

Politics within the MMU and the Perpetuum

The following is an introduction to Politics within the MMU and the newly formed Perpetuum.

What is the Perpetuum?

During the Titan War, we began to receive reports of that indicated a much darker picture of the threat the galaxy was facing. Entropic Forces held control over nearly a quarter of the galaxy and were spreading rapidly. With no clear force poised to stop them, the Perpetuum was formed to help unify the galaxy in opposition against the end of all existence. To aid the Perpetuum, the being known as Hope Comma Utopia revealed that she had the ability to plant seeds that could mimic the power Mag Mel possessed that allowed the Exile ship to bring people back from the dead. By planting these seeds in key strategic areas, the Perpetuum seeks to create a bulwark against the Forces of Entropy, while they build their alliance, and eventually strike back against this implacable foe. At present the Perpetuum consists of only the Mag Mel Union and the M'kai Consortium.

What is the MMU?

The MMU stands for Mag Mel Union. It is a unified government based around the Mag Mel, and consists of both political parties as well as sovereign nations. The MMU was formed shortly after Mag Mel began a decade long withering process in 217NA. During this time the various nations and municipalities that made up Mag Mel came into conflict with one another as the Exile ship began to reform itself, leading to mass evacuations and relocations. After months of tension, leaders from each nation gathered and agreed that Mag Mel would be a single sovereign nation, with the old nations transitioning into political parties. During the Titan War, the Elysium, The M'kai Consortium, and eventually 101 joined the MMU as sovereign satellites (politically somewhere between a state and a semi-independent country). With the Withering nearly complete, and Mag Mel about to begin its interstellar journey, the MMU has been defined by all the groups that will be traveling with Mag Mel when it leaves the system.

The Government of the Perpetuum

The governmental structure of the Perpetuum has yet to be fully established. At present the Perpetuum, each group represented within the Perpetuum is allowed a single Delegate. These Delegates represent a ruling council, which guides the Perpetuum. Financially the Perpetuum backed by the MMU (with additional contributions from the Boz). With only the MMU and the M'kai Consortium involved at present, there are only 2 delegate members. There are however a growing number of ambassadors and dignitaries which make up a sort of provisional council.

Like the MMU, the capital of the Perpetuum is Sanctum, however as the Perpetuum expands, they will be looking to secure a new capital. Currently power of the Perpetuum is the power of Mag Mel itself, without the station, the federation does not have a leg to stand on. Politically, the Perpetuum is in strange waters, as they are not exactly in charge of anything. Recently the Perpetuum has largely absorbed all foreign relations duties from the MMU.

In order of the Perpetuum to survive and thrive it must achieve greater legitimacy, form its own army, and set up a truly galactic network of supporters.

The Government of the Mag Mel Union

The government of the MMU is a mixed parliamentary system. Citizenship is not granted, however sapient species of any age may take a test to indicate their basic knowledge of how the government works, and should they pass that test they may then pledge themselves to one of the various political parties. Citizens are free to change political parties during the recess period in each governmental season (January and July). Citizens are free to choose any political party, and in recent years some have been joining parties outside of their cultural boundaries.

Political parties with enough members are permitted a seat on the Council. Each seat on the Council represents anywhere between 1 and 4 votes determined primarily by the number of members in any given political party (the M'kai Consortium are an exception to this, but we'll get to that in a bit). Parties are allowed to field a Consul for each vote they are permitted, however most choose to send a single representative.

As to who gets a seat on the council, it is purely up to the rules set up by each political party. Some appoint their Consul. Others hold elections. Still others set up byzantine systems that select Consuls via an automated process. No matter how they are appointed, a Consul cannot serve for longer more than 4 Terms (2 years).

The Council appoints a head Consul who bears the title of "Princess".

The Political Parties of the Mag Mel Union

Here is a list of every political party with voting power in the MMU.

