

The Libertas Pact (as named by DIS)

Charter Agreement

To be called “The Federation” or “The Collective” throughout the remainder of this document.
Document version v2.0 – Ratified February 23rd 2026 by DIS and Wicken.

ANY CHANGES MUST BE RATIFIED FURTHER BY BOTH DIS AND WICKEN.

I. Core Philosophy: Sovereignty and Cooperation

The Federation is a voluntary coalition of independent Organizations (ORGs). This agreement recognizes that each member ORG is a **sovereign entity**. No member of the Federation has the authority to dictate the internal hierarchy, recruitment, or operations of another member ORG. We operate as peers, united by mutual interest and defense.

II. The High Table (Leadership Structure)

To ensure equal representation, the Federation shall be governed by "The High Table."

- **Representation:** Each ORG shall provide three (3) representatives to the Table: One **Organization Primary Voice** and two **Organization Witnesses**.
- **Bicameral Voting:**
 1. **Administrative Votes (Equality):** For Charter amendments, admitting/removing members, and election of the Head, each ORG has **one (1) equal vote**.
 2. **Operational Votes (Proportional):** For fleet deployments, war declarations, and resource use, votes are weighted by **Contribution Tier**. This ensures that those providing the majority of personnel and high-value assets have a proportional say in the risks those assets undertake.

III. Federation Contribution Tiers

Operational voting power is determined by an ORG’s standing:

- **Tier 1 (Founding ORGs? Strategic Partner):** 3 Voting Points. (Founding ORGs are THE founding ORGs being DIS and Wicken Conglomerate. DIS and Wicken can authorize a maximum of 2 other ORGs to be labeled as Founding ORGs during the first year). Beyond the first year, ORGs being admitted into Tier 1 will be strictly on a case by case basis.
- **Tier 2 (Member Organization):** 2 Voting Points. (Consistent activity, balanced fleet, reliable participation).
- **Tier 3 (Junior/Affiliate):** 1 Voting Point. (New members, small specialized cells, or part-time affiliates).

IV. Tier Review & Advancement

To ensure the system remains fair and merit-based, a **Status Review** is held at the end of every quarter.

- **Advancement:** An ORG may petition to move up a Tier by demonstrating consistent participation in at least 60% of Federation-wide ops over the quarter.
- **Review Board:** Tier changes are decided via an **Administrative Vote**. Every ORG has one equal voice in determining a peer's rank.
- **Maintenance:** If an ORG becomes inactive or fails to support Federation defense, their Tier may be reviewed and lowered.

V. The Presiding Chairperson (The Rotation)

To prevent the consolidation of power, the Federation utilizes a quarterly leadership rotation.

- **The Head:** One **ORG representative** shall be elected as the "Head of Federation" to manage communications and joint operations.
- **Election Process:** Voting will occur beginning on the **1st Friday evening of every quarter** (January, April, July, and October).
- ORGs must be in the Federation for at least 6 months before they can be allowed to present their candidacy as a Chairperson. (Only founding ORGs can be appointed during the first year).
- **Platform:** Meetings and voting occur on **Discord** or the Federation **TeamSpeak** server. TeamSpeak is the preferred platform for official business.
- **Attendance & Deadlines:** * Votes must be cast the night the election takes place.
 - **Absentee Voting:** If a representative cannot be present, their vote must be submitted via the Federation Discord group messaging system *prior* to the live session.
 - **Finality:** No votes may be cast or changed after the conclusion of the live voting process.

VI. Operational Hierarchy & Communications

During Federation-wide events, a structured hierarchy is enforced to ensure tactical success:

- **The Chain of Command:**
 1. **Fleet Commander (FC):** Typically the Head of Federation or a tactical lead. Holds macro-decision authority. ORGs that create a specific event shall be deemed FC of their event.
 2. **Wing Commanders (WC):** Leads for specific divisions (Combat, Logistics, Industry).
 3. **Organization Primary Voices:** Serve as liaisons between the FC/WC and their specific ORG members.

- **TeamSpeak Priority Speaker:** The FC and WCs shall be assigned **Priority Speaker** status. When they speak, all other audio is automatically ducked (lowered) to ensure orders are prioritized and heard clearly.
- **Comms Discipline:** Members must keep tactical channels clear. Non-essential chatter must move to sub-channels.

