Steps of War

> **Before looking into how to start war, make sure you qualify by reading the War Rules.**

> **War is not a random process. Admins and the server are part of the entire process to ensure fairness and realism.**

1. Declaring the War

A War can be started by following the requirements listed in the War Rules document and making sure that your opponent does not have War Immunity (can be seen by doing `/t [town name]` in-game, this immunity is granted to new towns automatically).

Once you have confirmed that you abide by those rules, you need to make a political announcement in `#□□nation-announcements` that you are declaring War on your opponents. This declaration must be well-made and realistic, explaining the reason for your war, the participants, what goals you have, etc. Low effort announcements ruin a roleplay environment and they will be removed.

> Some war types, like civil wars, can be started differently depending on the context, contact the Server Owner for more information

Once this declaration is made, the Server Owner will review it and confirm that you abide by the rules and can start a war. After it has been approved by the Owner your opponents will be notified and they can choose to accept the war declaration by directly responding to it or contest its legitimacy by opening a support ticket.

> When the other side accepts this war declaration it does not matter, and the timer starts ticking either way. There is no way to gain time by delaying the response. Those who purposely delay the process of the War get punished. It is in everyone's interest that the war is done smoothly and quickly.

2. Preparing the War

Once all sides have seen and agreed to the War declaration, a separate discord channel will be created for the War where it can be discussed. Here both sides are required to ping their allies so they can also be added to the channel.

During this same time, the **24-hour period** begins, which brings the Skirmishing and the period where allies can join the war. For more information about these, read the War Rules document.

The side that declared the War is firstly responsible for proposing a date for the first Battle of the War. The receiving side should gather their people and agree to the closest possible date.

> If the side that declared the War does not propose any dates and is uncooperative in other ways, their War declaration will be dismissed. If the receiving side is doing the same, they might lose the war automatically.

During this period, it is forbidden for the defenders to prepare defenses for the settlement the attacker has marked for attack. This is a rule that is applied to all settlements that are under attack. This doesn't only apply for those that have declared the war, but any participants of war whose turn it is to attack a settlement. Only one settlement can be marked for attack at once.

This is typically informed by the Attackers in war discord channel when its their turn to attack. Staff verify violations. Violators will receive a penalty in the battle and their in-violation fortifications will be removed.

Minor fortifications are allowed.
Examples:

- **Replacing windows with regular full blocks. ("Boarding them up", no obsidian or similar)**
- **Placing minor obstructions in small amounts. (Cobwebs, barricades, at key intersections.)**
- **Placing torches and other light sources to better see the area.**

Other kinds of fortifications are NOT allowed.
Examples:

- **Erecting walls of any kind.**
- **Covering everything in obsidian and lava.**
- **Placing traps anywhere.**

Other situations may arise where one might be allowed, and some not. Please ask Staff, if you are unsure.

