

BRUNEL SHIPWRIGHTS COMPANY

BULLETIN



CHRONICLES of
Elyria

BRUNEL SHIPWRIGHTS COMPANY INTRODUCTION

The Brunel Shipwrights Company stepped forward and officially announced their existence amidst the evolving world we know and love as Elyria. The company was created in May 2016 during the beginning of the online Kickstater. By families and players known as Ironside, Brunel, and Isambard. Our roots began with sworn fealty under the now tattered banners and fallen Kingdoms. In light of early challenges and disillusion of would-be Kings, the Brunel Shipwrights Company has persevered without internal strife or turmoil. Our history is important because it reminds us where we have been, where we are going, and why press forward. We have remained vigilant and resolute towards our never ending goal towards building the greatest ships to ever sail the seas of Elyria!

Why have we succeeded, where others have failed? And why will the company continue to strive forth regardless of the dance for power, political intrigue, and precepts for war? In fact the answer is simple. We don't care for such activities and have currently taken up a neutral posture. We care about shipwrights' research, construction and design influence, wood for hulls, metal for armaments, and how to get our vessels in the water the fastest for our clients. Regardless of the banner they wave or bare to the mast --within reason of course. We will not sell to a potential client who will try and attack us, that is bad for business. We will continue to push forward during the development of Elyria for two reasons: we strongly believe in Soulbound Studios and we're friends and family. Most know each other in real life or have been warmly embraced into the fold of the digital family and hope to bring more trusted agents of shipbuilding into the family as time progresses forward.

OTTER BEAR HALL

BUSINESS

MODEL



CHARTERS



ADVENTURERS



DIPLOMACY

AND

RECRUITMENT



Ahoy there! Welcome to Otter Bear Hall!

Simply click on the location you'd like to go, landlubber!

--Click me to hear tall tales from my brother's collection!
--Click on the up arrow, shown under my foot, to come back to the hall once you've departed.



TRIAD OF LEADERSHIP

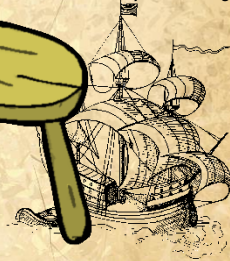
Business Model

The leadership within the Brunel Shipwrights Company is not solidarity, unlike most gaming guilds or clans. The company was established with a three-way intersection of thoughts, motivations, goals, and overall ideology of what they feel is best for the company. While the focus obviously remains shipwrights, we will not enter the world clear cutting a forest and become a thriving enterprise overnight. The principles of leadership need to be in the right place and our roles and responsibilities fluid, overarching and enjoyable. Hence the concept and development of the three legged stool:

Infrastructure, Plans and Policy

Research and Development

Resource, Labor and Material Industry



The three legged stool represents a snapshot of how the system works within the company and why. Mayor Ironside is the city manager, architect, and governing muscle behind the city which serves as a home front for the company. Brunel and Isambard are the brain, heart, and lungs which breathes life into the shipwrights' enterprise. Through the combined efforts of leadership and synchronized goals, we are able to craft a superior base of production for our future seafaring vessels.



