INIT. System Rental Policy

Updated 19th of , 2020
See "INIT. Rent" in-game channel for additional policies referenced here.
When in doubt, contact an INIT. Rental Manager (preferably through discord).

1. Rental Benefits

    1.1. The Initiative (INIT.) alliance provides sovereignty and defense of that sovereignty in renter systems.

    1.2. System renters have exclusive rights to all asteroid belts, gas sites and anomalies, excluding the following:

        1.2.1. Wormholes

        1.2.2. Periodic CCP event sites, e.g. rogue drone & gala sites

        1.2.3. Moons/moon mining

        1.2.4. Gas sites originating in the Pegasus Constellation

        1.2.5. Signatures in rented systems. All members of The Initiative., Initiative Mercenaries and Initiative Associates have full access to all relic and data sites all over Fountain (INIT. Sov) (Our newest rule)

    1.3. Escalations originating in rented systems may be run in non-rented systems.

        1.3.1. It is suggested that you use "ftn.Escalation" and/or "ftn.DED" to purchase or sell escalations.

    1.4. Once you join our discord ([Initiative Auth (CLICK HERE)](#) available after you are in IA) you will get access to warning pings, a rental channel, a market channel, and a general chat channel which is helpful for both in and out of game warnings and advertising

2. System Availability

    2.1. INIT. will maintain an updated list of available systems available in the MOTD of "INIT. Rent" in game

    2.2. Everyone will have the ability to bid on unavailable systems once they become available if there is competition to rent out said system.

    2.3. Available systems will be awarded to the highest bidding renter for that system.

    2.4. A wait list exists and you will be notified once a system becomes available that matches your specifications.

        2.4.1. To get on the waitlist, please contact a rental manager and describe to them what you are waiting for so that when it becomes available, you will be contacted

    2.5. Waitlist members will be notified of system availability once the cancellation notice is received from current renter.

3. Payments

    3.1. Rent is due on the 1st day of each month.

    3.2. Rent is late if not paid by 2359 Eve time on the 5th day of the month.

3.2.1.   If payment is late, a late fee of 50m/day of delay applies.

3.3.   All ISK will be sent to the Initiative Associates Holding (IAH) corporation providing the invoice-number received per ingame-mail as reason. In case no email is received, the payment may be send as follows: „rent <month> / <system>" e.g. „Rent February / IGE-RI"

3.4.   Payments must be sent from the entity with which the rental agreement was made (either corp or individual).

3.5.   All incorrect payments will be considered incomplete until the date it is corrected by the renter.

3.6.   Partial rent payments for any reason will not be accepted and will be considered incomplete.

3.7.   Any incomplete payment not corrected within 7 days of due date may result in termination of rental agreement and forfeiture of any deposits. (See also 3.2.1)

4.   Renter Corporations

4.1.   All renters and individuals operating under rental agreements are required to be in a member corp of either Initiative Associates (IA), Initiative Mercenaries (IM), or The Initiative. (INIT.)

4.1.1.   Members and Corporations of INIT and IM are only allowed to rent moons, not systems via any means.

4.2.   It is possible to rent as a corporation or as an alliance. Alliance members need to fulfill the following requirements. If you do not fulfill the requirements we won't discuss rental plans with you.

4.2.1.   Member count: 200 Characters and more

4.2.2.   Rented at least one and a half years from The Initiative., The Bastion or Goonswarm Federation

4.2.3.   Alliance CEO uses discord for an easy and fast communication

4.2.4.   Need to rent at least 3 different systems for 2b ISK each from The Initiative. Subrenting don't count!

4.2.5.   Is helping The Initiative. in military (PvP) or industrial (PvE) ways. Renter alliances can't join Imperium fleets.

4.3.   All IA renter corporations must be willing to authorise a full CEO ESI key to an INIT. management tool before the time of system rental. (Starting first of november)

5.   System ADMs

5.1.   Renters are required to keep ADMs in the systems they rent as high as possible. (By doing this you will reduce the vulnerability timers of the sov structures and make them easier for INIT. to defend.)

