

JOVIAN ENTERPRISES



Alliance Charter

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1. Alliance description and mission

Jovian Enterprises is an elitist military-industrialist extension of the Jovian Directorate, with sworn loyalty to the Jove Empire. Jovian Enterprises' end goal is to resurrect the Jove faction to a position of galactic dominance through the fanatical pursuit of military, industrial and economic supremacy.

Jovian Enterprises works as an integrated alliance, which for all intents and purposes can be regarded as one corporate group. The alliance is one of equals, functioning on the principle of value creation through team work, synergies, cooperation and capitalism. Jovian Enterprises is a mature alliance, functioning on the basis of careful strategic planning and sound economic rationale. Jove neural interfacing ensures that there are no instances where individuals or corporations in the alliance would place their own interest above those of the alliance.

Jovian Enterprises is neither good nor evil – the alliance simply acts in its own interest and the interests of the Jove Empire. Jovian Enterprises honours all its commitments and agreements at all time, but reserves the right to act in any way it wishes where no agreements are in place.

2. Decision-making and structure

2.1 – Alliance structure and direction

The alliance is built around its executor corporation, Jovian Labs, publicly traded by its holding corporation, Jovian Labs Holdings. Jovian Labs primarily focuses on PvP and large-scale, complex industrial operations comprising moon extraction, mining, heavy industry, R&D and biological research. The military arm of the alliance is spearheaded by the Shadow Directorate or a designated PvP corporation, which ensures the safety of alliance members and assets, and the acquisition of strategic resources. Corporations in the alliance fall either into its industrial or military wings, and have specialised task allocation based on comparative advantage.

Jovian Enterprises Finance [JE-F] functions as the alliance treasury, responsible for the collection and budgeting of alliance taxation. Alliance-wide taxation is set at 10%, which the member corporations will deposit into the finance corporation monthly (30th day). These funds are budgeted to the benefit of alliance development under supervision of the Chief Financial Officer (see: 2.2 - government).

2.2 – Government

Jovian Enterprises is led by its council, which determines the interests and direction of the alliance. The decrees issued by the council are to be viewed as binding law by all alliance member corporations and individuals, unless the decrees are in direct conflict with the alliance charter. A seat in the council is reserved for three directors of the executor corporation (Jovian Labs) and one singular top-level representative from every member corporation. Another top-level representative seat will be issued for a member corporation with a stable member count increase of 50, with a minimum period of one month and with agreement from all sitting councillors on said corporation's participation level in the alliance being sufficient.

The council's proceedings are led by a chosen chairman, and deputy chairman in the chairman's absence. The chairman role entails safeguarding the correct functioning of the council, leading live council meetings and acting as a central contact for all directors and councillors to put subjects on the council's agenda. Due to the chairman's leading role in the council it is of particular importance he keeps and is kept informed of alliance-level business.

Every councillor is required to keep the council informed of any (preliminary) decision made on the alliance level, preferably by means of the forum, or by informing the alliance chairman.

The Alliance Chief Financial Officer, or treasurer, is also a chosen council seat with extra responsibilities. The Treasurer is responsible for inter-corporation budgeting within the alliance through the alliance financial holding corporation. The treasurer needs to keep and be kept informed of all alliance-level business involving the alliance wide budget. Changes in financial organization are to be brought before the council by the Chief Financial Officer before application. The CFO's role is to monitor and design. The treasurer guides the council in the financial consequences of its decisions.

The alliance chairman, deputy chairman and treasurer keep their position for 6 months, after which new candidates can be nominated by council members and a new vote is required. There is no limit to consecutive terms for these positions; if performance in one of said positions is deemed to be lacking the term can be ended by 75% majority vote by the entire council.

Three alliance diplomats are to be chosen for a 6 month term as well. Required for the position is a thorough grasp of New Eden political structure. Due to a needed ability for diplomats to make (preliminary) decisions on the alliance level, diplomats need to be council members.

The right of a veto is held by Jovian Labs (requiring a majority directorial vote within Jovian Labs). Any veto should be justified with sound rationale to the Jovian Enterprises Council. A list of council members is to be kept public on the forum at all times.

This charter is to be accepted and abided by all member corporations. Corporations looking to join the alliance must formally accept the document as part of the recruitment process.

Council proceedings are preferably held on the alliance forum, in the council chambers. A summary of proceedings is to be published on the politics board on a regular basis. In normal operations votes are to be taken by poll, with a response time of one week maximum. Council members not voting in this period forfeit their vote. A meeting can be held with a group chat or voice communications but will need to be transcribed. Members not in attendance need to be given the same response time of one week. If needed an emergency session can be held, preliminary decisions to be taken by attending members to be in effect immediately. However, these decisions need be solidified on the forum within a response time of 3 days or will otherwise be rolled back as a temporary measure.

All proceedings of the council are to be recorded. All proceedings of the council are to be public with the exception of certain sensitive political debates and internal matters. Sensitive matters may be classified upon a 75% majority vote – a (classified) record of proceedings will still be mandatory.

2.3 – Executor Corporation Structure

Jovian Labs, as the core of the alliance, is divided up in several divisions. These are Manufacturing, Research & Development, POS operations and Mining. These divisions have their own budgets and are encouraged to trade with each other, other corporations within the alliance or the general public in order of preference. Manufacturing will acquire minerals in such an order of preference, construct from the blueprint library held by research, and sell their own produce either to alliance members or the general public. R&D develops its extensive library of original blueprints, makes copies to be sold to the general public, and acquires new additions to the library with revenue generated through BPC sales. R&D works closely with POS operations which offers infrastructure to do the bulk of the research. Furthermore, the POS operations division is active in moon mining and reactions with the intended purpose to finance its running costs and expansion. All divisions are required to aspire to turning a profit, which is to be handed off to the holding corporation by means of a monthly percentage, this to facilitate payment of dividend to shareholders in case of active public offerings. An outside party is responsible for operational safety, a responsibility shared with certain Jovian Labs members and other alliance corporations.