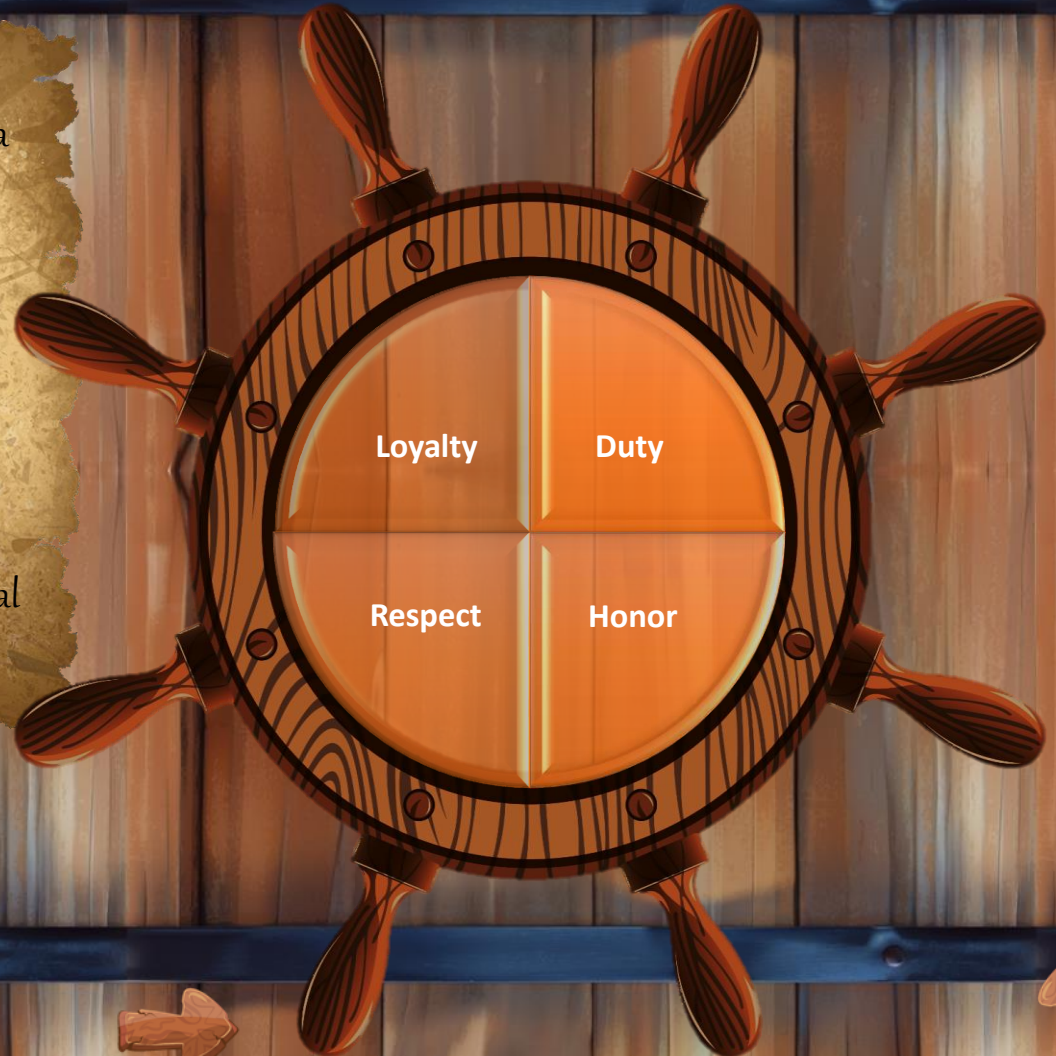
WHEEL OF VALUES

Above all else

Starting out on the right path revolves around a standard of ethics and ethos.

No successful business venture will succeed without at least the utmost basic ideology for virtues and principles, thus we have established the wheel of values.

Adherence to the Wheel of Values is not optional within the company.





CIVIL FOCUS

No great enterprise is successful without a plan of sustainability

The civil focus of the Brunel Shipwrights Company is the backbone of the shipwrights' enterprise because without it, we stand to dissolve into nothing more than a group of dissidents banging sticks together. No singular focus is greater than the other, just as no portion of one's spine is more important than the other. It takes a collaborative effort and focus to oil the power of construction and commerce. Thus, no matter your interest in game, you'll find a home with us. Are you a laborer, artisan, tinkerer, researcher, combatant, or something else?-- you'll have a helpful niche towards the construction of our ships. Please refer the Adventurers, Crafters, and Recruitment page for more details and information.



Resource
Acquisition



Material
Industry



Research and
Development



Trade and
Economic



Diplomatic
Relations



Garrison
Forces



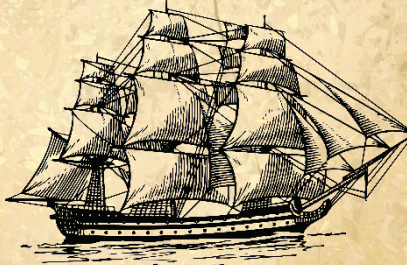
NAVAL FOCUS

Establishing the foundation for your naval strategy

Historical Note

The Brunel Shipwrights Company was named after Isambard Kingdom Brunel, a British mechanical and civil engineer. In 1843, he assisted with the first propeller-driven oceanic iron ship, which at the time, was the largest ship built.

The company is not built on war nor offer freebooter services. Again, we pride ourselves in being neutral stewards. We will aim to educate our client base and inform them of why they should do business with the Brunel Shipwrights Company and control the seas. Please see the image below as an example for controlling the naval water ways, whether they be in shallow waters, rivers, or the open seas.



Sailor
Recruitment

Supply
Sustainability

Maneuverability

Fire Superiority

Fleet of Being

Command the
Sea



ORGANIZATIONAL PLANNING

Personnel Management Structure

Mr. Godfrey Ironside

Head of Infrastructure, Policy,
and Diplomacy

Mr. Robert Brunel

Head of Research and
Development

Mr. Phillip Isambard

Head of Resource, Labor and
Material Industry

Head

Officer

Artisan

Journeymen

Apprentice

Laymen



CITY NAMING DEBACLE

A City by the Sea

Our city by the sea, a hopeful jewel of the coast. The township is our area of Elyria in which we make our hearth, create fun little babies, cut wood, and sail into the future. Alas, I cannot divulge the naming of such information to you at this time. Why? Well...because I have changed the actual name of the city in recent months more times than some people change their underwear in a given week. I am also shy to reveal the name of our soon to be great city because some special person may decide to hijack it from us. A possibly unnecessary and over-the-top precaution, however a precaution nonetheless. The announcement will be made once the name is officially locked in with Soulbound Studios.