5.2.   Minimum acceptable combined total military, strategic, and industrial index levels of 4.5.

5.3.   Failure to maintain ADMs in rented systems may result in INIT. placing other entities in system in order to lift ADMs to minimum levels.

5.4.   If a renter is not able to maintain ADMs at the minimum levels for 2 months in a row, the rental agreement may be terminated. The rental team will periodically check ADMs and enforce this rule at their discretion

6.   Structures

6.1.   General

6.1.1. Any structure anchored in INIT. sov not authorized by the INIT. Rental Team will be removed.

6.1.2. Upwell structure ACLs must include docking rights for INIT. and all INIT. blues. (ACL can be found in the MOTD for "INIT. Rent" in-game.)

6.1.3. Any structure found to grant access to any entity hostile to INIT. or INIT. blues will be immediately destroyed. Sanctions may be levied against renting corp up to and including cancellation of rental agreement and blacklisting from rental program.

6.1.4. Taxes for public services must be set to rates below. Any structure not set at the appropriate tax levels must be immediately corrected or removed.

6.1.4.1. Minimum taxes for refining must be 2%

6.1.4.2. Minimum taxes for building must be 2%

6.1.4.3. Minimum taxes for all forms of reacting must be 10%

6.2. Who may anchor/hold which structures

6.2.1. Renters from IA will only be able to have the structures outlined in Section 6.7 in their name, if a deposit is paid

6.2.2. Only INIT. or IM members/corps may hold Athanors or Tataras

6.2.3. Only INIT. or IM member renters may anchor/hold Fortizars

6.2.4. Only INIT. Holding or Initiative Associates Holding may hold Keepstars or Sotiyos

6.3. Citadels, Engineering Complexes, and Refineries

6.3.1. Renters are permitted to anchor the following structures under their own name:

6.3.1.1. POS Tower

6.3.1.2. Raitaru

6.3.1.3. Azbel (If authorised)

6.3.1.4. Astrahaus

6.3.2. All other structures must be anchored under IA Holding.

6.3.3. No refining services may be used on these structures.

6.3.4. No market services are allowed on non-IAH or Initiative Holding (IH) controlled structures.

6.3.5. In some cases, and at INIT.'s discretion, disallowed structures and services may be approved.

6.3.6. Supplying of fuel blocks and fueling all structures installed or controlled by renter is the sole responsibility of the renter.

6.3.7. A fee of 50m per incident will be charged in the event that a renter fails to refuel their structures and requires services to be re-onlined. Any such fees are payable directly to the structure manager assisting with re-onlining and must be paid before making the request. The structure manager has been instructed to not online any offline services or refit an already anchored structure without first receiving a 50m fee per structure.

6.3.8. A 50m fee is also required to refit your structure if the fit needs to be changed after the initial fitting has been applied

6.3.8.1. If re-onlining becomes too frequent, we will do it when we get around to it. It may take up to 5 days for any fitting or service onlining to occur.

6.3.9. To become authorised to have an Azbel in your corp name, you must first let it be in IAH's name for 3 months.

6.4. POCOs.

6.4.1. Renters are prohibited from using any non-INIT./IM-owned POCO in INIT. sov, and should notify the rental team of any other POCO's found.

6.4.2. You may be reimbursed 50% of the cost of anchoring a POCO if it's transferred to IA-Holding

6.5. POS Towers

6.5.1. Towers are permitted to be anchored by the renting corp only in the system(s) they rent.

6.5.2. All towers are required to be set to use alliance standings for aggression.

6.6. Navigational Structures

6.6.1. All navigational structures will be anchored under INIT./IM corporations.

6.6.2. Requested navigational structures will be anchored at the renter's sole expense by INIT. when requested in systems that permit the suitable structure, and if they do not interfere with INIT. or Imperium logistics.

