|  |
| --- |
| Supreme alliance |
| Statement of Intent |
| Entry to Supreme Alliance |
|  |
| **TDFall, hacker1leo** |
| **8/20/2011** |

|  |
| --- |
| This document is to be signed by any and all relevant clans for entrance into the Supreme Alliance, a federation of clans serving a purpose constituted of the general good and progress of each member clan. |

[Supreme Alliance, Abstract]:  
[Context]  
 -[Alliance Terms and Conditions]  
Technology  
Security  
Governing Rights  
Aid  
T&C  
 -[Alliance Purpose and Information]  
How it's run  
The reason behind the creation of the alliance  
Etc/FAQ  
  
 -[Alliance Admission]  
Clans’ admission into the Supreme Alliance

In general, at least 2000 members or strong influence  
  
 -[Alliance Structure and Funding]  
Clan owner participation  
Supreme Alliance Chain of Command/Organization  
  
 -[Alliance Partners]  
Becoming a partner/friend/helper of the Supreme Alliance

[Alliance Purpose and Information]  
 The purpose is to increase the influence and security of position of member clans by mutual cooperation and endeavor.  
  
 [Alliance Admission]  
 By petition to either a general body of all the clans or by being granted access from the power council.  
  
 [Alliance Structure and Funding]  
1. Secretary General [1]  
Recognized head of alliance, appoints people to councils. Has veto power (veto can be overridden by 4-1 vote of the power council)  
2. Power Council [5]  
Has power to override secretary general vetoes, also can submit bills for voting in special council without petition. Chosen by vote of assembly.  
3. Special Council [5 each]  
Deals with the matters listed, Politics/Military/Security/Aid/Tech, maybe more/less in future  
4. Representative [--]  
Those who can vote on general issues. Can also draft a bill and get a petition out to put it before vote (1/10 must sign)

5. Employee [--]

Builders, scripters, designers, and artists that do not fit the usual criteria but create works for the Alliance at a discount.  
6. Observer [--]  
Mostly high ranks from member clans, are able to observe proceedings but not partake in them.

7. Petitioner [--]  
Someone trying to have their group included; basically a representative for a non-alliance clan. Petition must be signed by General members (2/3)

Clauses pertaining to the Alliance in its infancy (will be void once more slots are filled):

1. Special Councils that are short-staffed will be managed by those on it, and arbitration will be used rather than voting.

2. Unstaffed Special Councils will have their dealings handled by Power Council.

3. Not every member clan is required to vote, just a majority.

In general, member clan leaders should take on the role of representative or greater within the Alliance, but having a stand-in be appointed is allowed. Note that the stand-in acts for the clan just as the leader would.  
  
 [Etc]  
 Outer clans with related purposes to the Supereme Alliance may be integrated. Allied Clan HRs have authority over Allied Clan LRs and have the right to request reasonable punishment to fit crimes committed by LRs out of their normal clan authority.

Councils will be set up for the following:  
  
Security:  
Internal affairs of member clans, sovereignty, espionage, predicts future actions of other clans  
Technology:  
Manages Alliance tech and Employees, regulates inter-Alliance trade discount, buys and sells tech Aid:  
Helping other clans (usually member clans), doing joint activities, promoting unity in the Alliance  
Military:  
Declaring/ending war, controlling warzones, training, deploying Alliance forces, tactics  
Politics:  
Talks to other clan leaders, clan HRs, general dealings of Supreme Alliance, creates policy

Note that, in the alliance, technology is not required to be shared, but a multi-clan department is used to manage tech.

[Alliance Terms and Conditions]  
Withdrawal: A clan may only leave the Alliance after a plebiscite of the clan has verified that it is not in the clan's best interest to remain. Supreme Alliance clans should not think less of a clan for withdrawing, but should lessen their ties.

Eviction: Clans that are kicked from the Alliance have committed offenses against the Allied clans, breached responsibility, or have made themselves an obstacle to the progress of the Supreme Alliance. There must be a majority of the Power Council and the Secretary General in agreement in order to evict a clan. Evicted clans are viewed negatively and may face embargoes from member clans.

[Supreme Alliance Entry Contract]  
  
  
To officially enter the Supreme alliance, you must take a pledge to the SA.  
One high rank must be present during or aware of this pledge, and you must sign your name beneath the text and state the following:  
  
  
 “I pledge my clan to uphold the principles and actions of the Supreme Alliance. I will not back down from performing my duties in the Supreme Alliance unless the action constitutes an unacceptable danger to the welfare of my clan. While in the Supreme Alliance I will support the intentions of the Alliance in every aspect and defend its authority in other clans and mine.  
 I fully understand this pledge and what it signifies, what it pertains to, and its contents. I realize that if I am uncertain about any aspect of this pledge or the responsibilities it brings I have a right to ask questions. I swear that had I not understood or not agreed with this pledge, I would not have signed my name to it.”

Signature: \_\_\_\_\_