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Tripartite

Version 2.0.5

Created by Toonu
TOONU SPACE AGENCY

Contents

General rules

1. Countries

Countries participant in the project.

- **Toonu Empire**
    - o Represented by His Imperial majesty Toonu the I, Emperor of Toonu Empire, King of Talathion, King of Maneria, King of Místy Mountains, Grand Duke of Camprington, Duke of Kratha, Earl of Mineimperial city district, County of Mineimperial city, Baron of Mineimperial Palaco Augusto city district, Generalfeldmarschall of Imperial Army, Marschall of Toonu Air Force, Grossadmiral of Toonu Imperial Navy, Defender of Empire, Hero of the Empire, Master of the Sun, Lord of the Kerbin.
- **Lumeri**
    - o Represented by Herr Roland Cieplinski, PhD, MPhil
- **Überfrost**
    - o Represented by dictator David the Deadly, Generaladmiral of Navy and Army, Marshall of Air Force.
- **Union of Kerbal Socialist Republics**
    - o Represented by its Chairman Admiral Pickle, the Supreme Leader

2. Eras

- The war is fight in these eras:
    - o WWI Era, WWII Era, Late WWII Era
    - o Cold War Era (Vietnam Era + Korea Era), Modern War Era
    - o Future War Era, Space War Era
- Each era enables some new weapon systems and features. Era is changing when all participants agrees and minimally after 10 turns in that era.

3. General Rules

- Every base must have owner's flag. To capture the base, attacker have to remove the flag manually and replace it with own flag. You can't shoot out the flag with gun, only manual removal is possible. You can't remove it when enemy is still within 5km from base.
- Every ship has to have AirPark module and be parked when stationary. Ship has to have its specific engine for the type of ship you are using.

- Every of your craft have to be on A team. Attacker always switch to B team for time of attack.
- Every tank cannot exceed speed limit for that Era!

Diplomacy

- Diplomacy will create main part of the upcoming war. You will negotiate many affairs and agreements between countries. You can say anything you want. Just think about consequences of your choices!

Submission of crafts

- Every craft for war have to be placed into submission channels in Discord server with list of weapons to be checked by rules. The craft has to be photographed in game by F1 and the screenshot placed under the submission.

Manufacturers

- Manufacturers are industries (people) who supply their created crafts to country leaders. When they post their craft and any ruler takes it, he has to place this craft as his own in submissions topics to show, the craft is already taken. The manufacturer has to delete his submission immediately after it.

Ranges and movement

- Each turn each type of vehicle is allowed to move specific amount of km.
- By Cargo planes you can bypass this limit up to limit of the craft that is moving the lower range vehicle. (Ship moving naval invasion force or planes paradroping troops)

Era	Air	Ground	Naval (Space navy)
WWI	300km	150km	600km
WWII	800km	400km	1000km
WWII Late	1200km	600km	1200km
Cold War	2000km	800km	1500km
Modern War	2500km	1000km	2000km
Future War	2600km	1500km	2600km
Space War	3000km	Between 2 planets	20 000 000Mm

4. Point systems – DPs/SPs/APs

Deployment points

- Each era gives you some deployment points(DP) used to deploy your units. Each vehicle weights different amount of deployment points(DP)

Deployment points – DPs - Units			
Eras	Air	Land	Sea
WWI	4	6	6
WWII + Late	5		
Cold War	6	5	
Modern Future War	5	4	7

Supply points

- Each turn generates 2 Supply points (SP). You can use this points for spawning new vehicles and defence objects. SP are listed below:

Supply points - SP	
Items	Supply points
Supply truck/plane/ship	2 SP
Defence turret – AA/AT	1 SP
Coastal defence turret	2 SP
Bridge or Defence turret/FOB	1 Supply vehicle/2 Supply vehicles

- All supply units are disarmed except supply ship with 1x20mm gun.
- Supply vehicle or friendly base repair and refuel any craft within 5km radius. Any supply vehicle can also build structures or defence turrets as listed above.
- Bases (including FOB) can also refuel and repair friendly crafts within 5km radius.
- Supply planes can be used as cargo carriers.

