

# The Osbos Convention

## **Article 1: Prohibited in war**

Griefing, stealing and killing civilians is prohibited in war, unless the parties to a war agrees otherwise.

## **Article 2: Exceptions to prohibition of griefing**

It is not in violation of the prohibition of griefing, to break blocks which constitute a barrier to accessing buildings and similar structures provided that replacing the blocks broken is not unduly burdensome and the breaking does not go further than necessary to enter the building or other structure. Furthermore, the damage done by end crystals in combat shall not be a violation of the prohibition, unless this is being exploited to simply grief. Limited bombing of military sites is also permitted, if done in a lore-appropriate way, for example not spamming around tnt but using nukes, flying machines or tnt cannons. The theft of limited amounts of military equipment shall be allowed, with the exception of materials sold in shops.

## **Article 3: Exceptions to the prohibition of killing civilians**

So-called civilians who engage in combat with armed forces shall lose their status as civilian. It is not in violation of the rules to kill civilians when they have broken the laws of a power having actual control over an area they find themselves within and they have been tried in accordance with the same procedures applicable in the relevant power with regard to its own citizens. Mercenaries shall also lose their status as civilian.

## **Article 4: General exception for those defending their territory**

A state which is defending its own territory may take down blocks on its territory placed by agents of an attacking state and kill citizens of an attacking state who are present on the defending state's territory or on their way to enter it, provided that civilians who clearly identified themselves as such may not be killed unless a travel ban applies to them.

## **Article 5: Declaration of wars**

States may not engage in war or other armed combat without previous and explicit warning to both the People's Assembly and the receiving state(s), in the form either of a reasoned declaration of war or of an ultimatum with conditional declaration of war. 24 hours must elapse between a declaration of war and the start of armed combat.

## **Article 6: Cessation of wars**

A war ends when it has been ended by an agreement or when the parties have not engaged in combat for a period of a week.

## **Article 7: Prohibition of wars related to PA issues and jus post bellum**

A war cannot be declared with regards to a matter which is under the active consideration of the PA, for example a pending motion. Without the explicit consent of the receiving state, a state cannot be declared war on if has it been in a war that concluded during the last month.

## **Article 8: Derogations**

The states may between themselves derogate from the rules of this convention.

## **Article 9: CotS**

Disputes under this convention shall be submitted to the Council of the Server, if they are not solved otherwise between the states privately.

**Article 10: Signatories**

This convention applies to all signatories and only the signatories, their territory and anyone present within. This means that foreign combatants present in an Osbos Convention signatory's territory who is at war, whose country is not a signatory, will fall under this convention.