

I've recently been informed of UE's blatant copy-paste of this constitution. I have NOT given permission for it in any way, and generally consider UE a bunch of, and I quote, "shitty shitty shit shit shit shit shit shit shit shit head" "Players Who Haven't Realized Their Dreams For Hazeron Will Never Be Fulfilled" "asshat worshippers". Attached is a copy of THEIR constitution, which of course has no credit, nor was I ever informed by them of it. Regards, Havear.

To find Havear, and the rest of the Commonwealth, please join us in our IRC room at irc.rizon.net, #HazeronCommonwealth

Comments from beyond the grave:

What is there to say about a group of players who suck up a dev who's abused his entire playerbase and banned people because they argued, while supporting his dev friend at deleting peoples ships. -Torikhtil

The admin power abuse was one in a long line of things which eventually led to the Commonwealth community (and I say community because it is one, we've stuck together and play other things now), to leave Hazeron. -Havear

Hazeron Commonwealth Constitution

Preface

The Hazeron Commonwealth is designed to be a galactic government encouraging interaction. During times of peace, it shall foster good member relations and trade, and during times of war united strategic direction. No matter the time, the Commonwealth will attempt to infringe on the rights of Empires to the least amount possible.

Section 1 -- Hazeron Commonwealth Structure

Article 1 -- Overview

The Hazeron Commonwealth shall be made up of two main organizations, the Council and the Circle. The Council shall decide matters and holds the power of the Commonwealth. The Circle shall act as a common information exchange between all members.

Article 2 -- Rights and Responsibilities of Members

Rights

The Commonwealth takes the sovereignty of its members seriously. All members have complete autonomy within their borders. Interaction between members and any other empire, member or non, shall be under their control without mediation of the Commonwealth Council unless such mediation is requested. The only exception to a member's right of free trade and foreign policy is they must participate in actions the Council has decreed, be it a blockade or war.

Responsibilities

All members must send one representative, be it the leader or an ambassador, to the Council and Circle. The same representative may be a part of both groups. Members shall be responsible for upholding rulings of the Council, and all members shall have a non-open immigration policy.

Article 3 -- Joining the Commonwealth

Any empire may petition to join the Commonwealth at any time. Membership shall be granted upon completion of a vote: a two-thirds majority will be required to block the petitioning empire, while any other result will result in the request being granted.

Section 2 -- Commonwealth Council

Article 1 -- Council Powers

Summary

The Commonwealth Council will be the ruling body of the Hazeron Commonwealth. It shall have the power to impose sanctions, direct unified military action, and mediate actions. Sanctions may be imposed with a majority vote of the council. Military action will require a two-thirds vote of the council to be approved. In the event a member needs to be expelled from the Commonwealth for a breach of good faith, a two-thirds vote shall decide the expulsion.

Sanctions

The Commonwealth Council shall have the power to impose various economic and political sanctions on member nations during a breach of good faith, or on non-member nations who have agreed to Council mediation. These sanctions shall compose of any or all of the following: blockade, restriction of travel, checkpoints at strategic systems inside the sanctioned party's borders, or tribute of up to 50% of daily revenue, provided with either cash or the equivalent in goods.

Military Action

The Council shall have the power to direct military action on either a member world during a breach of good faith, or on non-member nations who have either asked for assistance against an aggressor or against an aggressor who has attacked a member nation.

Mediation

The Council can, at the request of the involved governments, appoint someone to mediate a dispute or negotiation. The appointee shall keep the Council and Circle informed of any and all developments. Upon seeking negotiation, the involved parties accept the Council may impose any of the aforementioned disciplinary actions, such as economic sanctions.

Breach of Good Faith

A breach of good faith is defined as failure to comply with a ruling of the Council. An example of such a breach would be a member empire collaborating with a declared enemy of the Commonwealth. Member empires are allowed to put decrees into practice somewhat indirectly. An example of that would be, during a Commonwealth War, a smaller empire performing logistics work for the Commonwealth, rather than engaging in direct combat.

Article 2 – Representation

Each vote shall be cast by the representative to the Council. The representative shall be either the leader of the State or their chosen ambassador. Each represented Empire shall have a number of votes, equivalent to the worlds under their control divided by ten, rounded up. Votes are capped so that no empire shall have more than half the total votes available. Allies and vassals vote as one bloc with the empire they're sworn to, adding their world counts together to determine voting power. Deciding how votes of a bloc consisting of allied empires shall be considered an internal affair of that sub-alliance. The votes of any member empire, regardless of organization, may cast in whole or in part, or spread among the multiple choices for resolution.

Section 3 – Commonwealth Circle

Article 1 – Circle Powers

The Commonwealth Circle shall be the information half of the Commonwealth. All member Empires and States shall contribute various data to the Circle, which shall be used in both times of peace and times of conflict. Each member shall be required to register the name of their capital, leader, and representative. All members will be encouraged to share additional information, such as trading hubs, humanitarian aid sources, and during times of conflict, information on enemy ships and worlds. All information given to the Circle shall be available to every member of the Commonwealth.