Armament Points (APs)

- Each vehicle class have limited weaponry by AP. Each weapon cost some points, and this is main way of balancing the units on the field. Points available for each vehicle are listed below:

Vehicle points – AP Air and Ground

Eras	Guns/Ordnance/Turret/Num. of Engines				Tanks Calibre/Armour layers (Front, Sides, Rear)				
	Fighter Plane	CAS Support	Light Bomber	Heavy Bomber	Light Tank	Medium Tank	Heavy Tank	Superheavy Tank	Tank Destroyer
WWI	3/0 0/1	7/6 3/2	7/10 6/3	9/16 6/5	SPAAG 1x 20mm 1F/S 0R		1x 90mm 2F 1S/R	None	
WWII	9/1 0/1	11/6 2/2	5/10 4/3		1x 30mm 1F/S 0R	1x 75mm 2F 1S/R	1x 90mm 1x .50 cal 2F 1S/R	1x 105mm 2x 25mm 4F 2S/R	1x 90mm[1] 2F 0S/R
WWII+	10/1 0/1	15/8 4/2	5/12 4/4	9/20 6/5					1x 105mm[1] 3F 0S/R
					IFVs	AFVs	MBTs	Information	
Cold War	7/8 0/2	12/12 2/2	9/12 4/4	9/20 ∞/8	1x 20mm 1x .50 cal 2F/S 0R	1x 30mm 1x .50 cal 3F 1S/R	1x 120mm 1x .50 cal 4F 2S 1R	Guns pts set Turret pts. Ordnance pts. are individual Turret points are divided from gun points GP - TP Num. of engines are set	
Modern		9/14 2/2	7/16 4/4						
Future	12/12 12/2	12/18 12/2	18/16 18/4						

- [1]TDs cannons must have limit of 30° Degrees Pitch and Yaw.
- CAS Support includes Helicopters from Cold War Era+
- Armor layer means 25 of armour in the armour panel. Zero means structural panel max, 1 – 30 armor, 2 – 50 armor, 3 – 70 armor, 4 – 100 armor.

Vehicle points - Ships

Era	Gunboat	Patrol Boat	Destroyer	Cruiser	Battleship	Carrier[1]	Submarines
WWI	2x 40mm	1x 5in 2x 20mm ASW	2x 5in 3x 40mm (2x gun max) WWII+ (4x gun max)	3x 6in 4x 40mm (2x gun max) WWII+ (4x gun max)	4x 16in 5x 5in 4x 40mm	None	10 Torpedoes
WWII WWII+					4x 18in 5x 6in 8x 40mm	8x 40mm 8 Planes	10 Torpedoes 1x 90mm
Cold War		1x 5in 2x 20mm 2 VLS, ASW 11 GAM	2x 5in 3x 20mm 8 VLS ASW 11 GAM	3x 6in 4x 30mm 12 VLS 11 GAM			10 Torpedoes 20 CLS
Modern War		1x 5in 2x 25mm 4 VLS ASW	1x 6in 3x 30mm 10 VLS ASW 11 GAM	2x 6in 4x 30mm 48 VLS/GAM	4x 18in 5x 6in 8x 40mm	6x 40mm 21x RIM-116	10 Torpedoes 30 CLS
Future War			1x 6in 3x 30mm 32 VLS/GAM DEW ASW	2x 6in 4x 30mm 52 VLS/GAM DEW		6x 40mm 28x VLS/GAM	10 Torpedoes 30 CLS DEW

- [1]Carriers have to return to base to resupply lost planes and can't carry H bomber.

5. Movement

- Each turn, vehicle can travel distance depending on its fuel. It have to return to base with enough fuel to land.

6. Stealth and radar (marking units)

- Radar is enabled fully from Late WWII even on ships.
- Stealth units are always ground units, thus disable their markers by F4 in game for fair play please.
- Submarines use special craft type to disable spying on them. TE has Rover type, UFT has Lander type and UF has Space station type of marker. Every country must disable their enemies' markers to make them stealth. Fair play please…
- AA Defences and other stationary objects should have Land Base type marker.

7. Defences

- AA Defence – 1x 40mm
- AT Defence – 1x 90mm
- Coastal Defence – 1x 14in/35cm
- Radars from Late WWII Era and later Eras.

