SWAT x MoM Alliance Agreement

28th January 2024

Special Weapons and Tactics

Est. 17th October, 2011



Ministry of Magic

Est. 20th June, 2023





Section 1 - Mutual Respect

By signing this Alliance Agreement...

- ❖ Both parties vow to maintain a mutual level of respect whilst in each other's headquarters and towards each other's members, SVs and allies. This includes, but is not limited to, respecting one another's rules, and Code of Conduct.
 - → Members should <u>never</u> single out, bully, or intimidate members from each other's agency; this includes racism, religious affiliations, homophobia, or other forms of discrimination.
 - → Any rules or Code of Conduct that is broken by a member on the other agency's premises should be screenshotted and sent to an iC of the other agency.
- Both parties should provide aid for the other through reporting any suspicious or potentially harmful activities to the respectful agency.
- Both parties should respect each other's National Punishment and Ban on Sight lists by agreeing to not hire anyone from the respective lists.
 - → Should an exception be made with this, member's of both agency's Foundation Teams should discuss the matter and come to an agreement.
- There is a zero tolerance policy approach to any forms of threatening behaviour or illegal warfare towards members of both parties.
 - Examples of this: mafia affiliation, hacking, doxing, DDOS attacks, and other behaviours that could be deemed threatening towards an allied member.
- ❖ Both parties should always do their best to provide support for one another and a judgement free and safe space to discuss any matter. They should also be willing to come to the other agency's aid when they need it.
- Both parties shall not slander or speak ill of members of the respective agency, or the agency in general.
- * Both parties should let each other's respective External Affairs members carry out interviews within each other's headquarters.
 - → The visiting EA member should always ask for permission to conduct these interviews during their visit and not just spam someone with unwanted questions.



Section 2 - Transfer Policy

Both parties agree to freely allow members to transfer between agencies with very minimal conditions:

- Both parties should allow non-iC members to transfer between any organisation freely without any notice.
- Should an iC member accept an offer at the respective agency, the Foundation Team or EA iCs are responsible for notifying a Foundation Member of the other agency out of respect.
 - This means the iC member can freely transfer, but a respectful notice should be made once the transfer has been approved.
- Personnel transferring to either Special Weapons and Tactics or Ministry of Magic must meet the respective agency's transfer requirements.
- Both Special Weapons and Tactics and Ministry of Magic agree that no forms of poaching shall be operated by either parties.
- Both parties shall inform the other if a member of their National Punishment or Ban of Sight list is hired in the respective agency.



Section 3 - Privileges

Both parties should allow access to one another's bases along with the main and EA servers of the respective agency should they meet the below requirements:

Special Weapons and Tactics Members:

- Base access SWAT personnel that are members of The Department of External Affairs or ranked Intelligence or above have a right to request the "[MoM] Alliances and Treaties" badge owned by MOM-RC. Any holder of the badge is required to wear it while on Ministry of Magic premises.
- → **Discord access** members of SWAT's EA team and members ranked Intelligence or above are able to join MoM's main server called "Ministry of Magic". Furthermore, all members of The Department of External Affairs have access to MoM's EA server called "MoM External Affairs".

Ministry of Magic Members:

- → Base access MoM personnel that are members of The Department of International Magical Cooperation or ranked Head Professor/Voldemort's Army or above have a right to request the "SWAT - Alliance/Treaty Badge" owned by SWAT-Foundation. Any holder of the badge is required to wear it while on SWAT premises.
- → **Discord access** the SWAT Discord server is open to the general public.

 Allies can request the "Alliance/Treaty" role in the main HabboSwat server.

 Furthermore, all members of The Department of International Magical

 Cooperation and their Foundation members have access to SWAT's EA server called "HabboSwat External Affairs".



Section 4 - Amendments or Termination of Agreement

- ❖ Both parties shall attempt to resolve any unsettled disputes in a respectful, peaceful, and professional manner.
- Should any disagreements occur or one of the parties wishes to make amendments to the current Alliance Agreement, each party can reserve the right to a one week negotiation period to settle the matter.
- ❖ If one party wishes to terminate the Alliance, then they should first give a written notice to the other party's Foundation Team and External Affairs Team.

This Agreement has a ZERO tolerance policy, thus, should either party be found guilty of any misconduct indicated above, the agreement could be subject to an immediate termination.





Special Weapons and Tactics



Ministry of Magic

kldom

kldom Founding Father & EA Overseer kittensaregods

kittensaregods Sorceress of the Ministry

axh

Founding Father

Urbrask

Urbrask

Archmage of the Ministry & EA

Overseer

Daggary

Senior Founder & EA Overseer

Shaneeeee

Founder's Rep & EA iC

The above Alliance Agreement was signed and put into effect on January 28th, 2024 by the above witnesses.