

Nyxian-Mandalorian Treaty

This treaty, ratified and codified under both Imperial and Mandalorian law, duly addresses fully the duties of and the obligations to the words hereby written in this document. Both parties shall strive to fulfil the charter and the spirit in which these words are written. And by breaking this treaty, it is understood that it may result in the declaration of war.

Article I

The Empire under the current Empress Nyx and the Unified Mandalorian peoples under Mand'Alor the Just agree to a Military Alliance. Neither side will move men or materials against the other in any way. Nor shall they skirmish along borders. Any disputes shall be reviewed and charged under diplomacy and under each nation's Diplomatic corps for mediation and arbitration. All decisions must be signed off on by the nation's respective ruler before being enforced to keep the peace between these two nations. When one side enters into a war, the other must support them.

Article II

Open borders shall be kept for trade. It is understood that trade is the lifeblood of the Galactic Economy. Any item not prohibited by the laws and/or religion of each nation's domain shall be up for trade. Partaking in the trading of Beskar of ANY kind is punishable by the death of the offending trader.

Article III

A mutual Defence Homeworld Pact shall be put into place. Any assault upon either nation's homeworld, currently Mandalore and Honoghr, will result in the sending of resources to defend said homeworld. Failing to do so breaks this article and suspends the treaty.

Article IV

An honour guard comprised of a squad of Mandalorian warriors shall be provided to the Empress Nyx to add to her Royal guard. A single Sith Lord shall be provided to Mand'alor's knights. These are not to be used as hostages or tools for spying. This is to ensure the life and safety of the two leaders and that each seeks to honour the treaty. If the treaty is broken, the Honour Guard and Sith Lord shall be returned to their respective nations unharmed.

Article V

Other than the aforementioned Sith Lord, no other Sith, note: this does not include the species, but the force-sensitive nobles within the Empire, shall be allowed to leave the Empire and join the Mandalorian ranks. The Empire is to allow the order of Mandalorian Knights to live their lives so long as they do not attack or seek the destruction of the Nyxian Empire.

(No player character is allowed to play a force using Mandalorian; the Mandalorian Knights are an NPC-only aspect of the Mandalorians.)

Article VI

Non-Sith People who process and have approved paperwork shall be allowed to immigrate between nations. All immigration shall be monitored between nations, and every three years, immigration rolls shall be compared to ensure that forgery is kept as close to zero as possible.

Article VII

A ground aboard the Empire's flagship or where official diplomatic communication happens shall be ceded to the Mandalorian Nation. A ground aboard The Spirit of Vengeance in the Diplomatic quarter shall be given to the Empire. These spaces are for official use only and will only have limited guards and other personnel.

Article VIII

Mand'alor will allow the Empire to use the Mandalorians of House Tracinya for contract work. These Mandalorians shall go through the Elite Certification Program before they are allowed to travel through Imperial space. These Mandalorians are allowed to carry Weapons and armour, made with Beskar or not, in Imperial space.

These weapons and armour may not be seized without good reason and written Notification from the Diplomatic Corps with the Empress's signature. Any dead will be returned with their gear in as good a condition as it was found.

Article IX

Imperial Citizens will follow Mandalorian Law when in their space; Mandalorian Citizens will follow Imperial Law when in their space. Each diplomatic corps is responsible for informing the other about crimes committed and citizens detained.

Article X

Marriage between Imperials and Mandalorians will be allowed without the breaking of either spouse's oaths. If children arise from said unions, then their fates will be determined by the parents as they see fit, be it raised as Sith or Mandalorian.

Article XI (Redacted)

(The following is restricted information in Character and only available to a select few. If you are not a Senior Enclave Faction Officer, a member of the NIS or are a Faction lead or DC, then you may only know this out of character.)

The Enclaves Intelligence Bureau, as members of the Cuy'Val Dar, will now be able to contract with the Nyxian Intelligence Service. In the same vein, the two intelligence services will enhance cooperative operations and intel sharing for the betterment of both members of the alliance. Members of the Cuy'Val Dar will serve as needed;

however, they are permitted to refuse any orders that will either compromise the
Resol'nare or their loyalty to the Enclave.