns, and each group has a set purpose and role to fill.

The Roles:

Shopkeeper: Runs one or more shops in the Directorate's land. These members are responsible for carrying out trades and stocking their vending machines. They advertise their goods and strike trade deals with visitors and residents.

Fabricator: People who create things. Fabricators are responsible for learning blueprints, crafting stock for shops and passing it on to the Director of Fabrication. The Director can assign certain fabricators to certain projects, including crafting goods, building outposts and embassies, and building houses within Convexo City.

Farmer: Farmers primarily go out gathering resources. They are also responsible for constructing forward operating bases in the wilderness from which to farm resources. Farmers construct a network of bases around the island to operate out of and stock resources in, ready for transport back to the Directorate's land.

Local Leader: A mayor or representative of a settlement within the land. This includes the Mayor of Convexo City. All local leaders will be elected and represent their communities to the Board of Directors, discussing local issues and concerns.

Guardsmen: Guardsmen keep the peace in the Directorate's land, and enforce the laws of Convexo City. They are responsible for stocking up peacekeeper turrets, arresting troublemakers and carrying out punishments at the behest of the Director of Defence.

The Prole: The citizens of the Directorate. The Prole are the working class citizens, the average resident of Convexo City, and the Directorate's lands. Prole members have no assigned role and are mostly free to do as they please, but they may be called to arms or have a levy requested in certain situations. The Prole have full citizenship of the Directorate, therefore giving them the right to a fair wage for their work and a fair price for their goods.

Plebeians: Plebeians are residents of the Directorate's lands without citizenship. Plebeians are deemed to be lower than the Prole, and are not considered to have the same rights those with citizenship enjoy. Therefore, they are not free from enslavement or exploitation. Plebeians may earn a position within the Prole if they show themselves to be worthy.

MILITARY AND DEFENCE POLICIES

The Directorate of Convexo Umbra has a constant Guardsman force which is focused around defence of the lands and the citizens. The Board of Directors strives to ensure that policies are implemented which incentivise a friendly relationship between the Directorate and other factions, rather than war. The Directorate follows an isolationist philosophy, and prefers to have little to no involvement with the conflicts of other factions. Instead, focus is put on improving the facilities the Directorate can provide and improving the lives of the residents of the land, and defence forces are put in place to improve and maintain the security of Convexo City and the Directorate's land holdings. The Guardsmen are militarised in order to better deal with whatever situation they might be put in and they are always authorised to administer lethal force. This is so that the defence force can always overwhelm any troublemakers and end incidents as quickly as possible. Peacekeeper turrets are authorised by the Director of Defence and are placed in strategic locations to further reduce the likelihood of any successful attacks.

While the Board of Directors conscribe a defensive force during peacetime, the policies in place for wartime are a far greater deterrent to any would-be raiders. If a war is declared on the Directorate of Convexo Umbra, conscription can be introduced to muster a far greater military might than simply a defensive force. The Board of Directors follow a philosophy of strong military, and believe that overwhelming force must be used against an enemy if the need arises. A pre-emptive strike and the strategy of denial is always favourable, in order to stop the enemy from ever reaching the Directorate's

land and therefore put far less risk on the lives and belongings of the citizens. The Convexo Umbra Military also follows the “scorched earth” policy, in order to further disincentivise war against the Directorate. Should a war ever be waged against the Directorate, the military forces sent to attack the enemy would be sure to leave nothing behind and utterly destroy them. Meanwhile, in the Directorate’s lands, the Home Guard would turn turrets to kill mode and lock down Convexo City, to increase the security as much as possible.

ECONOMIC AND MERCANTILE POLICIES

Following a corporatist ideology, the Directorate of Convexo Umbra has some stringent economic policies. Trades in the Directorate’s land must be carried out through use of a universal currency of Scrap, though exceptions are made for resource exchanges. This guarantees that any visitors to the city will be able to buy whatever items they want with the currency they would expect to use, rather than show up looking to buy items with scrap, only to find that the shop owner wants gunpowder instead.

The Director of the Economy (with help from the Board of Directors) is tasked with producing a list of goods that might be sold in the lands, and the prices between which they can be sold. This is to ensure that the Directorate can always compete against other shops on the island, and incentivise trading in Convexo City over anywhere else on the island. Therefore, prices of goods in the Directorate’s land must be reasonable, and excessively high pricing is not something that is encountered. The Board of Directors continues to reserve the right to restrict the sale and prices of any individual item, in case there is a moral panic about a drug, for example. The Director has also decreed that tax on resources farmed in the lands is to be set at 20%. There is no scrap tax on sales made in the lands, though individual items may be taxed if the Board of Directors wishes to disincentivise said item.

The Directorate is interested in creating a strong economy, and as such may invest in businesses and shops owned by residents rather than faction members. It is not uncommon for well-rounded members of the community to receive an invite to join the faction formally.

Another unique economic feature of the Directorate of Convexo Umbra is the Convexo Bank. Overseen by the Director of the Economy, the Bank acts as a safe place to deposit scrap, resources and any other items. The Bank offers interest on scrap deposits, with different rates for different plans. Each plan has varying expenses, with small accounts held by residents of the Directorate being the cheapest to open. Non-residents may also open accounts, but the fee to open the account may be larger. Factions may also open “Faction accounts”, with more storage space in the vault. The Director of the Economy plans to implement some sort of “scrap-less” feature, where an individual with a bank account can make purchases without any physical scrap, so they don’t have to risk their precious funds in less civilised areas of the island.

