

PUBLIC FINANCE ACT

~~In order to obtain the resources for strategic expenditure when the liquidity of the government is low, or obtain appropriate returns when it is high.~~

In order to ensure a careful management of roman public resources and that our scholars and soldiers have proper funding.

Section 1: Public Debt

- ~~1. A loan agreement is defined as a diplomatic deal comprising two civilizations who have a declaration of friendship and thus can trade gold, where one of them (the lender) offers a fixed amount of gold in exchange for a fixed payment per turn from the other (the borrower).~~
- ~~2. A loan's interest rate is defined as gold per turn paid by the borrower, times the amount of turns given to repay the loan, divided by the amount of gold provided by the lender.~~
- ~~3. The Diplomat may ask another civilization for a loan at the request of the Treasurer at a maximum interest rate of 20%. However, they should always seek to obtain the lowest possible rate.~~
- ~~4. The Diplomat may offer other civilizations a loan at the request of the Treasurer at a minimum interest rate of 10%. However, they should always seek to bid at the highest possible rate.~~
- ~~5. The decision to offer or take a loan is classified as conducting diplomacy and, as such, is subject to presidential veto as outlined in the Constitution.~~

Section 1: The Fiscal Rule

1. A control mechanism denominated the Fiscal Rule will be created in order to regulate public spending during difficult economic times. The Fiscal Rule will be defined as follows: The government must not run a fiscal deficit¹ bigger than 10% of its treasury.² An alternative definition is: If the government is running a fiscal deficit, it must have enough money in its treasury to cover it at least 10 times.

¹ Amount of gold per turn lost

² Amount of gold at any given time

2. If the government is in violation of the fiscal rule, they should aim to improve its fiscal balance³ by any means available to it. The government should seek, but is not forced to cut current expenditure⁴ if the fiscal rule is violated.
3. Any form of capital expenditure⁵ is prohibited if it results in a violation of the fiscal rule (i.e. if it leaves the treasury at less than 10 times the fiscal deficit). Purchasing of buildings and wonders must always meet the conditions outlined in Section 3 [1].
 - a. In order to calculate if the fiscal rule will be violated after purchasing a unit, the Treasurer must perform their calculations subtracting the gold cost of the unit from the current treasury and subtracting its maintenance costs from the current fiscal balance.
 - b. In order to calculate if the fiscal rule will be violated after purchasing a building or wonder, the Treasurer must perform their calculations subtracting the gold cost of the building/wonder from the current treasury and subtracting its maintenance costs from the current fiscal balance and adding only the gold yielded by the building/wonder itself to the current fiscal balance.
 - i. If the building/wonder affects the gold yield of certain tiles, the Treasurer may include such yields in its calculations only if the governor⁶ of the city's state agrees to lock those tiles for at least ten full turns after the completion of the building. The Treasurer may only include the increased gold yields of the tiles that the governor agrees to lock.
 - ii. If the building/wonder adds specialist slots which yield gold to the city, the Treasurer may include their yields in their calculations only if the governor of the city's state agrees to lock those slots for at least ten full turns after the completion of the building. The Treasurer may only include the gold yields of the slots that the governor agrees to lock.
 - iii. The Vice-President must keep a record of all tiles/slots that governors have agreed to lock, along with the respective turn when the lock may be removed for each one of them. the lock will transcend state/city administrations.

³ Amount of gold per turn earned/lost

⁴ Maintenance costs, public debt servicing, imports, tribute, international aid and any other form of gold per turn paid to any civilization as part of a diplomatic deal.

⁵ Purchasing of a building, a wonder or a unit, or payment of gold to another civilization as part of a diplomatic deal.

⁶ Or any different competent government official outlined by state constitutions or valid legislation. This footnote applies every time the word governor appears in Section 1 [3.b] or any section that references it.

- iv. At the end of any turn (after all other major decisions have been made) governors may request to lift the lock on any tiles/slots before the required period only if the government is currently in compliance with the fiscal rule and if such actions do not result in a violation of the fiscal rule. The Vice-President is responsible for defining the order in which governors may request a lift on their locks, using a fair and unbiased method.
4. Any form of capital expenditure is prohibited if the government is currently in a violation of the fiscal rule, except if such expenditure yields a return such that the government will no longer violate the fiscal rule. Purchasing of buildings and wonders must always meet the conditions outlined in Section 3 [1].
 - a. In order to calculate if the fiscal rule will no longer be violated after purchasing a building or wonder, the Treasurer must follow the same procedure outlined in Section 1 [3.b].

Section 2: Diplomatic deals involving gold

1. When a diplomatic deal involves the payment of gold or gold per turn to another civilization, this falls under the category of conducting diplomacy, but also under gold spending. As such, this action must have the approval of both the Diplomat and the Treasurer and is subject to presidential veto as outlined in the Constitution.

Section 3: Conditions for Purchasing Buildings or Wonders

1. To ensure that gold is always spent efficiently, ~~investment in a building or wonder must always result in its completion. That is,~~ the Treasurer may invest in a building only if it is at least **one turn away from being** 50% complete at the time of the investment and may only invest in a wonder if it is at least **one turn away from being** 75% complete at the time of the investment.

Section 4: Contingent in the Event of War

1. ~~Should the sovereignty of Rome be infringed upon during a session prior to completion of the mandatory 5 turns per week, and~~ **At any time during a war, the President may declare a state of emergency** should there be deemed a considerable threat to Roman cities. **During the state of emergency**, a temporary override on the restrictions outlined in Section 1 [3] and [4] **and section 3 [1]**, regarding only military units **and defensive buildings**, is automatically applied with the purpose of protecting the threatened city during that gameplay session. **The President may end the state of emergency at any time during the war, but must do so at the end of the war.**

- a. The Executive Branch must clearly state which cities are in danger and units may not be bought in a city if it will take them more turns to arrive to any of the endangered cities than the estimated number of turns left to lose such city. (Alternatively: The Executive Branch must clearly state which cities are in danger and units may not be bought in cities further than 8 tiles away from any of the endangered cities).
 - b. A state of emergency may only be declared if there's an invasion force (at least 3 enemy units) less than 4 tiles away from a Roman city.
 - ~~e. After the gameplay session ends the Executive Branch may request the Legislature to extend the override until the next gameplay session. This procedure may be repeated at the end of each subsequent gameplay session until the end of the war.~~
2. Prior to any war the Executive Branch may ask the Legislature for a temporary override on the restrictions outlined in Section 1 [3] and [4], regarding only military units, until the end of war.

Written by /u/afarteta93