

Warzone Rules

DE32419

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1 Introduction

Please read the rules document in its entirety. Making a *mistake* due to not abiding by the rules is not an excuse. You will become public enemy (PE) ¹ as a result of breaking the rules. If you have any questions, PM the host, DE32419.

Please respect the rules of the game!

2 Diplomacy Games

2.1 Alliances & NAPs

2.1.1 Alliances

Alliances are permitted. It is *highly encouraged* that you make your alliances public knowledge. You should only align with people that you can trust. Do not align with somebody if you plan to go to war with them. If a player is acting unfair or overly aggressive, feel free to break your alliance with them.

If you decide to terminate your alliance and go to war, you must terminate your alliance one turn before declaring (e.g., break alliance on turn *A*, declare on turn *B*, and attack on turn *C*).

2.1.2 Non-Aggression Pacts (NAPs)

NAPs are permitted. It is *required* that you make your NAPs public knowledge. When doing so, be sure to specify which turn the NAP will terminate. NAPs terminate at the end of the turn specified.

If you decide to terminate your NAP and go to war, you must terminate your NAP one turn before declaring (e.g., break NAP on turn *A*, declare on turn *B*, and attack on turn *C*).

2.2 War

2.2.1 Declarations

Any declaration of war must be announced in the public chat in a clear and concise manner. Other players should easily be able to interpret when you are

¹Public enemies only apply to diplomacy games. In FFA games, breaking rules may result in a blacklisted status.

declaring. A good example statement for declaring would be *I declare on X*, where *X* can refer to a geographic region or a player's username.

No declarations of war on turn 1.

2.2.2 Attackers

Declare war at least one turn before attacking (e.g., declare on turn *A*, attack on turn *B*).

2.2.3 Defenders

Defenders need not wait a turn to defend yourself against an attack

2.2.4 Claims

Claims need not be respected.

2.2.5 Gift Blocking

While not against the rules, gift blocking is highly discouraged, for it typically drains a lot of the fun out of the game.

2.2.6 Card Farming

While not against the rules, card farming is highly discouraged, for it typically drains a lot of the fun out of the game.

2.3 Public Enemies (PEs)

1. PEs apply to this game. You will become PE if you break the rules or assist another PE.
2. All neighboring nations are **required** to attack a PE regardless of their alliance/NAP status.
3. When another player is dealing with a PE, do not declare war on them.
4. All regular PE rules apply. If you have any questions or concerns, please ask.
5. DE32419 is the moderator. If any issues regarding PEs arise, he will be the final decision.

2.3.1 Tactical Booting

Taking territories the same turn a player surrenders or is booted is against the rules and will result in PE status. As a good rule of thumb, if the territory isn't neutral, you shouldn't attack it without following the standard rules of war (see **Section 2.2**).

2.3.2 Gangbanging

While gangbanging is highly discouraged, it will not result in a PE status.

2.3.3 PE Protection

Any user who protects a PE will also become PE.

2.3.4 Removing PE Status

Players can have their PE status revoked if they agree to terms set by their victim *and* the host, DE32419.

2.4 Climate Bonuses

A note on climate bonuses is included here to avoid confusion. Some neutral lands in extreme climates (e.g., cold wilderness, hot swamps, or mountainous areas) are areas that can be expanded into, but they require more troops to conquer farther into the inclement weather you get.²

2.5 Slots

Please review the slot assignments in the game settings.

2.6 Foul Language

Foul or inappropriate language is never justifiable. Using such language will likely result in a blacklisting at a minimum.

3 Colonial Diplomacy Games

All rules associated with Diplomacy Games (see **Section 2**) apply *except* the rules for alliances and NAPs. Please familiarize yourself with the rules by reading **Section 3.1**.

3.1 Alliances & NAPs

3.1.1 Alliances

Alliances are permitted. It is *not required* that you make your alliances public knowledge. You should only align with people that you can trust. Do not align with somebody if you plan to go to war with them. If a player is acting unfair or overly aggressive, feel free to break your alliance with them.

²Note that these bonuses may not apply to all diplomacy games.

3.1.2 Non-Aggression Pacts (NAPs)

NAPs are permitted. It is *not required* that you make your NAPs public knowledge. When doing so, be sure to specify which turn the NAP will terminate. NAPs terminate at the end of the turn specified.

3.2 War

See **Section 2.2**.

3.3 Public Enemies

See **Section 2.3**.

3.4 Climate Bonuses

See **Section 2.4**.

3.5 Foul Language

See **Section 2.6**.

4 Free-For-All (FFA) Games

Free-For-All (FAA games) differ from diplomacy games, as there are no restrictions on attacking/war. Alliances and NAPs are not typical of these games, and the PE status is nearly nonexistent.

4.1 Alliances

Alliances are permitted when reasonable (e.g., finding another player early on in the game) yet discouraged. Use them wisely.

4.2 Climate Bonuses

A note on climate bonuses is included here to avoid confusion. Some neutral lands in extreme climates (e.g., cold wilderness, hot swamps, or mountainous areas) are areas that can be expanded into, but they require more troops to conquer farther into the inclement whether you get.³

4.3 Foul Language

Foul or inappropriate language is never justifiable. Using such language will likely result in a blacklisting at a minimum.

³Note that these bonuses may not apply to all diplomacy games.