The Concordia - 4 Votes
The M'kai Consortium - 4 Votes
The Elysium - 4 Votes
101 - 3 Votes - Static
NTA - 3 Votes
The Tribal Confederation - 3 Votes
The Non-Aligned Tribes - 2 Votes
The Withering - 2 Votes
New Communion - 2 Votes
Guidance - 2 Votes
Boz Trade Union - 1 Vote
The Mercenary Guild - 1 Vote

The Concordia

The Concordia is by population, the most powerful faction in the MMU. They represent the true center of MMU politics. They stand for everything and nothing. As a faction their aim is to maintain the status quo, and their own preeminence. The average Concordian is a middle class human, living in one of the larger cities on Mag Mel. Due to their size, the Concordia courts a fair amount of supporters from outside of their primary demographic, with Androids and a growing number of Elysians joining the mix.

Consuls from the Concordia are voted on by all those within the political party.

The M'kai Consortium

The Consortium is the exception to every rule. They are not considered a political party in the traditional sense, as no one can join the M'kai Consortium. However due to vast financial and political pressure at the founding of the MMU the Consortium has a permanent and rather large seat at the table. While the Consortium is not technically a political party, those who live on the Pleasure Dome (the Worldship owned and operated by the Consortium) have citizenship rights, and use these rights to join other political parties, granting the Consortium even more power, and more importantly, preventing the Council from voting to remove their special privileges.

As a faction the M'kai Consortium are pro-business, and tend to vote against laws that restrict trade, travel, commerce, and anything from preventing them from doing as they will.

Consortium Consuls are appointed by the head of the M'kai Consortium, K'laxxon.

The Elysium

The Elysium has changed much over the past decade. The station is far safer and far less chaotic than it once was. The Elysium stands on the forefront of medicine and medical research, and every doctor worth their salt spends some time training in one of the hospitals aboard the station. The Elysium now provides compulsory education, in particular, young Elysians learn about Entropic beings and how to combat them. However one fact of Elysian life will always hold true... "To Hold is to Own". Elysians are proud of their heritage, and to them thievery and trickery are considered part of their culture. The Elysium is considered a SAZ (Special Administrative Zone) and exists somewhere between a state within the Union and a sovereign nation unto itself.

When it comes to politics within the MMU, the Elysium is strongly supporter of medicine, strongly against Entropic entanglements, and votes hard against laws that punish theft. With their expansion to other sectors, the Elysium has been pushing for recognition as both a member of the MMU and the Perpetuum.

Elysium Consuls are voted on by the Elysium, and approved by the Elysium council.

101

Politics onboard the Robot city-station of 101 have simplified a great deal since they joined the MMU. Where once there were 10 political Factions within 101, now there are only 3. This change began after a short civil war where the more “kill all humans” factions attempted to take control of the city. Many of that number left both the city and the system to seek out others who shared their views. 101 of today is divided along 3 divergent philosophies; Separatists, Unifiers, and Seekers. The Separatists have pushed for 101 to leave the MMU and to find a way to ride out the coming storm. The Unifiers believe in the core philosophy of the Perpetuum, and seek to stand in defense against the end of everything. The Seekers wish to find out what happened to the Machine Mother and ask her directly for guidance. While these political divisions exist within the city, 101 represents a single voting block...however during each cycle, there is talk of 1 of the factions breaking away and forming their own political party.

101 tends to vote in favor of the sciences, but against medicine and medical research. Like the Concordia, they tend to be something of a wild card, and their vote can often be swayed by logical arguments. 101 has a long standing rivalry (read: spacism) with the Cybrids of New Communion Party and will often go out of their way to vote against anything that would benefit them.

Consuls for 101 are chosen by a random number generator. This generator is often rigged.

New Terran Ascendancy

The image of the NTA has been greatly reformed in the intervening years. Due to their strong military, they provided much of the manpower during the Titan War and came out of that conflict in much better political state than they went in. And yet, the NTA cannot shake the identity of being war mongers...nor have they really tried to. The NTA are the strongest supporters of the Perpetuum, and believe that the place for not just for humanity, but for all lifeforms is within this nascent federation (though they'd far prefer to call it an empire).

As once might imagine, the NTA are strongly pro military, and military spending. It should also come as no surprise that they are also the strongest hawks, and tend to have a shoot first ask questions later approach to diplomacy. The NTA political party is popular among soldiers. The NTA has a strong rivalry with the Tribal Confederation.

Consuls for the NTA are decided by a yearly vote by member of the political party.

