THE SPACER ALLIANCE

The Spacer Alliance is a loose alliance of a number of countries, clans, tribes, and organizations that reside in space. Many citizens of the Alliance have never walked on the surface of a planet. Instead, almost all of them spend their whole lives on space-borne vessels of some kind. Larger groups within the Alliance may have vast fleets while the smaller groups can be as small as a single family.

The Spacer Alliance wields a massive hegemony in space. The Alliance owns and protects many popular trading routes in the stars. Since almost all Spacers are members of the Alliance, the Alliance often acts as an arbitrator during disputes between various Spacer groups. As a result, very few disagreements actually escalate into full out war.

**History**

Over many millions of years the Alliance has accumulated much power and wealth. Originally just a collection of clans collected under the Warlord Mercer’s banner, the Alliance quickly expanded after the First Life War and the Second Life War. The Mercerite Clans wielded a majority of the power in the early days of the Alliance but as the Mercerites fractured after the Second Life War, there has been a fairer balance of power. Though, the Mercerites do still wield an enormous amount of influence on Alliance actions, culture, and ideas.

**Locations**

The Spacer Alliance has no cities or fortresses. The Alliance is entirely made up of space ships. However, there is one location that the Alliance holds permanently, Solaris. Solaris is considered to be the capital of the Alliance and is a massive Ceasefire Zone. Solaris is the only permanently declared Ceasefire zone though its location moves from time to time.

**Rules/Laws**

Ceasefire Zones, when declared, outline an area in 3D space which is safe to all members of the Alliance. No violence of any kind is allowed in a Ceasefire Zone. Weapons must be holstered in a Ceasefire Zone at all times. There are few rules in the Alliance but this is one that all Spacers are raised to follow very strictly. Ceasefire Zones are primarily used during crisis situations that involve any members of the Alliance. Plans are often created and implemented in the Ceasefire Zone to solve the issue at hands, and in times of emergency, a zone can be used as a rendezvous point for evacuees or refugees.

All larger members of the Spacer Alliance (usually defined as having a population of +100) are required to donate 5% of their military might to be garrisoned in Solaris. This is to ensure that if any members become hostile to the Alliance as a whole, there is a large standing army to protect Solaris and hunt the dissidents.

**Government**

The governing body of the Spacer Alliance is the Living Council. Every group in the Alliance has a representative on the Living Council, a councillor. When a matter concerns the entire Alliance, such as a uniform declaration of war, the entire Living Council is gathered in Solaris to vote on the matter.

The Living Council appoints some of its councillors to the Representative Council. Councillors in the Representative Council are tasked with representing the Alliance to external groups and factions.

The Dead Council is a service available to all citizens of the Alliance. The Dead Council is a massive AI program. When any citizen has a problem in their life, they may seek advice from the Dead Council. The Dead Council asks them the reason for summoning. When they respond, the Dead Council runs an algorithm to select a noteworthy person in Spacer Alliance history who has dealt with such a problem before. If there is a hologram projector in the room, the Dead Council will then use it to project an animated hologram of the ancestor. It will also load the correct personality and voice so that the citizen feels as though they are actually talking to the historical figure.

The Dead Council service is available to any citizen of the Alliance in any universe and at any time.