Article 2 – Circle Structure

The Circle shall be made up of one representative from every member. The only requirement for this representative is that they are a member of the nation they represent. The Circle as a whole shall advise the Council on any new information gleaned, and will assist member militaries in planning

blockades as well as missions, both offensive and defensive.

Section 4 – Hazeron Commonwealth Constitution

This Constitution shall be the bedrock of the Commonwealth, and presents a common law. As the writers of this Constitution cannot conceive of every possible situation, amendments may be made to this constitution. To create an amendment, a member's representative must present the amendment before the Council, who will proceed to vote. A two-thirds vote will pass the amendment, which shall be appended to the end of this Constitution, and will override the original passages it amends. In the case of the amendment not passing, any party is free to bring it up again, though it may only be presented, unchanged, for a maximum of three times, and no more than once per day. The only section of this Constitution which shall be immune to amendments shall be this very section, to preserve the constitution from utter defacement.

Amendment 1 -- Modifications and Clarifications to Voting Bloc System

1. By default, empires allied or vassal to another empire are considered to be part of that bloc.
2. The bloc entity is controlled and managed by the empire which is allied or has vassals pledging to.
3. The bloc represents all empires in the bloc in the absence or intentional transfer of voting power to the bloc. however if members of the bloc wish to, they can make their own votes.
 - 3a. If there is an alliance or vassal-ship and the representative of the ally or vassal fails to make a vote or they abstain, their voting power is given to the bloc
 - 3b. Each member of the bloc can have their own representative designated if they so please
4. Each bloc is obligated to adhere to rulings, sanctions, and calls for military action if the council decides for it.
 - 4a. If an empire in a bloc gives there vote on something that would require participation of the bloc, then the empire that votes is also required to directly participate (instead of the bloc as a single entity

simply participating)

5. Exclusive production and sale rights of cereal, including fruit loops, shall be given to the Toucan Empire and all of its bloc members.

Amendment 2 -- Appointed Representatives to the Commonwealth

A majority vote of the Council can appoint a representative to a specially created office. This representative has powers directly relating to his office, which includes the ability to call a Council vote related to his task.

Amendment 3 -- Member Inactivity

-Empires with no leaders who have been removed after 30 days of inactivity will be considered non-members for all purposes.

-If the empire regains a leader and informs the commonwealth of his return, they will be re-instated as members.

United Empires Constitution

Preface

The United Empires is designed to be a galactic government encouraging interaction. During times of peace, it shall foster good member relations and trade, and during times of war united strategic direction. No matter the time, the United Empires will attempt to infringe on the rights of Empires to the least amount possible.

Section 1 -- United Empires Structure

Article 1 -- Overview

The United Empires shall be made up of two main organizations, the Council and the Circle. The Council shall decide matters and holds the power of the United Empires. The Circle shall act as a common information exchange between all members.

Article 2 -- Rights and Responsibilities of Members

Rights

The United Empires takes the sovereignty of its members seriously. All members have complete autonomy within their borders. Interaction between members and any other empire, member or not, shall be under their control without mediation of the United Empires Council unless such mediation is requested. The only exception to a member's right of free trade and foreign policy is they must participate in actions the Council has decreed, be it a blockade or war.

Responsibilities

All members must send one representative, be it the leader or an ambassador, to the Council and

Circle. The same representative may be a part of both groups. Members shall be responsible for upholding rulings of the Council, and all members shall have a non-open immigration policy.

Article 3 -- Joining the United Empires

Any empire may petition to join the United Empires at any time. Membership shall be granted upon completion of a vote: a two-thirds majority will be required to block the petitioning empire, while any other result will result in the request being granted.

Section 2 -- United Empires Council

Article 1 -- Council Powers

Summary

The United Empires Council will be the ruling body of the United Empires. It shall have the power to impose sanctions, direct unified military action, and mediate actions. Sanctions may be imposed with a majority vote of the council. Military action will require a two-thirds vote of the council to be approved. In the event a member needs to be expelled from the United Empires for a breach of good faith, a two-thirds vote shall decide the expulsion.

Sanctions

The United Empires Council shall have the power to impose various economic and political sanctions on member nations during a breach of good faith, or on non-member nations who have agreed to Council mediation. These sanctions shall compose of any or all of the following: blockade, restriction of travel, checkpoints at strategic systems inside the sanctioned party's borders, or tribute of up to 50% of daily revenue, provided with either cash or the equivalent in goods.

Military Action

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Mediation

The Council can, at the request of the involved governments, appoint someone to mediate a dispute or negotiation. The appointee shall keep the Council and Circle informed of any and all developments. Upon seeking negotiation, the involved parties accept the Council may impose any of the aforementioned disciplinary actions, such as economic sanctions.

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A breach of good faith is defined as failure to comply with a ruling of the Council. An example of such a breach would be a member empire collaborating with a declared enemy of the United Empires. Member empires are allowed to put decrees into practice somewhat indirectly. An example of that would be, during a United Empires War, a smaller empire performing logistics work for the United Empires, rather than engaging in direct combat.

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Read

more:<http://unitedemps.proboards.com/index.cgi?board=general&action=display&thread=2#ixzz1ztD6OpfD>