

Authority Structure

Contributed by Administrator
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This is an outline of the authority and political structure of the alliance.

House of Mercury Management

House of Mercury is run by a council of Lords. Leading the alliance is Iron Overlord who has authority over all other structures. Underneath him, the Lords have full authority in the alliance. They are chosen to fill specific roles, such as overseeing industry, recruitment/managing members, military, etc. Even though they fill a specific role within the alliance, their authority stretches over all areas where it does not contradict with another Lord.

Then there is the Convocation of Elders - this is a collection of all the CEO's (and some directors) who will be free to vote on issues within the alliance, and help direct it. The Lords will consult with the CEO's on all important decisions as much as possible, and giving them the power to direct where appropriate. Each corporation will have one vote, when votes are called for. Military Wing

House of Mercury will work to defend itself. In the 2.5 years of House of Mercury's existence, it has been through many wars - against opponents both weaker and stronger. Under the leadership of Iron Overlord it has not once paid a ransom, and will never pay a ransom while he remains in charge.

From amongst the corporations of House of Mercury, fleets will be formed when appropriate. ALL members are expected to be willing to provide some contribution towards defence, preferably by flying a ship in fleets. When fleets are called during war, you are expected to contribute.

Ultimately, we will attempt to have strongly formed industrial and military wings able to complement each other.

Main Corp

Mercury Nation is the first point of contact for new members who come individually rather than through the alliance. Members will eventually have access to some of the House's POS's and the opportunity to participate in House operations managed by the executor corp or others. The primary advantages for members will be:

- Easy entry
- Help – members will cover a wide variety of experience and should be able to help each other out, both with information and resources
- Great opportunities – this corporation will give the players a good taste of EVE, as well as the alliance activities. Mining, missions, manufacturing – and pvp whenever there is war.
- Room for advancement – members will be able to advance in the corporation itself and help make decisions about the alliance direction when they are appropriately trusted. More importantly, they will find they have a ready inroad to join other more specialized member corporations that might otherwise be inaccessible to outsiders
- Alliance membership – you get access to the alliance for little cost.

Members are expected to uphold the neutrality expected by the alliance, and will be removed if found to be provoking anyone to violence, taking sides, or generally talking inappropriately to others.

This corporation will be in many ways the center of activity for the alliance, because we anticipate that it will have the largest membership. However, other members of other member corporations will be treated equally in terms of having input into the direction the House takes. Usually this will take the form of communication from the CEO (or chosen representative) of those corporations to the Lords.