

# Mandalorian Enclave

## Overview



**House Tracinya**

**“What guides my blade if not honour?”**

## Timeline

During the ages before the Sith Empire was shattered, a young Alor from a large clan known as Lok had seen the way the winds were raging and began to make plans. Allying with the House of Saxon (Now House Tracinya) as they conquered the southern continent of Mandalore, this Clan Leader by the name of Kraejo Lok continued to make alliances, gathering a majority of support from the clans on Mandalore. Building up their forces, the unified Mandalorians went to war against those who would not join the coalition, offering the clans that stood in their way one option: join him or leave. While most clans accepted, those that refused were pushed off-world and fled to an exclave in Republic space, where they now remain. Now in control of Mandalore and its moon Concordia, Kraejo Lok led his forces on a campaign to secure the mask of Mand'Alor held captive by a Dark Lord of the Sith. Overwhelming and defeating his opponent, Kraejo Lok took the mask upon himself and claimed the title of Mand'Alor, becoming known as Mand'Alor the Just. With the Mask secured, Mand'Alor the Just put out the call to all Mandalorians across the galaxy to rally in Mandalorian Space, where he had consolidated his power.

This New Mand'Alor, seeing an opportunity to solidify his people's new position as the Sith Empire Shattered, Mand'Alor the Just reached out to the Nyxian Empire with an offer of military alliance. Talks were immediately fruitful, and soon the two powers ratified a treaty.

With this new Alliance in place, Mand'Alor the Just created the Enclave as the military branch to facilitate operations with the Nyxian Empire. While Kraejo Lok established House Kurs'Kaded to lead the Enclave, with the death of their Leader, House Tracinya took that Mantle and now leads the Enclave in its campaigns.

## House Rules

- Ten percent of all earnings will be deducted from your pay as taxation and will go to the Enclave to fund their war effort. The taxation will also fund medical services for the Enclaves personnel.
- You need not be a member of a clan to be a member of this Enclave; however, should you wish to join a clan, reach out to one of its representatives.
- TAKE CARE OF YOUR ARMOR. If you do not, it will be 30 lashings, AND you must appease the master forger.
- Damage to this Enclave and its property comes out of your pay. That includes property damage, reputation damage, or other lesser damages.
- If you take a contract as a member of the Enclave, you are obligated to fulfil it to the letter, unless doing so would otherwise cause you to break the Resol'nare or Mand'Alor's rules.
- If the holder of a contract offered it under false pretences and or falsehoods, the Mandalorian may break with the contract's holder without repercussions.
- DO NOT TAKE YOUR HELMET OFF IN A COMBAT ZONE. THIS GOES FOR YOUR ARMOR AS WELL. The only reason to do this is if you are repairing the armour. This is not the case for socials and fight nights in Allied territories.
- All members are expected to follow the Resol'nare; Violation of such is understood to be a death warrant. You may seek redemption, but must declare so publicly. (The Resol'nare is included below)
- A Mandalorian may leave the enclave at any time; however, said Mandalorian must turn in their beskar due to its religious and cultural significance. (Note: Player Characters that go the route of Dar'Manda are

barred from Enclave events, as it would be the right for EVERY Mandalorian in attendance and who follows the Resol'nare to attack and kill them. Discussion between the player and the officers about what comes next will be had; they will be left alone by the Mandalorians if they turn in their beskar. However, they will not be branded as Dar'Manda. Keeping their beskar when leaving the Enclave will result in the character being labelled as a Dar'Manda; keeping the Beskar will turn into a PTK situation. Enclave players may not attack Dar'Manda at non-enclave events, but open RP (With Permission) is another story.)

- Outside of designated areas, all crusaders will have their armour on. Helmets are allowed off at the warrior's discretion.

- ALL races and species are to be shown honour and treated with respect. Anyone who violates this rule is subject to discipline as judged by the House's Command Staff.

- The house Colours are Black and whatever colour is chosen by the individual warrior, with the right pauldron holding their clan crest and the left the house crest. House colours only need to be worn during Formal Events, where you represent the House as a whole and not your individual clan. Outside of formal House Events, you may wear whatever colours are selected by your clan, or if you are clanless, the colours you wish to wear while not representing the House. This is the reason for the second helmet given during the first lesson. Going forward, unlocking a Beskar Armour Piece, each member requesting Beskar Armour will be permitted to acquire 2 Beskar Pieces of the same type, so they will always have 2 separate sets of Beskar. One suit for Formal Wear and one suit that can be dyed however you like.

- All enclave members shall follow the laws of the space that they are in. If you break Imperial law, you will face Imperial punishment; the same goes for Imperials in Mandalorian space. You are to conduct yourself with honour at all times. Kad Harangir watches all.

## **Resol'nare (The Six Actions)**

**The following are the central tenets of Mandalorian life: to be a Mandalorian is to follow this creed, to betray it is to become Dar'manda.**

- 1. Wear the Armour of our people, Beskar'gam.**
- 2. Speak the Language of our ancestors, Mando'a.**
- 3. Serve your Clan and its people.**
- 4. Defend yourself and your family.**
- 5. Raise your children to be Mandalorian**
- 6. Rally when Mand'Alor calls for your aid.**