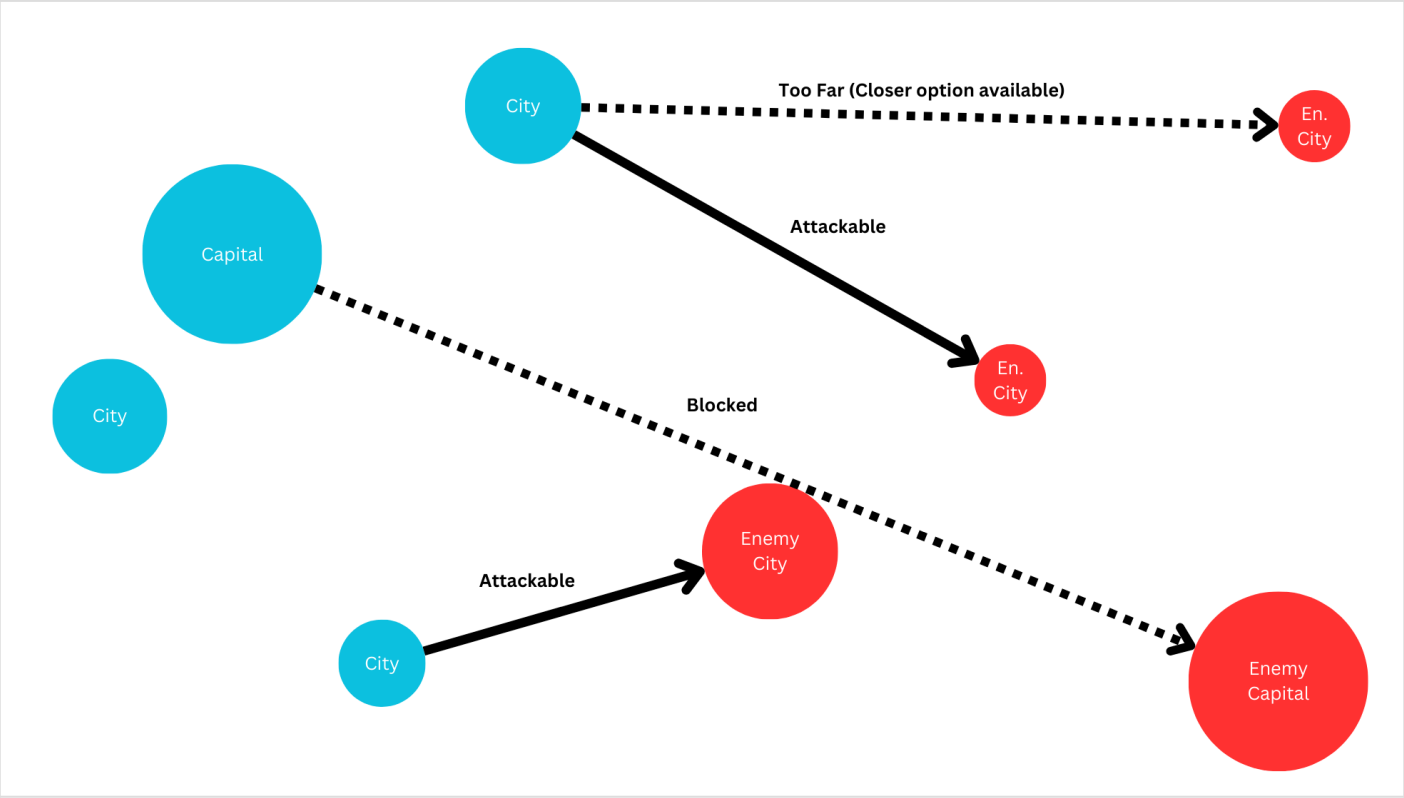
These restrictions only apply to fortifications made AFTER an attack has been announced. Fortifications are free to be made at other times.

During the battle, building is also allowed. So fortifications may be constructed during battle, assuming its worth the risk.

