



The Grand Imperium-Yoahatl Regional Welfare, Development and Safety Treaty

In the glorious cause of greater regional stability and prosperity, the Grand Imperium and Yoahatl declare our firm friendship and cooperation on matters of justice, regional defence, and trade.

1.0. Recognition

1. Both nations will recognize each other's Constitutions and laws.
2. Both nations will recognize each other's list of wanted players.
3. Both nations will recognize each other's borders, territorial boundaries, and territorial integrity.

2.0. Defence & Safety

4. Both nations will work on catching players on the wanted list of our allies.
5. Both nations will share snitch info when relevant to the pursuit of wanted people.
6. In the case of regional threats, our PvP forces will coordinate under collective leadership.

3.0. Infrastructure

1. Every Grand Imperium citizen will have access to non-military portions of the Yoahatl Ice Road Network.
2. Yoahatl can disallow someone from accessing to Yoahatl Ice Road Network if they happened to be a problem or were wanted somewhere.

4.0. Citizenship Privileges

1. Citizens of both nations will have the right of entry into other signatories' land, however both nations reserve the individual right to enforce no-go or off-limit zones.
2. Both nations will be open to trade with each other.

NeoTide

NeoTide, on behalf of **Yoahatl**

A stylized, handwritten signature in black ink, appearing to be the name 'attoprak'.

attoprak, on behalf of the **Grand Imperium**