VII. Rules of Engagement & Conduct

- **Strict Non-Aggression:** Unauthorized friendly fire against Federation members is strictly viewed as prohibited. Accidents happen, but the line between accident and intentional must be laid down. There will be 2 warning for accidents and the 3rd time you will be removed from the event. Ramming and other serious infractions will be up to the FC for that event. At the end of the event, during the debrief, the infraction will be discussed further. (ORG leads talk to the FC, FC issues the warning).
- **Visual IFF (Identification Friend or Foe):** Members must utilize the **In-Game Party System, Ship Naming, and Position Reporting** to maintain blue-icon visibility and prevent accidental blue-on-blue engagements.
- **Aggression & Escalation Policy:** Hostiles in the "Operational Bubble" are met with **proportional force**. Non-combative vessels (e.g., Non-Aggressive Mining and Salvage operations) are treated as **Neutral** unless they show hostile intent or refuse to leave after being hailed. "Area Lockdown" (Fire-on-Sight) is only authorized by the **Fleet Commander (FC)**.
- **Resource Integrity & Tailing: * Official Events:** "Claim jumping" is authorized during official Federation-wide operations as resources are gathered for the collective interest.
 - **Predatory Conduct:** Outside of events, "tailing" Federation ORGs to their **proprietary locations or activities** without permission is considered **Predatory and Adversarial**. This is a breach of trust and will be escalated to the High Table for immediate review.

VIII. Base & Station Development (Theoretical)

Disclaimer: These protocols are theoretical and subject to revision upon the release of relevant game systems.

- **Individual Sovereignty:** Each member ORG is responsible for the construction, maintenance, and defense of their own planetary bases or space stations.
- **Mutual Assistance:** The Federation encourages helping with materials and logistics. We are here to help each other out.
- **Shared Security:** The Federation agrees to provide mutual defense support should any member's proprietary base come under unprovoked attack by external forces.

IX. Terms of Departure (The Neutrality Clause)

- **Immediate Neutrality:** Upon departure, the ORG is automatically classified as a **Neutral Party**.
- **Non-Aggression Pact:** The Federation shall not engage a departing ORG unless they strike a Federation member first.

X. The Council of Arbitrators (Conflict Resolution)

To maintain unity, disputes between member ORGs that cannot be resolved privately may be brought to the High Table for Arbitration.

- **The Jury:** The Council shall consist of three (3) **Organization Primary Voices** from ORGs not involved in the dispute.
- **Selection:** These three arbitrators are selected at random or by mutual agreement of the disputing parties.
- **Ruling:** After hearing both sides, the Council will issue a binding resolution. Failure to adhere may result in a Tier demotion or removal from the Federation.

XI. Emergency Interim Succession

To ensure the Federation remains operational during leadership absences:

- **Inactivity Clause:** If the **Head of Federation** is inactive or unreachable for more than seven (7) consecutive days without prior notice, an interim period begins.
- **Acting Head:** The Primary Voice of the highest-ranking Tier 1 ORG shall serve as **Acting Head** with full operational authority until the elected Head returns or the next election.

XII. Espionage & Intelligence Integrity (Zero Tolerance)

The Federation thrives on shared trust. Gathering intelligence or performing espionage against a fellow member Organization is considered a high-level breach.

- **Prohibited Acts:** Includes embedding "alt" accounts for spying, unauthorized recording of private comms, infiltration of leadership, or leaking sensitive ORG data.
- **The "Zero Tolerance" Rule:** Any ORG found to be sanctioning or performing espionage against a Federation peer will be subject to an immediate **Administrative Vote** for removal.
- **Sabotage** to or against any Federation ORG will not be tolerated.

XIII. Streaming and Recording

- Streamers should announce they are streaming prior to streaming and only stream is designated streaming channels.
- Recordings are welcome to be taken provided the event or scenario in question is not deemed as a private event.

Acknowledgment & Ratification

Organization Name: _____

Organization Primary Voice: _____ **Date:** _____

Organization Witness 1: _____ **Date:** _____

Organization Witness 2: _____ **Date:** _____