

RULES FOR CHARLES V

Procedural Rules:

Rule 1: Western Business attire will be worn by every member of the committee except for the Chair who will be dressed in full renaissance garb.

Rule 2: All courtesy, decorum, and manners will be maintained in the committee room and the Chair will have the power to call delegates to order regarding this or any other rule rule.

Rule 3: Government: This is a meeting of Charles V's most important advisors, regents, generals, viceroys, and administrators. Though this committee never official existed as a periodically convening body, its members are subordinates to Charles who provided him with advice and assistance in times of crisis. We will assume that we are convening at intervals in which all members of the committee happen to be in Spain, and are able to advise Charles and to make war plans. In intervals between sessions we will assume that many of the delegates have gone, completed assigned duties, and returned after events have perspired.

Rule 4: Charles V (Committee Chair) will technically have final say over any decision passed by the committee, however, any decision passed by the members of the committee almost certainly be accepted by Charles V, and thus though we remain a monarchy we will run our crises with democratic spirit that a competent group of noble advisors deserve.

Rule 5: Role call will be taken at the beginning of each session.

Rule 6: There will be no formal setting of the agenda. Debate may engage any topic and may flow freely to and from topics.

Rule 7: Delegates will raise placards to speak.

Rule 8: After an event in a crisis occurs, normal procedure will be a flexible moderated caucus with no set time. At the end of or at any time during this moderated caucus the chair will entertain motions to act or for an un-moderated caucus. Un-moderated caucus's will take place inside the committee room unless the chair specifies otherwise.

Rule 9: A majority vote on an action passes. A delegate may motion for the committee to vote on an action. Votes will be counted based on placards raised to support or oppose a motion. Delegates may motion for role call vote which will be implemented following majority support.

Rule 10: Confidential autonomous authorities will be differentiated in initial individual briefs to delegates. This refers to actions that individual delegates can take outside of actions voted on by the committee.

Rule 11: 2-5 years go by per-session. Delegates will be informed how many years have passed at the beginning of each new session. They may also be informed on how many years will pass at the end of a session based on Chairs discretion.

Rule 12: Speaking time will at time be determined by the chair and at other times by the committee's majority vote, based on the chairs discretion.

Rule 13: Points of order will be entertained by the chair if a violation in procedure occurs. This may be raised at anytime if a violation has occurred.

Rule 14: Point of personal privilege may be raised if discomfort impairs a delegates ability to participate in committee. This point may be raised at any times.

Rule 15: Point of parliamentary inquiry may be raised to ascertain information on procedure. This may not be raised during a speech.

Rule 16: Point of information may be raised if the floor is open and a delegate wishes to know a substantive fact to clarify a legitimate point of misunderstanding.

Rule 17: If the committee feels that any member of their government or citizenry, including a delegate in the room, has violated Charles V's sovereignty or committed treason the committee may vote to investigate said person. If anything incriminating is discovered Charles V will decide the fate of the member. Charles V also reserves the right to execute or imprison any member subordinate to him at any time. If a member of the committee is executed they will leave the room. Soon after this they will return as a new person after being briefed on their new persona.

Military Rules

Rule 18: Upon raising a substantial new army, a timer will start. Every half an hour will equal six months, and the committee will have to take into account paying troops (in addition to initial payment) and making decisions in time. The Chair reserves the right to extend this time limit or to reduce it. If he reduces it he must tell the committee that he is doing this, but he doesn't need to specify by how much. The Chair promises not to be unreasonable and for the most part leniency instead of punishment will operate in conjunction with this rule.

Rule 19: Print outs will be given at the beginning of each session including: Troops available in each province, amount troops will cost, unit types (about 4-5 kinds), and all financial info including taxes, debt, and current amount in war chest.

Rule 20: Chance of victory will be determined by the size and quality of the army raised and by grand strategy decisions.

Financial Rules

Rule 21: Money will be measured in Ducats

Rule 22: A general war chest will exist. We will change the amount in the war chest in four circumstances.

- The start of a new session (from taxes and/or New World windfalls)
- When a decision is made to get a loan
- When a decision is made to pay for troops or anything else.
- Plunder and additional revenue from conquest.

Note: Two sources of income

- Taxes by province (fluctuate from session to session)
- Major loans (asientos): Can be borrowed in millions of ducats