The Bank makes sure to keep stringent documentation on who owns which bank account and the contents of each vault. This information is shared with the Directors and high ranking bank officials to improve customer service and ensure that there are no issues with any aspect of the banking system. The information is shared with all Directors so that they can inspect and check the Bank and ensure it runs smoothly.

TOWN, CITY AND BUILDING POLICIES

The Directorate is home to many residents, both in Convexo City and outside. Therefore, it is necessary to have some clear policies on construction, mainly around building size and appearance.

The Board of Directors stresses that the lands must be desirable to live in, so all buildings must maintain a level of aesthetics. Decoration should be used generously and buildings should be well thought out, especially in Convexo City. Any individual wishing to build in the Directorate's lands should seek permission from the Board of Directors beforehand, to avoid any complications in the future.

The Directorate holds land outside of Convexo City, as well as the city itself. Therefore, it is necessary to have some policies that differ based on locale.

Convexo City Policies:

- Building restrictions apply at all times, in all locations within the city.
- All buildings must be constructed of stone or metal only. Any parts of the building visible from the inside only can be constructed of other materials.
- If an individual wishes to have armored parts inside their home, they are free to do so, but must pay the upkeep cost in HQM each day.
- Buildings must be adequately decorated and must fit in aesthetically with the buildings around them.
- All windows must be barred in the interests of security.

Universal Policies:

- Buildings must fit in with the buildings around them, and maintain a level of aesthetics.
- Individuals must make any buildings they construct known to the Board of Directors.
- The Guardsmen are to be obeyed at all times while on duty, they act only in the interests of national security.

LOCAL GOVERNMENT

The Directorate believes strongly that each community in the lands should have their say on what goes on and have an easy way to report their concerns and problems. Therefore, the Board of Directors has implemented a local government policy, where each community elects a representative or mayor to voice their concerns and comments to the Board of Directors. The Directors work closely with the local leaders to make sure that their citizens have the best possible experience living in the Directorate's lands. Furthermore, the local leaders may have other duties depending on what sort of community they represent. For example, the Mayor of Convexo City works with the Director of the Prole and the Director of Fabrication to decide where new extensions should be built, and what sort of houses the people want. A mayor of any town or settlement would likely take a core role in running that town.

FOREIGN RELATIONS

The Directorate maintains a very clear foreign policy: Convexo Umbra will not become involved in conflicts that do not already involve us. In the event of a "United Factions" being formed, the Directorate would seek a seat, to observe the proceedings and ensure that our interests are being protected. If there were to be a large scale displacement of people due to war or another large-scale disaster, Convexo Umbra would take in a number of refugees as Plebeians, allowing them to prove their worth and earn the right to hold citizenship as a Prole. Some notable refugees, for example well known traders and officials may be given the Prole title immediately, having already proven their worth.

The Director of Diplomacy is tasked with overseeing the construction of embassies of other factions in Convexo City, and embassies of the Directorate in other cities. The Board of Directors encourages other factions to set up embassies within Convexo City in the interests of maintaining friendly relations and keeping the peace. Other factions are also permitted to build within the Directorate's lands, provided that they talk to the Board of Directors beforehand to let them know.

CRIME AND PUNISHMENT

The Directorate of Convexo Umbra does not tolerate crime in the lands. Crimes include, but are not limited to, the following:

- Causing (or threatening to cause) injury to another individual or group
- Damaging (or threatening to damage) another individual or group's property
- Stealing (or threatening to steal) goods from another individual or group
- Acting directly against the Directorate's policies and interests (Treason against the Directorate)

The Directorate uses a "Three strikes" system to deal with crimes. Upon receiving their first strike from a guardsman or another official, an individual will have a low-level punishment administered, and be given a verbal warning. Low-level punishments can include things such as:

- A caning administered from an official
- Search and seizure of certain items
- Public humiliation
- A short jail sentence

When an individual has had their first strike, and again commits a crime, they receive their second strike. This involves a mid-level punishment and a formal warning from the Board of Directors. Mid-level punishments can include such things as:

- Execution by any means deemed suitable
- Search and seizure of all items
- "Microwaving"
- A long jail sentence

Finally, if an individual has had two strikes, and receives a third, they are exiled from the Directorate's lands, and expelled from the faction, if they were in it. Upon exile, the following actions will be taken:

- The individual's home will be raided, and their belongings repossessed. They give up the right to these items when they are exiled.
- The individual will have all of their items seized and will be removed from any authorisations they previously had.
- The individual will be sentenced to death by any means deemed necessary, never to be allowed back into the Directorate's lands.

INCENTIVES FOR RESIDENCE

The Directorate of Convexo Umbra aims to provide a highly desirable place of residence and trade for every individual on the island. There are a number of reasons why an individual may consider residence in Convexo City or the lands around it over anywhere else:

- Public facilities. Convexo City provides top-notch public facilities including an advanced workbench for public crafting, repair benches, research stations, furnaces, refineries, a recycler and safe trade areas.
- The Convexo Bank: Fees to open an account with the Bank are considerably lower for residents of the Directorate. The Bank provides highly competitive interest rates on scrap deposits.
- Isolationism: The Directorate actively avoids conflict with other nations and factions. This means that there is unlikely to ever be a war fought in the Directorate's lands, guaranteeing the safety of the residents of the land.
- Highly structured government. This ensures that the rule of law is never forgotten about, and strong city defences ensure that law will always remain.