

# Unique Nation Types

## *Nomadic Raider Nations*

These are warlike, expansionist factions without a central capital, inspired by Mongols and similar cultures. Their homes are mobile or spread across biomes, and they rely on archery, mobility, and guerrilla tactics to survive.

### Key Traits:

- **No fixed capital**, instead, expanding sacred structures across a biome.
- **May raid towns with war declarations.**
- **PvP allowed in the wilderness at any time for looting purposes** (no harassment or town camping).
- **Ambushes allowed on unclaimed highways.**
- **Explosives permitted only on defenses or vaults** (no grieving decorations).
- **Aesthetic builds are required** (tents, shrines, themed caves, no ugly PvP cubes).
- **War declarations must be approved first.** Surprise raids are allowed after approval.

### Limitations:

- **While they don't have a Capital, they can be defeated by taking over all cities inside their Nation.** (If it's just one, they are disbanded immediately upon a defeat)
- **As an aggressive Nation type, they can be attacked anytime by other Nations without a proper reason.** (Following the War Guide)
- **These types of Nations can only form alliances with other Nomadic Raider Nations, not regular ones.**
- **These Nations must have good lore and lifestyle, which would be realistic when compared to real-life Raiders.**
- **All Nations of this type must have "Raiders", "Horde" and/or "Nomadic" in their Nation/Settlement name.**
- **These types of Nations can't build advanced infrastructure. (Eg; Ice Highways, Trains, and Ships.)**

- **Other than RDM rules, they are also subject to all rules, including the ones here.**
- **While they can attack other players anytime in the wilderness for loot, they can also be killed in the same way.**

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Revision #2

Created 6 October 2025 21:22:07 by Nyseus (Owner)

Updated 6 October 2025 21:31:25 by Nyseus (Owner)