6.6.3. The following monthly fees are associated with navigational structures and must be paid in addition to fueling the structure in addition to your system payment each month

6.6.3.1. Cynosural Navigation - 250m per month

6.6.3.2. Cynosural Suppression - 1b per month

6.6.3.3. Advanced Logistics Network - inquire with rental manager

6.7. Structure Ownership

6.7.1. Renters have the choice of paying a security deposit to have certain structures in their name, or having the structure anchored under IA-Holding free of charge

6.7.2. All non-INIT. held structures require the following deposits:

6.7.2.1. POS Tower - N/A

6.7.2.2. Raitaru - 3B

6.7.2.3. Azbel - 10B (must also be in IA-Holding name for 3 months as detailed in 6.3.8)

6.7.2.4. Astrahaus - 5B

6.7.3. In the event renter wishes to unanchor a structure or has had their rental agreement terminated, structure deposits will be refunded once structures have been unanchored, assuming the renter is in good standing.

6.7.4. If renter has unpaid fees or past-due rent amounts at the time of un-anchoring, structure deposit will be retained until amounts due are paid in full.

6.7.5. If you are caught botting, your deposit will be kept

6.8. Structure Services Tax Rates

6.8.1. All structure services in rented space must be set to *at least* the following taxes if the services are public

6.8.1.1. 2% for refining and building

6.8.1.2. 10% to all types of reactions

7. System Upgrades

7.1. All upgrades not already installed in system are to be supplied at the renter's sole expense.

7.1.1. All already-installed military upgrades can be used for free by the new renters and will be considered as inherited from the former renter.

7.2. Upgrades to systems being rented will be installed by the INIT. Rental Team's IHUB Manager.

7.3. If renters provide upgrades, they are installed for free. We do not charge for any existing upgrades.

7.4. In systems where an IHUB is not already anchored, INIT. will provide and anchor an IHUB at no cost to the renter.

7.5. IHUB upgrade packages can be purchased at a discounted Jita rate by the renter directly from INIT. through the IHUB Manager. Prices are subject to change based on current Jita prices of Materials at time of purchase.

7.5.1. Ratting - 1.5B

Mining - 1.5B

Entrapment - 1.5B

Strategic Upgrades - 1.2B

Cyno Jammer - 2.4B

7.6. IHUB Upgrade Orders

7.6.1. All full upgrades (1-5 only) for IHUBs can be provided by INIT. at reasonable prices.

7.6.2. To order an IHUB upgrade, contact the IHUB manager.

7.6.2.1. Message "aehmnein Eriker" when you need upgrades installed and the system index will allow the upgrade to be installed.

7.6.3. Upgrades will be installed as soon as reasonably (typically 3-4 days) possible.

7.6.4. You are advised to include all Initiative Associates Rental contacts in the mail for faster correspondence. You may also contact the rental team in the INIT. Rent channel in game.

7.7. If your rental contract gets terminated, your pre-paid upgrades will be forfeited to The Initiative

7.8. Upkeep

7.8.1. Due to the POS/services changes, parts of this section are being revisited. Please see section 6.6 for relevant info.

7.8.2. For upgrades that require ISK upkeep, the following rates will be charged and added to the monthly rental fees for system where upgrades are installed. Please see section 6.5.3 for relevant info.

7.8.3. The renter of a system has to pay the upkeep for all sov-inducing upgrades installed in the IHUB(s) of their system(s).

7.8.4. If there are pre-installed upgrades installed in an IHUB of a system that gets newly rented, the following applies:

7.8.4.1. If an IHUB has the strategic upgrades installed and the renter does not want that, the upgrade will be offlined if not interfering with INIT operations.