The Tribal Confederation

If they could agree on anything, the Tribal Confederation would represent a much stronger political party. By population, those loosely affiliated with the Confederation, ought to have 4 votes, but factionalism, and non-participation have left the party with a much smaller footprint that has only continued to shrink in recent years. At present the Confederation is very close to losing one of their votes due to a shrinking party base. Members of the Tribal Confederation tend to be stuck in the old world, and but for their lack of another planet to call home, would be quit of the MMU tomorrow. It is for this reason that the Confederation has supported the Perpetuum and the desire to set out among the stars. With hundreds of millions of Tribal humans in storage within Mag Mel, it is their fondest dream to find a new homeworld that could support all of them. This has been dubbed the New Tempest Movement.

The Tribal Confederation represents a very dangerous wild card. They tend to vote against the interests of any non-human faction, but beyond that they have no solid voting record on any particular issue. Gaining Tribal favor often comes at a heavy cost as other political parties tend to be wary of entanglements with them due to the many times various Tribes have turned against them.

Consuls are chosen via appointment by tribal elders.

The Non-Aligned Tribes

The Non-Aligned Tribes are the less contentious, more likable version of the Tribal Confederation. They tend to support their wayward cousins, but philosophically, and via their Council vote. Like the Confederation, membership within this political party has been shrinking as the younger generations of Terrans have sought to leave the Tribal system, and be part of the new age. Current members represent an aging population, and it is likely that the Non-Aligned Tribes will loose 1 of their votes during the next cycle. Because of that there is a movement to unify the Tribal Terrans into a greater voting block.

The Non-Aligned Tribes tend to be anti-war isolationists, but will generally support the vote of the Tribal Confederation out of solidarity. They are pro-health care and education spending, but anti-science.

Consuls are chosen via appointment by tribal elders.

The Withering

The Withering was created by pre-MMU government of Mag Mel to handle the coordination of the decade long withering process Mag Mel began just after the destruction of the Starkiller. They are a scientific organization headed up primarily by Weeds. Due to their influence over Mag Mel, they were able to gain a great deal of political power, and used that to form their own Political Party to better address their concerns. The Withering is a rapidly growing party. While Weeds make up the base of the party, many from the scientific community have pledged their citizenship to support the Withering. As a party on the rise, the Withering has been seeking ways to increase their numbers further to earn an additional Council vote.

The Withering is pro-science across the board. They support research, education, and medicine. They tend to be very conservative when voting on anything that has to do with Mag Mel itself, including the opening of new embassies, and the enfranchisement of new Political Parties. The Withering has a sort of love/hate relationship with New Communion. Both Parties tend to vote along the same lines, but feel that they step on each other's toes, and would be better off without the other.

Consuls are chosen by the following process; the board of directors chooses 12 candidates, the party members then get to vote on these candidates. Each party member must choose 3 of the 12 candidates. From the 6 party members with the most votes, the board of directors chooses the Consuls.

New Communion

The Cybrid city New Communion has grown by leaps and bounds in the past 10 years. While most cities on Mag Mel had to be entirely rebuilt during the Withering, New Communion was set up in such a way that it was able to survive roughly intact through the transformation process. For a while New Communion served as the temporary capital of Mag Mel, and was an important hub for the resistance during the Titan War. Some of those who sought refuge in the city simply put down roots, and now New Communion is the largest metropolitan center on Mag Mel. While the Cybrids themselves have formed an interdependent culture, the culture of the city itself is one of decided individualism when it comes to politics. By population, New Communion ought to have 4 Council votes, but as a multi-cultural city, more than half the citizens belong to other political parties. Curiously, the New Communion political party has nearly as many citizen voters living beyond the walls of the city than within it, including a curiously high level of support from Elysians.

New Communion tends to vote along the same lines as The Withering and is political rivals with 101. In particular, they support the existence of the Perpetuum for a practical reason...the Cybridization process is bound to Mag Mel. This means that Cybrids cannot rely upon their immortality outside of the system. If the Perpetuum succeeds, they will extend the Mag Mel miracle, thus allowing for Cybrid communities to flourish elsewhere. New Communion's Consul voting process is identical to the Withering.

Guidance

Guidance is both the name of the Android political party as well as a semi-closed Android city on Mag Mel. The political party grew to prominence due to the unprecedented decade long reign of the Android Tabitha as head of the MMU (and its precursor). Their party has tried to present itself as the cultural heart of the MMU, and Guidance is home to many art galleries, musical halls, and entertainment venues. As a semi-closed community, non-Android visitors are welcome within the city, but rarely are they allowed to overstay their welcome.

