

Imperial Constitution of the Abwehran Star Empire

In the Aftermath of our War of Independence against the Fascist Regime, the people of Abwehr hereby proclaim to all the universe that we are free. Thus, we create a government representing the people of Abwehr and all who stay by her where no one shall hold power in its entirety. That the power of our new nation shall be shared by everyone through representation of their choosing and that the rise of Fascism shall never happen again.

I) Imperial Structure

Executive Branch

Article One: Imperial Throne

The Throne of the [Abwehran Star Empire](#) shall be the center point of executive order, shared by two individuals bound by partnership. The Empress shall be the cornerstone of the Empire with her executive powers enforcing the laws of society for the honor of the Abwehran people. The Emperor shall be the protector of the realm with his power enforcing the laws of our military and acting as the highest civilian authority for the [Abwehran Armed Forces \(AAF\)](#).

Both shall serve there terms from the age of Eight Abwehran Years at the least and until the age of 48 Abwehran Years. The powers of the Throne shall be passed down to the eldest child of the Imperial Family with a Regent elected by popular vote if the heiress is underage. If no heir is found, then the title shall pass to the sibling of the Imperial Couple. If siblings are not found, the new Empress shall be elected via popular vote from the House of Lords.

The Empress has “presidential powers” over the realm. This means that she is the political center of the Abwehran Star Empire. To keeps checks and balances over the Parliament, the Empress has the power to veto any up and coming bill that has been passed by the legislature. To check the High Court, the Empress has the power to call for an Appeal even if the court has already ruled on a case.

The Abwehran Star Empire is a free society bound by the people. In order to maintain this, a non-noble individual is required to marry into the Imperial Family in order to check the powers of both Imperial and Noble families as well as to keep the possibility of inbreeding from occurring.

Article Two: Imperial Cabinet

The Imperial Cabinet is a group of six advisers appointed by Parliament for an unlimited amount of terms of four years each. Each adviser has to be at least 8 Abwehran Years of age and have held at least a Parliamentary position at one point in time.

The Adviser of State is the highest position of the Imperial Cabinet. She is the individual responsible for all internal and foreign political matters and formalities, often in charge of the State Department and its contingent of ambassadors. She is also in charge of National Processions and visiting dignitaries.

The Adviser of the Military is the second highest civilian authority in charge of the Abwehran Armed Forces. Serving directly under the Emperor, he is responsible for all political and financial decisions involving the military. The Adviser of the Military does not have any authority to plan military operations, since such is left to individuals with much more experience in the military.

The Adviser of Finance is the Head of the Department of Finance, which is in control of the National Treasury. Any national budget or expenditure will eventually enter its office for executive approval.

The Adviser of Interior is responsible for the protection of national resources. This includes protection wildlife reservations, historical landmarks, and ancient ruins found on newly discovered worlds.

The Adviser of Agriculture is the one individual in charge of enforcing regulations on agriculture, food, and medicines. Her department is also in control of anti-narcotics operations.

The final Adviser in the Cabinet is the Adviser of Nobility. She is in essence, the Head of an Internal Affairs Agency responsible for investigating representatives in the House of Lords for criminal behavior.

Legislative Branch

Article Three: House of Representatives

The Upper Tier of the Legislative Branch, the House of Representatives is a part of a bicameral Legislative body known as Parliament. Based solely upon planetary populations, the number of representatives in Parliament is directly proportional to the percentage of the total population of a planet versus the total population of the Abwehran Star Empire. The House of Representatives meets every Quarter Year on the Second Week of the First Month for Parliamentary business.

Each Representative is popularly elected for at most four terms of six years each. A Representative must be at least 18 Abwehran Years of age and a Citizen of the planet they represent. Out of each planet, the representatives will elect one of their peers to lead as Senior Representative. A Senior Representative shall be charged with leading their planetary group towards a collected decision on legislative decisions. Out of these Senior Representatives, the Empress shall appoint one as Speaker of the House. The Speaker of the House acts as Parliamentary President and presides over the House of Representatives until next election.

The House of Representatives has two main powers. First is the *"Power of the Purse"*, which is the power to raise the salaries of Representatives and other government officials to levels with in reason. The second power is that of *"Advice and Consent"* and gives the Representatives the ability approve of treaties and appoint government officials to the Imperial Cabinet.

Article Four: House of Lords

The Lower Tier of the Legislative Branch is the House of Lords. The House of Lords is a part of the bicameral organization known as Parliament and is entirely populated by Nobility. Every member of the House of Lords holds the titles of Baron, Duke, Earl, or Count. The House of Lords meets Quarterly on the First Week of the First Month.

Not every Peer of the Realm can be a part of the House of Lords though. Age limits peerage between the ages of 10 and 48 Abwehran Years old and every member must be sworn in by a majority vote from the House of Lords.

The only power the House of Lords has is the ability to create bills, which eventually become laws after passing through both legislature and executive branches.

Judicial Branch

Article Five: High Court

The highest Court of the Abwehran Star Empire, the high court is populated by ten Supreme Judges. Each Judge is popularly elected by Imperial Citizens and serves for no more than two terms of ten years a piece. To be a Supreme Judge, an individual must be at least 20 Abwehran Years of age and have served in one of the lower courts for at least ten of those years. The High Court meets Quarterly every First Week of the Second Month.

The High Court is responsible for properly interpreting the Imperial Constitution and as a result, has the power of "*Judicial Review*." With this power, the Supreme Judges can declare laws invalid if they go against the Imperial Constitution and act as final authority on the meaning of the Constitution.

