

Prisoners of War

This article covers the rules for prisoners of war under the laws of the [Yamatai Star Empire](#) and [Democratic Imperium of Nepleslia](#). In Yamatai this was passed by the [Senate of Yamatai](#) as proposal #25.

Definition

A prisoner of war is a person captured by [Star Army of Yamatai](#) or [Star Military of the Democratic Imperium of Nepleslia](#) in combat or in a war.

Rights

The law of the [Yamatai Star Empire](#) and [Democratic Imperium of Nepleslia](#) provides that all prisoners of war:

1. Will be provided adequate food and water.
2. Will be provided a decent place to sleep. (shelter)
3. Will be provided with medical attention if needed.
4. Will be provided with [clean clothing](#) as needed.
5. Will not be mistreated so long as they cooperate and submit to their captors.
6. Mistreatment is defined as handling them in a way that would violate the law if the POW were a citizen.

Related Laws and Treaties

- [Yamatai-Nepleslia NMX Nekovalkyrja POW Agreement of YE 33](#)
- [Nepleslian Senate Accepts the POW Guidelines](#) (November 2007/YE 30)

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Last update: **2023/12/21 04:25**