Guidance are strong supporters of education, arts, and entertainment. Guidance also tends to vote along side the NTA in regards to military action, though not military spending as Guidance is the most fiscally conservative of the political parties. The party also tends to serve as an intermediary when political tension runs high, particularly between New Communion and 101.

Guidance Consul seats are determined by a peculiar culture competition, whose byzantine rules could fill volumes.

Boz Trade Union

The Boz have become regular trading partners with the MMU and the entire Bard System. In the past 10 years they have set up several trading stations, and have regular shipping routes going in and out of the system. By numbers the Boz should not have a vote on the council, but through backroom dealings as well Boz signing on as the first system to join the Perpetuum, the Boz have been allowed special privileges.

The Trade Union often abstains from voting unless it proves decisive, though they will always vote in the interests of the Perpetuum, trade, and exploration. The Boz Trade union appoints their Consul.

The Mercenary Guild

With interstellar trade and communication opening up, many soldiers of fortune have found a home within the system. After several Mercenary Groups ran into civil conflict with the M3 and other forces within the system, the Guild was established and quickly gained enough support to count as a voting political faction. The Mercenary Guild exists primarily to allow for legal Merc Contracts to be established within the system. However this has in no way prevented Illegal Merc Contracts from existing, and the Mercenary Guild itself does not often discriminate between the two.

The Mercenary Guild Consul tends to vote however they please, so long as they vote in the interests of the Guild itself.

The Consul is chosen by brawl. Literally. Candidates all get into a fight and the winner ends up as Consul.

Other Political Entities

Cymbeline Station

Ah yes, Cymbeline. For years the Mutants have gone back and forth on joining the MMU. While they are currently allies with the Union, there have been a number of serious cultural stumbling blocks that have prevented inclusion. The most serious one being the subject of slavery. Slavery is outlawed within the MMU (except "sort of" on the Pleasure Dome...but the Consortium is always a special case), however slavery is considered a fundamental part of Mutant culture. This view has shifted somewhat in the past decade, and Cymbeline has begun reclassifying the bulk of its citizenry to fall more in line with MMU standards in order to join the union. Still, no matter the classification, more than 80% of the population remains in some form of servitude. Beyond the simple matter of Slavery, Mutant culture in general is often difficult for others to stomach, which more than the slavery angle, has led many within the MMU to deny them on propriety alone. With the formation of the IFA (Interstellar Faith Accord) and their acceptance of other Entropic religions, another point of conflict has arisen with the decidedly pro-Nameless culture.

And yet, despite all of this, Cymbeline has much to offer the MMU. They have the third strongest navy in the system, and increasingly well trained army ready to battle against Entropic threats. They are also 100% committed to the defense of the Bard System. Time will tell if the stumbling blocks are removed and Cymbeline joins the Union.

Titus

If not for the shadow of the Titan War still looming over the system, it is likely that the Titans would have already joined the MMU. There remains enough distrust between the two parties that such negotiations have yet to move beyond "wouldn't it be nice". However, with Mag Mel planning to travel outside the system, rumors of backroom talks have begun to spread, and it is looking increasingly likely that the Titans and the MMU will come to the table publicly in the near future.

The Titans have by far the strongest single military in the system, and while no formal alliance is in place, the MMU and Titus stand together in defense of the Bard System.

The Trove

A group of aliens with the same provisional aims as the Perpetuum, the Trove has long had negative relations with the Bard System. Despite this, the militaries of the Trove and M3 have long worked together when their interests have aligned, and have a great deal of respect for one another. The Trove have been infrequent visitors for the past decade, but trade and ambassadorial missions have begun to ramp up since the discovery that the Mag Mel miracle may be portable.

The Alpha/Omega

By population, there are enough Maneaters in the system to gain representation within the MMU. Recently they have formed a political party called The Alpha/Omega, and have begun encouraging other Maneaters to gain citizenship so they can have full representation on the Council. However, there are problems. During the various wars throughout the past 15 years, Maneaters were used by various militaries to do what they do best...eat humans. For nearly a decade there was rarely any shortage of man meat. However, with the relative peace that has followed the Titan War, the Maneaters have not had a food source to point themselves toward without fear of attack for some time. This has led to a return to the old ways, where most Maneaters live on the fringes of society, picking off unwitting humans as their hunger calls. So, despite the growth of the group, the rampant eating of humans has represented something of a stumbling block.