8. Deployment points – DPs

- Each vehicle and weapons have its own number of points it occupies for deployment to field base or city. List Below:

Ground Vehicles – point system					
Era	LT/IFV	MT/AFV	HT/MBT	SHT	TD
WWI	SPAAG - 2	Tank - 3		None	
WWII + WWII+	1	2	3	6	
Cold War	1	2	3	5	4
Modern War	1	2	4	None	
Future War	1	2	4		3

Air Vehicles – point system					
Era	Fighter Plane	CAS Support	Light Bomber	Heavy Bomber	Helicopter
WWI to WWII Late	1	2	4	5	None
Cold War to Future War					3

Sea Vehicles – point system						
Era	Gunboat	Patrol Boat	Destroyer	Cruiser	Battleship	Carrier	Submarine
WWI	1	2	3	4	8	None	5
WWII+Late						6	
	PG/PT	PB/PBR	DDG	CG	BBG	CVN	SSGN
Cold War	1	2	3	4	8	6	7
Modern War			4	5	7	7	
Future War				6	6	8	

9. Armament Points weaponry

- You take AP points of plane and subtract points from here for each weapon.

Aerial Vehicles – Armament points

Guns	Ammo	.30cal/7.62mm	.50cal/12.7mm/13mm	20mm+	30mm+	40mm+	75mm+
WWI	1	1	3	5	None	None	None
WWII	1	½	1	3	4	6	8
WWII Late	1	½	1	3	4	6	8
Cold War	1	½	1	2	3	4	8
Modern War	1	½	1	2	2	4	6
Future War	½	½	1	2	2	4	6

Turrets	.50	20mm	30mm	40mm+
WWI	3	5	None	None
WWII	2	4	None	None
WWII Late	2	4	None	None
Cold War	2	4	None	None
Modern War	1	2	4	5
Future War	1	2	3	5

Ordnance	100lb	250lb	500lb	1000lb	1600lb	Torpedo	Rocket	ASW
WWI	1	2	4	6	8	5	None	
WWII	½	1	2	4	6	5	1 per piece	Max 10 bombs on 1 ship
WWII Late	½	1	2	4	6	5	1 per piece	
Cold War	½	1	2	3	4	2	½	
Modern War	½	1	2	3	4	2	½	
Future War	½	1	2	2	3	1	¼	

Ordnance+	Rotary gun	DEW	800kg+ bomb*1	GPS Bomb	Laser Bomb	SEAD	IR Rocket	SARH Rocket	F&F Rocket
Cold War	10	None	6	None	6	10	1	2	None
Modern War	6	None	6	6	5	8	½	1	2
Future War	5	6	5	5	4	6	½	1	2

Ordnance+	500kg+ Guided Bomb	Cruise Missile	Nuclear Cruise Missile*2	
Cold War	7	12	(60)	*1 800kg is over 1600lb
Modern	7	8	(60)	*2 Nuclear Cruise Missile - 60 pts gained by not deploying planes in turns. Earned by 10 turns with income of 6pts/turn. When on base, it has to be resupplied for another 60pts. Needs testing and balancing.
Future War	6	6	(36)	

10.   Era Specific rules and additions

a. WWI-specific rules

- Only biplanes, triplanes and more fixed-wing craft are allowed.
- Only propeller WWI engines are allowed.
- Only MGs, bombs and torpedoes are allowed for planes.
- Radar is banned
- Ships shouldn't exceed 30 knots of speed except Gunboats.
- Tanks shouldn't exceed 20kph speed
- Allowed tank weapons:
    - HT – 3-inch gun Mk21
    - SPAAG – 20mm Flak 38 or Oerlikon 20mm L70 Mk20
    - These restrictions won't be from WWII+

b. WWII-specific rules

- All modern weapons are banned. This includes guided weapons, rotary guns, DEW, CIWS, rapid fire cannons and precise weapons.
- Jet engines are banned

c. WWII Late-specific rules

- Early jet engines are allowed (up to 20.4kN thrust – means J-04 engine)
- Fritz guided bomb is only guided weapon allowed. Other modern weapons banned.
- Rocket engines for planes are allowed. (Search for Me 163 Komet interceptor)
- Afterburner jet engines are banned, gimbaling and thrust vectoring engines are banned

d. Cold War-specific rules

- VLS Submarines added. Carry up to 6 torpedoes and 4 rockets or 10 rockets in CLS. Hide them with use of your secret-unit icon described in Markings.
- Each country can launch 1 rocket per 3 turns with any payload.

e. Modern warfare

- Each nation can launch 1 rocket per 2 turns.
- You can use Tracking station to spy on enemies if you have at least 6 Spy Satellites on orbit (You can see enemy stealth units by enabling again their stealth markers on map view, don't cheat please).

f. Future warfare

- Not yet played, nor tested. Will be added. 😊