7.8.5. If you are unsure which upgrades are installed in your system's IHUB, contact any INIT. Rental Manager.

7.8.6. If you find the jump bridge is out of liquid ozone, you are free to put some in!

8. Moons

8.1. All moons within INIT. sov are governed by the INIT. Fountain Moon Policy which is in the MOTD of INIT. Rent. Please see that policy for a comprehensive list of instructions

8.2. All refineries anchored on INIT. sov moons will be held by IAH or by an INIT./IM corp.

8.3. Renters will be provided with an access list to "take control" of the structures.

8.4. Renters will be informed of any moons in the rental system that have existing rental agreements prior to system rental.

8.5. System renters are eligible for a 15% discount on moon rental fees on all unrented moons within their systems.

8.6. The cost of newly rented moons is separate from the monthly system rental bill. First payment for moons rented part way through the month will be prorated by a rental manager, and the quoted amount will be due when the agreement is established.

8.7. Any rented moons within a system will be taken off of the INIT. moon rental market.

8.8. Renters are required to honor existing rental agreements on all moons.

8.9. An up-to-date list of moon availability and pricing is available in the "INIT. Rent" MOTD in-game.

8.10. R64/Carnotite/Cinnabar moons have a 6 month lease on them open to IM/INIT. only

9. Subrenting

9.1. System renters have the right to subrent access to their systems to other entities that are not on the Imperium blacklist.

9.2. The INIT. Rental Team is to be notified of any pending subrent agreement before agreement is finalised with outside party.

9.3. INIT. reserves the right veto any pending subrent agreement or to blacklist any entity from the ability to subrent in INIT. controlled space.

9.4. Renters are encouraged to seek mutually-beneficial sublet agreements with their neighbors.

9.5. Renters are responsible for the conduct and actions of their subrenters, including subrenters caught botting, spying, or "awoxing".

10. Procedures

10.1. Communications

10.1.1. All contact with the INIT. Rental Team must be done either via in-game mail or INIT. Discord.

10.1.1.1. Initiative Auth (CLICK HERE) to log into discord **once you are a member**

10.1.1.2. If you contact us on Discord it will be much faster

10.1.2. Management (updated 21/11/2018)

10.1.2.1. Rental Managers

10.1.2.1.1. USTZ

Isa Shana

Eduardo Bosch

Gabriel Liebmeister

      10.1.2.1.2.   EUTZ

             Meowlicious/Bjorn Harekay

             Balvor Anthar

             Sinickal

      10.1.2.1.3.   AUTZ

             Aaronkable

             ElrondMD

    10.1.2.2.   Structure Manager - Meowlicious/Bjorn Harekay

    10.1.2.3.   IHUB Manager - aehmnein Eriker or Red Rose

10.2.   New Rentals

    10.2.1.   Once you have reached an agreement with an INIT Rental Manager, you need to do the following:

        ● Send the agreed-upon amount of ISK for the first rent (see Section 3.1 regarding payments).

        ● If a non INIT. or IM corp, have the CEO of your corporation apply to Initiative Associates (-IA-) alliance and fill out this [REQUIRED survey (click here)](#).

        ● [Instructions for applying to an alliance (click here)](#)

        ● Submit your Corp ESI (instructions to be updated in future release)

        ● Contact an INIT. Rental Manager to get -IA- alliance application accepted (Contact in-game via INIT. Rent channel or EVE-Mail)

        ● Wait 1 day (24 hrs) for game mechanics to validate application into -IA- after it is accepted.

11.   System Control

11.1.   The Initiative. (INIT.) retains all sovereignty of systems under this policy.

11.2.   All structures with INIT. systems are to be set to allow docking access to INIT. and Imperium blues. The Access List "INIT. Alliance Whitelist " is in the MOTD of "INIT. Rent" and must be used by all renter-held structures.

12.   Region Control

12.1.   Intel channel access is provided to all INIT. renters ("ftn.imperium" in-game).

12.2.   INIT. is not responsible for the removal of cloaky campers, roaming gangs, rescue ops, etc. Renters are expected to be able to defend themselves while operating in INIT. space.

