



GLIELME I
ROYO Y IMPERAD

A.S. 248

No.3 of 2018

An Act to Establish the Dual Monarchy of the Saro-Oxerian Union.

Given Sanction on the 24th of August, 2018



SARHOLM



aya seo donir plisir eun Seito Majis Imperial y Stefanica, pur Seito Majis y pul y pur tel consei y sazion eui tel Parlamente eui tel Rozirre, comaria tel segeoare:

- 1. Freedom of Movement** Under this act, high ranking officers/royalty of both Sarovia and Oxeria have free reign in all regions. This is to ensure the sanctity of the union, and allow for both leaders to see their empire. This does not revoke the prohibition of transferring, and applies only to senior command.
- 2. Subjection Clause** In addition to the previous article, all unifications of Sarovia with a foreign guild implies the opposing guild will accept and operate under Sarovian law, as well as pledge loyalty to the Sarovian Empire. Hence making any guild unified with Sarovia a vassal of the empire. The leader of the foreign guild will then be seated upon a Sarovian throne, while ruling over the province. The province retains the name it was given at its start.
- 3. Ending Unification** Under this article of the Union Act, unifications of any kind can and will be broken up if the following should occur:
 - a) Any form of treason by a political or military leader of the opposing guild;
 - b) Removing or closing off members of Sarovia to guild activities;
 - c) Declaring full independence from Sarovia and its customs; and
 - d) Refusing any form of Sarovian Law.
- 4. Independence in the Union** Should any of these events take place, unions of any kind should be and will be destroyed, and the guild that committed these acts will be declared an enemy. No unification may be ended without the consent of the Crown.

This section is to clarify that the guild that is part of the union is to, and allowed to be independent. However, laws of the empire as well as imperial leadership must be allowed to attend activities as well as have authority in the opposing guild in a union.
- 5. Treason in the Union** Should the Crown or high officer corps suspect a treasonous act from members of either guild, they are to be reported to the leader of which they are serving under, as well as immediately discharged.
- 6. Sovereignty Act** All officers of the empire are to hold at least 4 trainings and one patrol a day, amongst the officer corps, not individually. By doing this, it helps ensure that no insurgents are in Saro-Oxerian land, as well as give soldiers appropriate field practice.
- 7. Activity Clause** Any soldier in both Sarovia and Oxeria who does not attend trainings or who disrespect their superiors frequently are to be punished appropriately by the officer in which it was instigated against. Should an officer fail to execute appropriate punishment procedures, the next highest ranking officer will execute punishment instead.
- 8. Relationship** Relationship status as well as friendships cannot and will not cloud the judgement of

Clause	anybody in the empire. If a crime has been committed and bias prevents them from being handled appropriately, both the suspect and their friend/significant other will be punished on an equivalent scale.
9. Familiarity Clause	Humour is accepted and encouraged in the guild, but to a point. Any jokes that could be deemed overly crude or inappropriate will not be tolerated. While the first few offences will not result in discharging, repeated offences after a final warning will be dealt with appropriately.
10. Styles of Address	All soldiers can and will respond to any higher ranking soldiers by their appropriate designation, Sir or Ma'am. The crown will be referred to as "Your Grace" or "Your Majesty".
11. Discipline and Law	Discipline is vital to the survival of the empire and her people. Those who do not follow appropriate disciplinary measures during trainings or other serious military activities can and will be dealt with appropriately by a commanding officer.
12. Conscription Clause	Members of the social classes of the empire will be eligible to become soldiers should the empire need them during a time of war. While the likelihood of a lack of troops is unlikely, this should still be implemented in order to ensure the empire's safety.
13. Social Classes	Social classes with jobs should have a product at the end of each week. Farmers should have work to show at the end of the week, artisans should have work to show at the end of the week etc. Failure to do so will result in double the product being needed the following week.
14. Civilian Exceptionalism	Under no circumstances should a civilian be allowed to attend or participate in military activities. Should they wish to attend these wars and trainings, they must forfeit their job and become a militant for 2 weeks before being allowed to resign.