3. Rules of engagement

3.1 – General rules of engagement (ROE)

Jovian Enterprises rules of engagement are fashioned in such a way that they protect our operations and political interests and are therefore a derivative of what can be classed NRDS (No Red Don't Shoot). Pilots involved in the military arm of JE are required to defend alliance interests and undisturbed operation with swift decisive force. Engaging an enemy in a less than decisive fashion will be a breach of ROE.

1. JE members will not fire on neutrals that do not show hostile behaviour or are a threat to operational security, unless these display suspect behaviour or belong to NPC corporations.
2. JE members can fire on anyone declared hostile by standing or actions. JE members can always return fire when engaged. Return fire is defined as a reaction to targeting, scanning, and firing on, or actions that are clearly preparatory to hostile actions like aggressive approach, orbiting or bumping a member in preparation of tackling. JE members can fire on pilots that are a direct threat to the alliance, its members, allies and/or assets.
3. JE members are authorized to enter fleets to assist allies in their defence of their members, assets and/or travel routes.
4. JE members are BY NO MEANS allowed to engage anyone bearing positive standing to the alliance (including when assisting other allies in fleets).
5. When engaging an enemy or threat JE members are required to take all possible measures to insure a positive outcome.
6. **Normal operation of corporate business may never be put in jeopardy.**

3.2 – POS defence

In all cases a (political) situation wherein our POS ops are in jeopardy is to be avoided. In case of an attack on a POS all available capital ships are to scramble to defence in a decisive manner, if the combined defence force can be assure a decisive outcome. If a fleet of necessary size for such a decisive outcome cannot be assembled in time the POS is to be evacuated and a retaliatory attack is to be scheduled. A threat to ongoing operations is not to be allowed to exist; threats are to be eliminated in any way possible.

All POS should be configured to attack ANY ship with < +5 standing, aggression or war status. Public logistical towers can be configured to allow greater access but are not to hold any sensitive assets. Closed installations holding highly sensitive assets can be configured to allow more restricted access.

POS that are run privately by alliance members can be configured in any way desirable by the owner subjects to rules enumerated in this section. (1) A private POS cannot expect capital fleet support from the alliance, unless when being part of a sovereignty claim (sovereignty claim must be approved by the council). (2) A private POS is furthermore not allowed to be configured to fire on alliance ships for any reason, except under aggression by alliance members (treason). (3) A private POS should be password protected and is not to be used by the alliance as a safe haven except in times of war. (4) If the alliance council decides to use the private POS as an alliance safe haven, it commits the alliance to defending the POS during the use of the POS. (5) A private POS can be deployed anywhere in high and low security empire space, and in any 0.0 systems designated by the council. 0.0 POS deployment outside of designated systems is prohibited.

4. Communication

4.1 – Forum

All members of JE are to be registered to the alliance forum at <http://www.jovianlabs.co.uk/forum/>. Registration is to be done with main character the name with mention of alts in the signature. Normal members will have access to all boards except for the council board, politics board, navy operations and corporation-specific boards besides their own corporation's. Directors will have additional access to the politics and navy operations boards. Council members will have access to all boards except private corporation boards. Forum administrators and global moderators have access to every board for obvious technical reasons. Administrators and global moderators may not inspect nor divulge contents of any secured parts of the forum. CEO's and/or chosen directors are to be made moderator of their private corporation boards upon request. This is done by hand by an administrator for every board because of technical limitations.

The Council board is restricted to council members and is in principle only intended for voting by use of the forum's poll system, restricting the number of votes cast to council representatives. All (political) discussion is to be held on the Politics board in view of all member corporation directors, with their input on the matters. All non-classified council records will be made available on the politics board.

4.2 – Mailing lists

Corporation mail is, of course, up to the corporations themselves to indicate. Requested is however, that issues concerning the alliance are brought to general attention.

Alliance mail is the preferred source of information on current affairs. Keep your posts short and informational. By no means is alliance mail to be turned into a venue for discussion. Discussion is to be kept to the forums or in-game chat. Information superseding current affairs (voice communication details, general orders, important words of caution, etc, etc) is to be mirrored to the forum as a means of official posting.

A mail list called 'Jovian Enterprises Command' is available to all directors and CEO's within the alliance to discuss politics within the alliance. Important matters to be mirrored on the politics board on the forum.

4.3 – Chat channels

The main chat for socializing and general merrymaking is the 'Jovian Labs' channel. Since this is a publicly accessible channel, sensitive information, including locations and political information among other information, should be kept out of this channel. For this, the alliance channel is the appropriate place. For more sensitive (political) debate and information members are required to move to a closed (private) channel.

A password protected channel called 'Jovian Directorate Intel Chat' is available for intelligence and the most sensitive information.

4.4 – Voice communication

It is requested that all members have the ability to listen in to voice chat. The alliance in general is required to endeavour to have a means of voice communication on standby. In combat ops everyone taking part is required to listen in to the available system. If all else fails there is an in-game solution available to everyone.

4.5 – Lines of communication

In case questions on the operational level JE members are to try and contact their immediate superior officer as intended by corporation hierarchy. In case of executive matters that supersede a single corporation a member is to take the matter to a council member or alliance diplomat. In such cases the member is requested to speak to his councillor of choice directly, the councillor in question is then required to take the matter before the council, dismissing the issue is not an option.

By no means is an argument to be taken to public chat, alliance chat, or alliance mailing lists. Unconstructive behaviour is not tolerated.