II) Imperial Territory

Article Six: Colonies

A colony is defined as a newly founded planet with no native inhabitants. Such planets are deemed available for individuals to immigrate and build both residential and economic infrastructure.

A Colony of the Abwehran Star Empire is protected by the Constitution. Because of this, it is also protected by the Abwehran Armed Forces. A Colony, however, does not have any representative with in Parliament and is described as a probationary member.

For a colony to be represented, it must meet the requirements to become a Member World.

Article Seven: Independent States

An Independent State is defined as a newly founded planet with native inhabitants at a even or nearly even technological level as the Abwehran Star Empire. These nations are not officially a part of the Empire, but are located within Abwehran Imperial Territory. This is also the classification of Probationary Member Worlds with native inhabitants.

An Independent State is not protected under the Imperial Constitution, since an Independent State as its own constitution to abide. Therefore, the Abwehran Armed Forces are not required to protect them, though they can respond to distress calls.

An Independent State as the ability to become a Member World after meeting the specific requirements.

Article Eight: Member Worlds

A Member World of the Abwehran Star Empire is a fully represented territory within the Empire. Protected by both Constitution and the Abwehran Armed Forces, a Member World may have its own planetary government but is not considered sovereign in its own right.

To become a Member World, a planet must either have been consider a Colony or an Independent State within the Empire's Territorial Limit. It must have a population of twenty-five million or more with a stable commercial and industrial infrastructure. The planet must also swear allegiance to the Imperial Crown and its government or it will not be admitted.

Article Nine: Protectorates

A Protectorate is a planet with a native inhabitants that is at a technological level much lower than the Abwehran Star Empire and within the Imperial Territorial Limit. All direct contact with the native inhabitants is strictly forbidden from both Imperial Citizens and Foreign Nationals. A Quarantine of the entire system is also in effect and is given a dedicated force from the Abwehran Armed Forces to accomplish this task.

Interference with a primitive civilization will be considered a felonious act and all parties will be subjected to Imperial Criminal Law.

III) Rights of the People

Article Ten: Basic Freedoms

- Freedom of Religion ¹⁾
- Freedom of Thought ²⁾

- Freedom of Expression ³⁾
- Freedom of the press and of other media of communication ⁴⁾
- Freedom of Peaceful Assembly ⁵⁾
- Freedom of Association ⁶⁾

Article Eleven: Representation

Representation is granted to all citizens in the form of:

- Right to vote for their planet's representatives in the Legislative and Judicial Branches
- Right to participate in the government any way they legally chose.
- Right to appear in open sessions of their legislative and judicial bodies of government.

Article Twelve: Legal Rights

All citizens have the right to:

- Life, Freedom, and Pursuit of Happiness.
- From unreasonable search and seizure of property. Reasons determined by evidence of wrong doing or being a threat to Imperial Security.
- Freedom from detainment or imprisonment based upon arbitrary decisions.
- Legal Counsel.
- Innocences until proven guilty.
- Not to be Subjected to Cruel and Unusual Punishment.
- Against Self-Incrimination.

Article Thirteen: Privacy

Though argued as contradictory towards Freedom of the Press, Privacy is a right all Imperial Citizens have. Because of the contradictory nature of these two rights, there are certain areas or zones where privacy takes precedence over the Press.

- An individuals living space, unless invited.
- An individuals work place, unless invited by employer/owner of property.
- Private Gatherings.

Other than these places, the Freedom of the Press shall be enforced.

Article Fourteen: Traveling

A Citizen of the [Abwehran Star Empire](#) has the right to:

- Reside and travel within Imperial Territory.

- Reside outside of Imperial Territory.

Article Fifteen: Weapons and Dueling

Since ancient times, the art of dueling has been embedded in the culture of the Abwehran people. Since it is deemed impossible to fully erase such a tradition, the art of dueling shall be regulated.

- Duels to the Death are hereby unlawful and thus considered murder.
- Duels to First Blood or to Submission are protected are lawful forms of dueling.

Weaponry allowed to be carried by Imperial citizens are as followed:

- Family Swords
- Daggers
- Crossbows and other archery implements.

Weaponry considered illegal for average citizens to carry are as followed:

- Chemical-based firearms
- Electromagnetic-based firearms
- Military and Industrial grade explosives

The above illegal weapons are only allowed to be carried by licensed specialists (industrial-grade explosives) and military personnel.

IV) Constitutional Amending

Article Sixteen: Amendment Process

The Imperial Constitution shall be available to be amended by the following methods.

- Imperial Convention of Planets where all planetary legislatures send representatives to vote or suggest an Amendment. Such Conventions may only be called by either the Imperial Throne or a 3/4th vote of the House of Representatives.
- A 3/4th majority vote from the House of Representatives and a 3/5th majority vote from the House of Lords.

Any Amendment considered by the above methods may only change one article or add one article. The Addition of multiple articles at a single moment will only be allowed in case of emergencies.

Amendments

Article Seventeen	The Piracy Act
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Article Eighteen	The Immigration Act of AF 260
Article Nineteen	Dual Citizenship with Friendly Nations
Article Twenty	Colonial Gun Ownership

1)

http://en.wikipedia.org/wiki/Freedom_of_religion

2)

http://en.wikipedia.org/wiki/Freedom_of_thought

3)

http://en.wikipedia.org/wiki/Freedom_of_speech

4)

http://en.wikipedia.org/wiki/Freedom_of_the_press

5)

http://en.wikipedia.org/wiki/Freedom_of_assembly

6)

http://en.wikipedia.org/wiki/Freedom_of_association

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