

## The Powers of Senate

Change Imperial Law	Introduce new laws or change existing laws
Imperial Titles	Create or amend Imperial titles.
Appointments	Appoint a single vacant title.
Conclave Orders & Sodalties	Create, amend or dissolve a Conclave order or Sodality.
Declaration of War	Declare war on any foreign nation; this makes them barbarians, outside Imperial Law.
Declaration of Peace	End war with any foreign nation; this makes them foreigners, protected by Imperial Law.
Ratification	Ratify a treaty with a foreign nation.
Concedence	Cede a region or territory to a foreign power. (National Assembly may veto) Cede a commission to a foreign power.
Tariffs	Change the tax tariffs at the Empire's ports from Embargo, Sanctions, Mercantilist and Free Trade.
Disbursement	Disburse funds directly or assign a stipend.
Commission	Create a building project. (8 per summit). Create a new army or navy.
Historical Research	Orders research into a chosen historical subject. (Once per summit)
Appraisal	Orders research into potential solutions to an existing problem. (Twice per summit)
Assignment	Assign a territory to an Imperial Nation.
Allocation	Set a Bourse Seat as Imperial or National.
Relinquishment	Relinquish a territory or Bourse Seat so that it may be re-assigned or re-allocated. (Constitutional & National Assembly may veto)
Abrogation	Nullifies a previous Senate Motion. Allocations, Assignments, Disbursements, Appointments & Announcements cannot be abrogated.

# A Guide to Senate

The Imperial Senate governs the Empire. It is responsible for Imperial law & controls all areas not already covered by the Synod, Bourse, Military Council, and the Conclave. The Senate can create new titles, with powers and responsibilities in any of these the other houses of government.

Any major commission, military or economic, requires Senate's approval. The Bourse cannot be ordered to provide materials, but the Senate controls the Imperial treasury and dispenses funds & stipends.

The Senate is forbidden by the Imperial Constitution from intervening in the business of the Military Council, but only the Senate can declare war on another nation or accept a treaty for peace. The Senators also appoint the Generals.

The Senate is closely watched over by the Synod and the Throne, who have the power to veto decisions made by the Senate.

The Senate is organised by the Speakers of the Senate:

John of Meade, Dyer Alys, Bill Runner and Rialta di Regario.

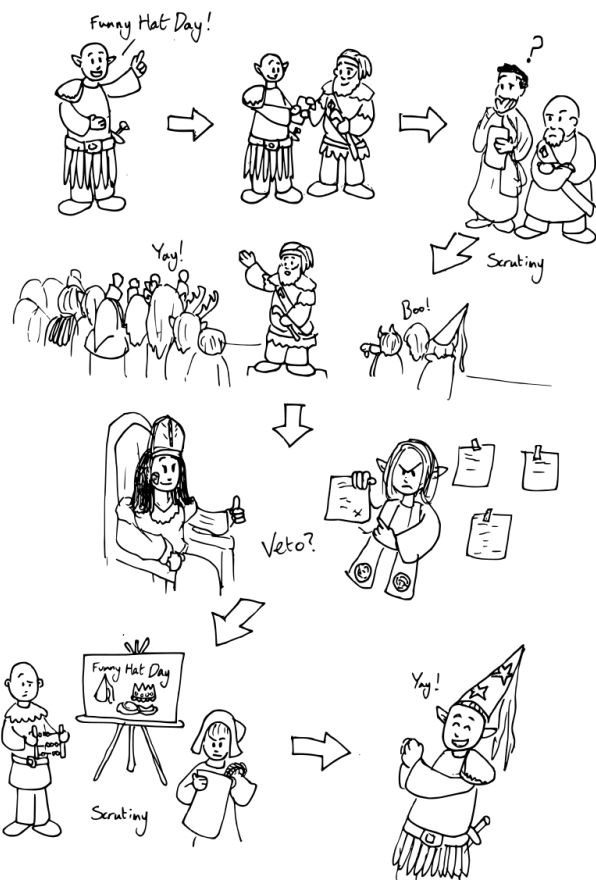
Speakers can be found in the Hub before Senate deadlines & at the Senate during the meetings.

Notices about Senate can be found on the Senate board in the Hub, including all the Motions for the upcoming Senate session.

	Deadline	Senate
Friday	8pm	10pm
Saturday	2pm	4pm
	7pm	9pm
Sunday	Midday	1:30pm

**Motions** are the primary business of Senate. They must be concise, address only a single issue and abide by the Constitution.

Motions go through many stages.



A Senator<sup>1</sup> must propose and another second the Motion. They hand it in to the Speaker. The Constitutional Court carefully scrutinises the Motion.

In Senate, there is a discussion followed by a vote<sup>2</sup>. Then the Synod and the Throne decide whether to veto the Motion.

Finally a second round of scrutiny happens between summits. After all this, the change to the Empire occurs.

**Announcements** work exactly like Motions *except* there is no voting. Each title who can make an announcement hands in their proposal to the Speaker and is called to speak about it during the session.

**Addresses** are even simpler. Titles who can address the Senate need to inform the Speaker of their intentions and will be called to speak briefly to Senate at the next Senate session.

Title holders must provide two copies<sup>3</sup> of the appropriate paperwork to the Speaker before the deadline.

## What happens in a Senate session

The Speaker traditionally runs Senate in the following order:

Addresses, announcements, elections and then other Motions.

Only members of Senate can be on the Senate floor - The Throne, Senators, Conscience of the Senate, Master of the Imperial Mint, Imperial Magus, Advisor on Orc Affairs, Imperial Consul.

Others, including expert witnesses, are called onto the floor as needed.

You must have the Speaker's permission to speak; speeches should be brief and relevant. Members of Senate may ask questions or contribute useful information about the point under discussion.

Motions end with a vote; a majority of the Senators present must vote in favour<sup>2</sup> for the Motion to pass. The citizen presenting an announcement or Senate Motion may always withdraw their proposal; if this happens after Senate begins they cannot reuse their power later.

Any Senator may call for a vote of Curtailment. If passed, this delays all further Senate business to the next session.

## Senate Elections

Senate elects many positions. An elections requires a Senator using their Motion to call an election. The election is called for the following session. The proposer of the election may call for "Escalation", in which case the vote happens immediately but requires a Constitutional Vote to pass.

Anyone with the power of proposal can nominate one person to stand for the position; each candidate is allowed a short speech. Traditionally candidates are asked three questions by the Senate; they will all be asked to answer each question in a random order. Then voting members are asked to stand behind their candidate of choice.

<sup>1</sup> This is a simplification. Both the Citizen's Voice and the Conscience of the Senate may also propose Motions. The Citizen's Voice does not need a second.

<sup>2</sup> All Senators must vote pass or fail; only the Conscience of the Senate may abstain. Some Motions require a constitutional vote. These require a 2/3 majority of all Senators, ratification by the Throne and can be vetoed by the Assembly of Nine, as well as the General Assembly.

<sup>3</sup> A single copy suffices for announcements