-Mayor Ironside



STANDARDS AND ETHICS

STANDARDS CHARTER

Major Decisions effecting 35% or more of company assets will require a >60% majority vote from both the Branch Heads and Officers.

Any update to the charter is a major decision.

Company assets are any resources or treasury set aside for company use.

Minor Decisions require approval from only one of the Branch Heads or Officers.

Collaborative Effort: All employees, at every level, are expected to contribute to the overall mission and objectives of the company. Opting out is typically highly frowned upon.

Resource Shares: All levels are authorized to keep resource shares as they gather, refine, and craft. If contributions are not provided however, the actions will be evaluated and may result in demotion or employment termination.

Code of Ethics: All employees found to be engaged in any illegal activity will be presented to local authorities and their employment will be terminated. In some cases, your assets may be seized by the local or county governance.



NOBLE & DIGNITARIES

CHARTER FOR NOBLES & DIGNITARIES

Nobles are not directly connected to the Brunel Shipwrights Company itself however provide vital services and support to not only the B.S.C., but the entirety of the township. The possible benefits are, but not limited to:

- F**inancial Partnerships
- C**onsumer Connections
- T**rade Routes
- N**atural Resources
- H**uman Resources
- P**roduction Facilities
- P**hysical Security



Dignitaries are typically legal Kings, Queens, Dukes, Duchesse, Counts, and Countess. In some cases the dignitary may be a Baron or Baroness, great commander or hero. The company will not consort with criminals.



ADVENTURERS

The Brunel Shipwrights Company is not focused on combat, arms and armor production, or setting out to conquer the known world.

The company will provide goods for services rendered to the company under contract, such as supplies for guard duty.

More details will be disclosed in-game.



DIPLMACY AND RECRUITMENT



The Brunel Shipwrights Company is a vassal to the Bordweall Kingdom however will not swear fealty to a Count until exposition. Our reasons are somewhat private... Sorry! But the company will settle within the borders of the Bordweall and initially establish trade routes throughout the Kingdom and to our neighbors beyond.

Recruitment is completely open and unrestrictive outside of deviancy; that's a no go. We are not the city to train within if you want to player versus player on a continual basis. We'd love to have you, but you will not thrive the way you should in a commerce and production based township. Please look to other Barons and Counts within the Bordweall Kingdom for that kind of action. Please come visit us though if you're passing through!

An amalgamation of interests currently binds the entirety of the company together. We aim to be as self sufficient as possible, without the injection of a 'middleman' to construct our ships. If you want to fish, bake, chop wood, blacksmith, sew, or any other profession; there is a place for you here.

Diplomacy and trade negotiations with other Counts, Dukes, and Queens, and Kings are always open as long as there are not an existing conflicts between the Bordweall and said Nobel house. If hostiles are on the raise, trade may be delayed or closed all together.

Examine your options and if you want to chat, please reach out to us.

Contact Us On



Game On!



BLACKWAKE



CRAFTERS, SUPPLIERS, AND MERCHANTS

The Brunel Shipwrights Company welcomes all merchants, crafters, and suppliers into the company to live, build, and gather. We do ask that your crafting and trade skills support the production of seafaring vessels, and thus no selfish hoarders will be employed. Mercantile skills should be used not only for the wealth of yourself, but the company as well. Additionally, the importance of both active and passive crafting and supply contribution cannot be stressed enough.

Active crafting is the direct application of materials which supports the physical production of ship building. Examples of these crafting and supply skills are working as a blacksmith, carpenter, woodcutter, tailor, or tinkerer.

Passive contributors typically do not have a direct physical impact towards the actual production of ships, but rather provide materials which enable the township operate. Enabling our shipbuilders to maintain a livelihood. Examples of these employees are shopkeeper, fisherman, cook, alchemist, or brewer!

The ratio requirement of active to passive contributors is not yet known and will change as the years go on. Be flexible and never stop crafting in a way that makes you happy while still contributing to the good of the group and shipwrights.



FOUNDING BLOODLINES

THE
BRUNEL
FAMILY
BLOODLINE

THE
IRONSIDE
FAMILY
BLOODLINE

THE
ISAMBARD
FAMILY
BLOODLINE



THE STRANGE SAILOR'S LIBRARY

Ahoy there! The name's Tiber the
Tongue and welcome to:

"The Strange Sailor's Library"

Has a nice ring to it I think.... reminds
me of me oversized an' wide-eyed pet
squirrel over yonder. Turbo.

An' don't ye' say I just have a bookcase
in a pub either! Because it's not!

Say it!!!...LIBRARY!#\$\$@!

Ahem Unfortunately most of me books
an' scribbles are checked out by Mayor
Ironbutt, I mean side! Ironside! an' he
won't bring them back either! Please
visit again once they're returned.

