The Foreign Office Policy

The Foreign Office Policy is a document that describes how The Foreign Office is to conduct there business on the behalf of the Kaiser. This document and the guidelines set out by it allow the Minister and people working in the Foreign Office to make Alliances without the Kaiser having to do too much work. Below is the list of Policies;

1) When talking with another leader or people from an other clan in an official capacity you must refer to everyone by their title.
2) The Foreign Office Minister has the permission to make an Alliance without the permission of the Kaiser, providing that all of the Policies are followed. The other clan leader must also send a message and a friend request to the Kaiser.
3) The Foreign Office Minister has permission to declare war. This however can only be done with the Kaiser permission.
4) The Foreign Office is not allowed to have/hold any negotiations with clan that have broken away from the Confederacy. Or have former Confederate Members in them.
5) The Foreign Office is not allowed to have/hold any negotiations with clans that are enemies of our Allies.
6) The Foreign Office is not allowed to negotiate anything war related unless directed to by the Kaiser.
7) The Foreign Office is not allowed to make an Alliance with any clan that has had a previous war with the Confederacy of Annihilation.
8) The Foreign Office is permitted to negotiate cease fires with other clans; however the cease fire cannot last for more than two days.
9) Foreign Office Policy is to only make decisions that benefit the Confederacy of Annihilation in some way.
10) The Foreign Office must refer to other clan leader by His/Your Excellency _____Gamertag_____
11) The Foreign Minister can also use the Expeditionary Force to lend/ give aid to other clans who ask for our help and assistance. However the Expeditionary Force can only aid other clans in a military capacity for two days. After two days they need the permission of the Kaiser to continue there support.