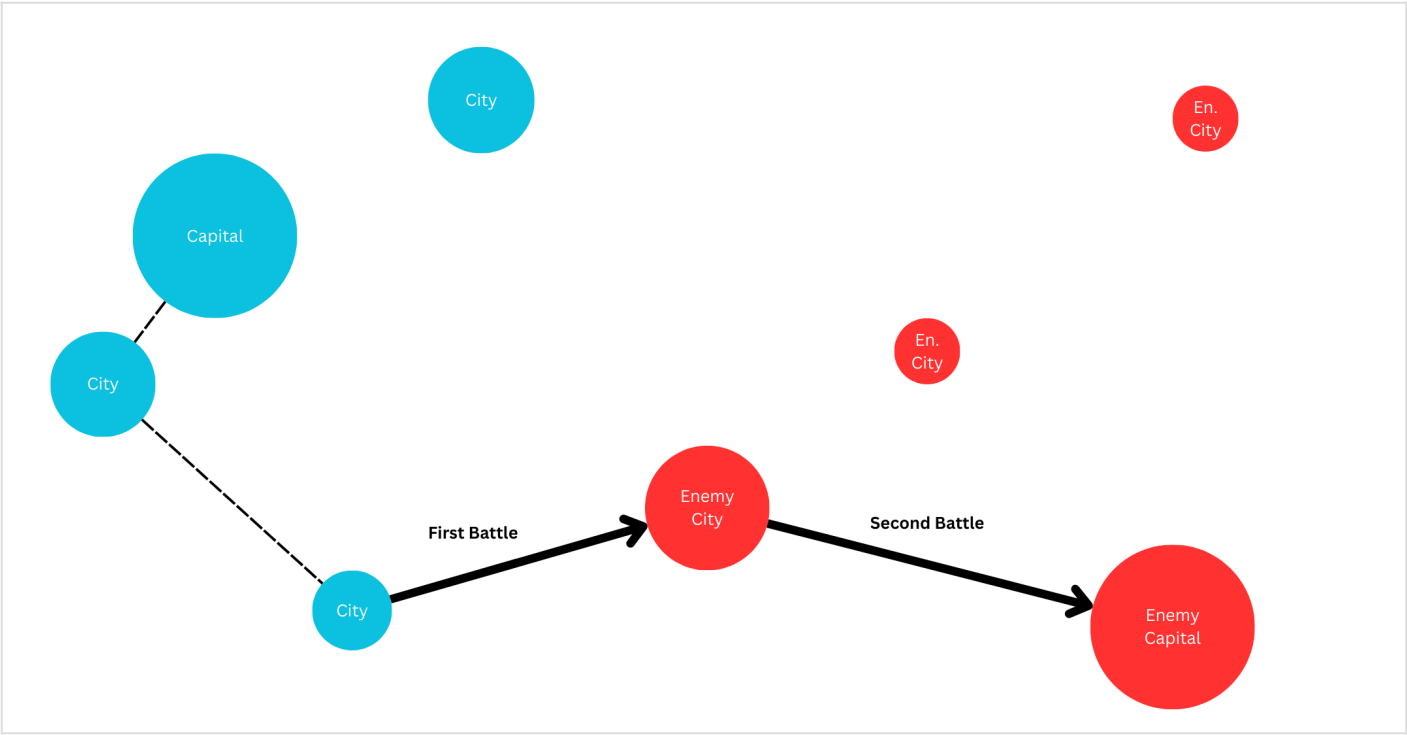
3. The Process of the Battle

The side that declared the War is always on the offensive side of the first Battle. What this means in essence is those that declared the war will make the first move in the war and can select a settlement to attack while the other side defends that settlement. However, the attackers can also choose to defend and forfeit their right to "first attack".

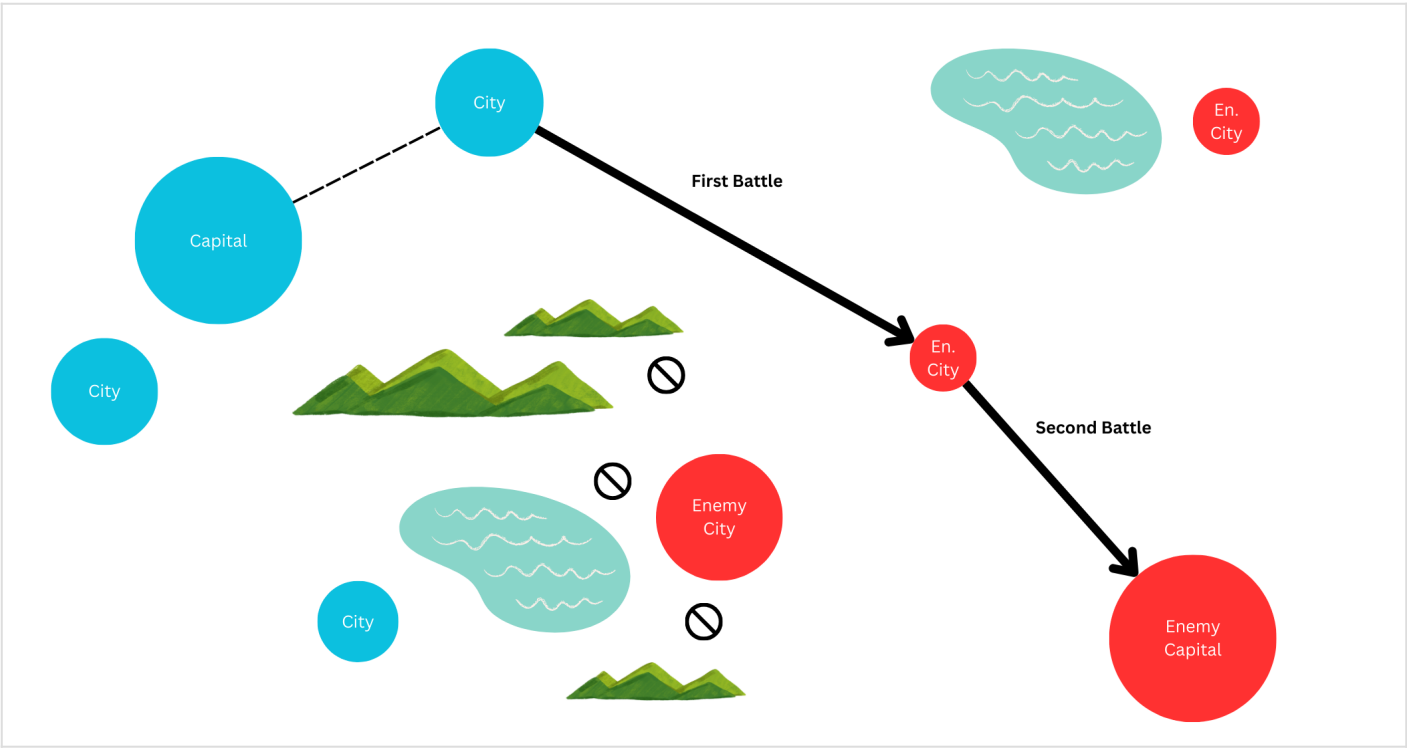
The way an attacker can select which settlement to attack is limited. Only those settlements can be attacked which are freely accessible from any town of the attacking Nation and other settlements are not in the way of the other Nation. Here is an illustration:



Example of a possible route to the Enemy Capital:



Routes that an army might take while approaching an enemy city must be realistic and natural barriers (Like mountains or larger bodies of water) might prevent an attack on a certain city:



An Attack in harder terrain is still possible under 2 conditions. Either there is no other way to reach a settlement or the attackers are equipped with the necessary gear to go over them. (Ships, roads/bridges, and/or heating equipment).

If the defenders successfully defend their settlement from the attackers, they are now the next to attack.

4. Technicalities of the Battle

The Server uses a plugin called **EventWar.**
The Battle itself takes place within the claimed areas of a **Towny Town**. The goal of the attackers is to take control of the Home Block of that town, while the defenders repel the attacker's attempts at this.

> The leaders of both sides each have 5 lives, which resets with each new battle.

A Towns Homeblock has 60 HP, and a **regular block has 12 HP**. The homeblock can only be accessed by going through the regular townblocks in the way. 1 HP Damage is dealt/recovered each second per player. If 3 Attackers and 2 defenders are in a block, that block will take 1 HP of damage per second. If 2 attackers and 2 defenders are in the same block it will not take any damage nor recover. If 1 attacker and 3 defenders are in the same block it will recover 2 HP per second. Any townblock can only damaged/recovered above Y Level -27 (This might be changed depending on the context of that battle).

> Both attackers and defenders can place and break blocks, place TNT, item_use, switch, etc. However, attackers cannot access chests. Excessive amounts of griefing will never be tolerated and is heavily punished, only damage blocks when necessary.

In order for the attackers to win they must either:

- Take control of the Home block.
- Kill the enemy leader 5 times.

In order for the defenders to win they must either:

- Wait until the battle time runs out. (The battle time is set by the Owner before the battle. By default 30 Minutes.)
- Kill the enemy leader 5 times.

A ceasefire/surrender can be initiated at any point during the battle.

> Staff may end the battle if either side gets too weak or refuses to fight.

> **TIP:**
> **Battle strategies vary from Nation to Nation. Keep in mind that an enemy might not attack the way you expected. As a Minecraft Server, most players choose to combine Minecraft elements and realism into an attack/defense strategy. This can be potentially unexpected both for the Nation and Server Staff.**

> **Keep in mind**, battle strategies do not have to be realistic and can exploit the full potential of Minecraft.
> **Keep in mind**, some battle strategies might be *pushing* the boundaries of what's allowed (Realism is not regulated, but the War Rules specify its limits). If a Battle has to be stopped for a battle strategy that is unacceptable, that side might be forced to automatically lose that Battle. For the best results, always consult with the **Owner** *ahead* of the Battle regarding your Battle strategy to avoid a potential **Rule of Context** situation from happening.

5. Aftermath of a Battle/War

A Battle only ends the War if it is the Capital of the enemy Nation. Otherwise, the War goes on (Surrender and other kinds of negotiations are open at all times during the War).

If the Attackers won the Battle, they would advance forward and attack another settlement of the defending Nation. Otherwise, it will be the defending Nations' turn to either reclaim a lost settlement or attack an enemy city.

Whoever wins the War has **complete freedom to decide what they want to do with the losing Nation.** There are no concrete server set limitations. **However, being excessively power-hungry, or making demands that are beyond your political power to maintain might have consequences with the rest of the community and can be a valid war goal against your Nation.** It's in everyone's interests to make reasonable demands. Today it was you who triumphed, tomorrow it's someone else over your Nation.

When a war ends, the victorious Nation is required to make a realistic announcement about it in □□ `nation-announcements`, explaining who partook in the war, and whats the result, etc.

> The most important part of war is practicing good sportsmanship and as a result not being toxic and accepting a potential loss, and when winning being humble and respectful to those who lost. If you are not mentally capable of either of those, do not get yourself into conflicts.

> If you have any questions regarding War and or otherwise require help regarding it feel free to ask the Owner or open a support ticket.

Revision #5
Created 2025-10-06 21:43:13 UTC by Nyseus (Owner)
Updated 2026-08-06 20:14:55 UTC by Nyseus (Owner)