

Requirements to starting a war

If you wish to start a war, before you consider any war goals make sure you fulfill all these requirements:

1. You are the leader of a Nation.

1. Only Nation leaders are able to start wars. Town vs Town wars are allowed on a case-by-case basis permitted by the Server owner, if the appropriate context is there.

2. Your Nation and Capital is at least 1-2 weeks old.

1. This gives both your nation, and other nations time to recognize your nation and set up minimum political contact and relations. This also filters out warmongering nations, or at least gives other Nations time to prepare.
2. Whether or not your Nation can declare war at 1 or 2 weeks old depends on global politics, your nation's lore and attitude, personal request, or special cases granted by the Server Owner. (Inquire at Staff if you want to know.)

3. Your Nation/Town(s) comply with the Nation/Town size rule.

1. This rule is set up to prevent server raiders, who join the server and invite their friends all at once.
2. This rule is specified in the Gameplay rules document.

4. The leader of the Nation (declaring the war) has made proper nation and character lore in the appropriate discord channels.

1. Lore is only accepted if they are submitted in the correct discord channels.
2. This is not required for Nations that are joining within the 24 hour period as allies (this is later explained in this document).

If you don't meet ALL of these requirements, your declaration of war will be automatically rejected by Staff and the Nation who you declared war on gains a valid war goal against your Nation.

Revision #1

Created 6 October 2025 21:12:11 by Nyseus (Owner)

Updated 6 October 2025 21:13:31 by Nyseus (Owner)