12.3.   Characters are expected to be in the INIT. Fountain Standing fleet when online to allow for quicker response times. Fleet Boss should be transferred to an INIT. pilot if this is not already the case.

12.4.   PLEASE make use of communication services offered on discord ([CLICK HERE](#)). Better coordination may save you!

13. Alliance Control

13.1. INIT. has control over all TCUs, IHUBs, and select structures.

13.2. Every renter accepts all standings dictated by Initiative Associates.

13.3. Offices in INIT. structures cost between 10m and 50m.

13.4. (For INIT/IM members) Refining tax in INIT. structures is set as 2% minimum.

14. Conduct

14.1. Reporting

14.1.1. All reporting of non-compliance of this policy may be done using the INIT. Renter Complaint Form (click here).

14.1.1.1. Using this form ensures that your complaint is heard by all Rental Managers and that it can be forwarded to Diplos (if necessary) in an easy-to-read format.

14.2. Rented Systems

14.2.1. Renters may, at their discretion, place bubbles on gates on the side of the gate in systems they rent. In some cases INIT. may exclude certain strategic or logistical systems from having anchorable bubbles permitted. Systems containing or adjacent to Keepstar systems are prohibited from containing bubbles.

14.2.2. System renters are expected to respect others operating moon rental agreements in their systems.

14.2.3. Any conflict or complaint that cannot be peaceably resolved with those operating in the same system as the renter are to be brought to the INIT. Rental Team for binding arbitration.

14.3. Non-rented Systems

14.3.1. Minimize your presence in systems that you do not rent.

14.3.2. Do not go to systems without a purpose and do not delay your travel between systems. If questioned, talk with the renters of the system and explain why you need to be there.

14.3.3. Do not launch combat probes in systems that you do not rent.

14.3.4. Be prepared to provide proof in case you are running an escalation in a system that you do not rent.

14.3.5. The renter of each system is free to put up as many bubbles as they want in their rented system, barring excluded systems. Requests may be made that bubbles be removed temporarily to move big ships through. However, the system owner has the right to refuse.

14.4. Blue Aggression ("Awoxing")

14.4.1. All IA corps are required to properly vet any new joiners and are prohibited from recruiting members directly from the entities found in the Initiative Associates Black List (click here).

14.4.2. The blacklist is mandatory for any recruits that are "affiliated" with any of the groups listed on the spreadsheet for the past 6 months
This means that anyone who is involved with any of these corps/alliance aren't allowed to be recruited. So this is not limited to being in the actual corp/alliance that is on the

blacklist. Simply flying with these entities, or even having a contact within these entities is enough to not be recruited. (ex. let say some neutral has some kills with Fraternity over the past 6 months, even though they never were in a FRT corp, it still means they aren't allowed to be recruited until the 6 month grace period is over).

14.4.3. INIT. reserves the right to vet IA corp members via CEO Full ESI at any point.

14.4.4. If any member of Initiative Associates/other renting alliances is involved in any act of blue aggression, the corporation of the offending pilot may be immediately kicked from Initiative Associates alliance and standings towards the renting corp will be reset, until remedy terms are met.

14.4.5. Remedial options for blue aggression can include one or more of the following and will be set by INIT. at the time of the incident:

- The awoxer is kicked from renting corp
- The full loss in ISK is compensated by the awoxer's corporation

14.4.6. If losses are caused by subleases of INIT. renters, the primary leaseholder is directly responsible for the reimbursement of any and all resulting losses incurred.

14.5.

14.6. General Misconduct

14.6.1. Botting while a member or a subletter of Initiative Associates is strictly prohibited.

14.6.2. INIT. reserves the right to take disciplinary action if you're exhibiting rudeness, being a nuisance, or being purposefully obstructive

14.6.3. The INIT. Rental Team and Diplo Team will work together to enforce any and all of the above clauses.