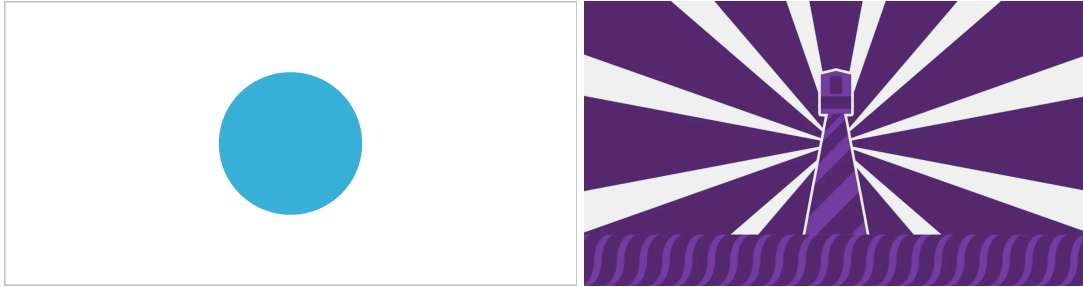


Icenia - Kallos

Non-Aggression Pact



Preamble

This treaty established a state of non-aggression and mutual recognition between the Third Republic of Icenia and Kallos. In an effort to establish peaceful coexistence and global stability, both parties agree to adhere to the following terms:

Article 1 - Mutual Recognition and Commitment to Communicate

1. Recognition of each other's sovereignty and current territorial boundaries.
2. Communication channels will remain open between both parties so that disputes may be managed via diplomacy.

Article 2 - Non-Aggression

Commitment to avoid hostile actions towards each other such as:

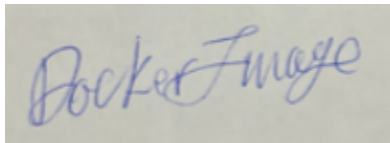
1. Constructing military bunkers within or near each other's territory without prior consultation
2. Pearlring each other's citizens except in cases where said citizen violated a law in the other nation's territory
3. Attacking each other's infrastructure, military or civilian
4. Aiding or abetting raider groups or individual raiders
5. Aiding or abetting former Gang Shi, Butternut, Lambeau, or Florence citizens who are still wanted by Icenia or Yoahatl
6. Bounty hunting each other's citizens
7. Violating the laws of each other's nations
8. Committing Civ war crimes such as obby bombing civilian targets or joining HCF invasions

Article 4: Ratification, Amendments, and Termination

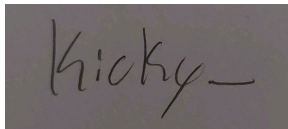
1. Any amendments to this Treaty shall be made through mutual agreement in writing and shall enter into force upon ratification by both parties.
2. Both parties acknowledge that any failure to peacefully resolve disputes may lead to the termination of the non-aggression pact.
3. Either party may withdraw from this Treaty by providing written notice to the other party, with a grace period of one week before the termination takes effect.

Signatories:

Kallos Jazz Councilor DockerImage:



Kallos Jazz Councilor Kicky:



Encore of Kallos K0mmi:



Encore of Kallos Troll Bebek:



President of Icenia:

Christopher Crispie

Icenian Speaker of the Senate:

Forged