The Flotilla/The Unity of Snow

Known as both the Flotilla and the Unity of Snow, this faction represents an armada of exploration vessels run by one of the Children of the Machine Mother, Snow. Representatives from the Flotilla arrived over a decade ago, providing us with key information about the Galactic Lock on Prospero. The Flotilla has been traveling the galaxy for decades, seeking out the location of the 10 locks, in order to safeguard them from the forces of Entropy. They have expressed no direct interest in joining the Perpetuum until they learned about the portability of the Mag Mel Miracle. Since then, ambassadors have begun to arrive to convince the MMU to make the Flotilla their first stop.

The Oniri Empire

The Oniri are in a strange place culturally. They are only decades removed from a 200 year long struggle to free their people from the remnants of the Celestial Ascendancy that continued to subjugate them even after the Fall. The centuries of bondage are still fresh in the minds of these proud people, and many refuse to forget what the humans did to them. The Oniri of today seek to reclaim their former supremacy, and rule the galaxy...and yet they cannot help but notice the reality of the galaxy as it is. Factions concerned more for the salvation of the galaxy than revenge against their human oppressors, have begun to emerge, and sent their ambassadors out to find common ground. Yet there are those who will never forgive the insult done to their people, and seek to reforge the Void Empire and crush humanity beneath their heels.

The Aesir Empire

The Aesir have long been allies with the MMU and are now provisional allies with the Perpetuum. However, the two groups are at somewhat of an impasse. Both the Aesir and the Perpetuum share the goal of uniting everyone against the coming darkness, and one wonders if there is room for both them in the same galactic yard. The Aesir have asked and been rejected from including the Bard System in their empire, and were the Aesir not in a war against the Rend that was absorbing most of their resources and manpower, it is more than likely that an invasion fleet would have come through the gate and taken the System by force. Despite this knowledge, the two groups have maintained relatively strong relations due to years of working together side by side. Only a small group of Aesir ships remains in the system, primarily to guard the God's Eye Gate that connects the Bard System to the Aesir Empire.

Player Info

This section is considered Out of Game information for those seeking to either start a Political Character or transition into a Political Character.

First, we do not recommend Politics as your primary career path if you are a new player. This is not to say that you 100% cannot do this thing right out the gate, only that the numerous political intricacies of the Domsday universe may be a bit overwhelming if you've never been here before.

Second, unlike the other areas of the gameworld, the Political side of things is not 100% open. There are a number of spots available, and while we can make room in most areas, we cannot make room in all areas. Yes, it is possible for you to start as a new Character who is a Consul. However it is also possible for you to become a Consul or a Delegate through playing the game. In short, don't plan for a role until you check to see if that role is available.

Third, Politics is not run like other Divisions. While you will have an agenda, and explicit tasks you might need to accomplish, you should not expect to be involved with combat and other types of encounters unless you go out of your way to get involved, and in some cases it might make little sense for a high official in the government to go on an "away mission". In short, if don't want to spend much of your time sitting and talking, look elsewhere.

Either Friday Night or shortly before the event you will get an agenda from the Faction you represent. While you do not have to follow that agenda absolutely, there are consequences for failing to support what your Faction desires. In addition to this you will also receive a schedule that will indicate any meetings you are expected to be part of. MMU Council meetings tend to happen on Saturday Mornings. Perpetuum meetings tend to happen Saturday Afternoon.

Here are the various Political Careers.

Consul: You are a member the MMU ruling Council. Consuls are limited to 2 year terms.

Delegate: You are a member of the Perpetuum. No new player may start as a Delegate at this time, as there are presently only 2 Delegate positions.

Ambassador/Provisional Delegate: You have come from one of the groups interested in either joining the Perpetuum or having relations with the Perpetuum. This career path is relatively open.

Attache: You are the assistant to a Consul or a Delegate. If you are a new player, this is likely the best path for you. Attache positions can and will frequently lead to greater positions once you are up to speed.