

Progamer`s Road to 56 RP Rules

No exploits and no attempts to get around the rules through either wording or meme mechanics. Exploits will be dictated at the host discretion.

Faction Rules

Maximum of 10 player countries in a faction. Only 3 majors and above allowed in a faction.
Supermajors may not be in another faction with a supermajor.
Puppets count as a point.

- Supermajors;

1. Germany
 2. Soviet Union
 3. Britain
- Majors are the following.;
1. United States
 2. France
 3. Italy
 4. Japan
 5. Reaching 200 factories will classify a player as a major.
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Players are not allowed to join a faction that is already at war until they manually justify a war goal on the nation they are at war with.

Players are also not allowed to faction hop. Limit 2 faction per 2 years.

You are not allowed to join a faction and call majors/minors into a war to bypass the justification time rules.

No shadow factioning

No AI in faction unless its a player that had left mid war.

War Rules

1b. South American / Central American / Chinese Warlord / South African countries can justify Jan 1st 1936 on AI nations within the same respective region.

Player Wars against Players

1. Players are unable to act on guarantees unless it follows the player war rules. (After the allotted time) ---- This includes starting guarantees.

2. Majors can protect their faction members before the date of war if someones trying to kill their faction minors before the allowed major vs major war date. (IE: russia justifying on romania and hungary in 1939)(Do not break the soviet german no war til 1941 policy by having a minor in each faction fighting each other calling in the majors. Both will have to agree to the proxy war or if the other threatens to call in the majors there will be no war till the faction war date is allowed.) ONLY APPLIES IF THE PLAYER IS IN FACTION PRIOR TO JUSTIFICATION

3. Puppets must follow the same justification rules as their overlord

Player Wars against AI

1. Minors must wait until June 1st 1937 before justifying on AI. Minors can start the focus to gain a wargoal Jan 1st 1937.

2. Majors must wait until June 1st 1938 before justifying on AI. Majors can start the focus to gain a wargoal Jan 1st 1937

3. Decisions/events or any other feature to get an early war/wargoal is NOT allowed. It must abide by the war rules.

4. Puppets must follow the same justification rules as their overlord.

Volunteer Rules

1. You're not allowed to send volunteers to AI side of a conflict.
2. Tank volunteers may be sent, but not used in combat(to keep infantry leader from grinding).
3. No deleting/changing/recalling divisions that are encircled.
4. Spanish Civil War:
 - 4a: Do not kill the spanish player with volunteers, you can grind but dont push them into dying.
5. Volunteers/lend lease to Chinese-Japanese War is prohibited until Jan 1st 1939
 - 5a. You can send volunteers to only one Chinese warlord.

IDEOLOGY RULES:

1. No promoting an ideology in another country, unless permission is given by the player of that country. Promoting with focuses & decisions is allowed.
2. If your ideology got changed to one that conflicts with ideology of your alliance and you are currently in war - after war ends you need to leave your faction.
3. If you are in war with communist country and your ideology got changed to communist (from example from fascist to communist) - you must declare white peace.
4. Nations who send volunteers must match the ideology of the nation they're sending volunteers to. This means communists can send volunteers to communists only. The only exception is the spanish civil war where Soviet Union can send them to democratic spain and for non-aligned nations, which can send to any ideology and receive from any ideology.

Banned Nations/Units/Strategy

1. Austria and Czechoslovakia are banned unless the Germany player gives permission.
 - 1a. Poland is banned unless Germany and Russia both agree to allow it.
 - 1b. Ethiopia is banned unless Italy agrees
2. Austria and Czechoslovakia are not allowed to be invaded by any country other than Germany, unless Germany allows it.
3. Baltics are banned unless Russia allows it
4. Poland is banned unless both Russia and Germany accept it.
5. Dutch East Indies, Malaya, Manchura/Mengukuo, and Philippines may be banned by their overlord.
6. If a major allows you to play a banned minor you will have to play according to terms agreed upon during game lobby.
7. Deleting factories.
8. May not naval invade from neutral ports
9. Starting civil wars manually or by focus, or forcibly changing someone else's ideology without their permission. (this includes focus tree)

Banned Units

1. Paratroopers
2. Space marines
3. Kamikazes
4. Sub 4/Snorkels(1and2)/Naval mines

Banned Strategy

1. Asymmetrical Warfare is prohibited.
2. Using navy on "Do not engage" is prohibited.
3. 10 Width divisions are the minimum combat width allowed.
4. Converting divisions to increase/cheese special forces limit is prohibited.
5. If you are leaving the game, you can NOT give away your land or factories.
6. World tension spiking is banned. (Someone justifies to get world tension up to do a focus, join a faction, etc)
7. Encircling capitals is prohibited. (you can encircle to take it but if you encircle it you must keep pushing to take it, not holding it to desupply)
8. Deleting your whole army because you think you lost is prohibited.
9. Sub Ideas are banned

Peace Deals/Transfer Rules

Peace Deals

- 1a. During a peace deal you are entitled the land you controlled at the conclusion of the war.
 - 1b. If there is land that was uncontested then it shall go to the member with the highest warscore
2. Taking land that you did not fight for and someone else did is prohibited.
3. No border gore.
4. If a faction leader capitulates resulting in everyone in their faction to capitulate, you are only allowed to take the land that you controlled from a PLAYER nation in that faction, if you didn't take any of their land you are not entitled to take it in the peace deal.

State Transfer Rules

1. All countries except the UK are allowed to transfer their puppets to themselves. However UK is allowed to sell their puppets for a good deal.
2. Not allowed to give away land for free.
3. Not allowed to give away land prior to a war. (Generally don't cheese this)
4. Not allowed to sell to landlocked nations unless the territory is touching said nation.
5. If the host is present during a trade deal for land, you must abide by the trade deal for the agreed upon terms.

Nation Rules

Germany;

- Not allowed to justify on anyone until "Demand Sudetenland" has been completed or "Return of the Kaiser" / "The Monarchy Compromise" has completed.

USSR;

- Must accept "Winter War White Peace" event.
- No forming Colab governments.
- If any player justifies on Germany, the Soviet Union must wait 9 months (Instead of 6) before declaring war on them. (The 1941 Soviet/German war rule still applies)
- Not allowed to declare on a major to peace out

UK;

- No taking subjects divisions from players.
- No decolonising or forming African Colab governments.
- Can't deny Rhineland/sudetenland event.

France;

- Can't deny Rhineland/sudetenland event.
- No decolonizing or forming African Colab governments.
- Demoted to minor when pushed out turning into free france.

Japan;

- Must do Marco Polo before any sort of justification.

- Can't do Marco Polo until Jun 1st 1937
- If japan goes nonaligned they can manually justify on china on date of start focus for marco polo.

Italy;

- Italy will follow minor justification rules specifically for yugo as an exception due to focus tree changes