

War Checklist

Summarized Short Checklist for those who want to start a War.

1. Pre-War Requirements

- Read the War Rules - Ensure you qualify to start a war.
- Check War Immunity - Verify that the target is not war-immune (/t [town name]).
- Have a Valid Reason - Your war must have a realistic and roleplay-friendly justification.
- Prepare Allies - Inform your allies in advance so they are ready.

2. Declaring War

- Make a Political Announcement - Post a detailed war declaration in `nation-announcements` including:

- Reason for war
- Participants (your side and the opponent)
- Goals (territory, revenge, political disputes, etc.)

- Ensure Quality - Your declaration must be realistic and not low effort.
- Await Approval - The Server Owner will review and approve/reject your war.

3. War Approval & Setup

- Wait for the Opponent's Response - They can accept or contest the war in a support ticket.
- Join the War Discord Channel - A separate channel will be made for war discussions.
- Ping Your Allies - Ensure all allies are added to the war channel.
- Propose a Date for the First Battle - The declaring side must suggest a date.
- Confirm the Battle Date with Opponents - The battle must be scheduled as soon as possible.

4. Battle Preparation

- Gather Supplies - Ensure your army has weapons, armor, and necessary gear (boats, bridges, heating).
- Check Attack Routes - Make sure the settlement you want to attack is accessible (no unrealistic paths).
- Understand Battle Mechanics - Read up on the EventWar plugin rules:
 - 5 lives per leader
 - Homeblock has 60 HP
 - Damage and healing mechanics
- Follow Server War Conduct - No excessive griefing, and chests cannot be accessed by attackers.

5. War Execution

- Attack the Enemy Settlement - The declaring side attacks first, unless they forfeit the first move.

- Follow the EventWar Plugin Rules - Play fair and avoid exploits.
- Respect Battle Time Limits - Default 30 minutes unless changed by staff.
- Ceasefire or Surrender (Optional) - Either side can negotiate at any time.

6. Post-War Responsibilities

- Declare Victory - Post the war outcome in `#nation-announcements`.
- Enforce War Terms - Ensure war demands are reasonable and enforceable.
- Practice Good Sportsmanship - Respect the losing side and avoid toxicity.

Delaying war approval or avoiding battle scheduling is punishable.
Breaking war rules (combat logging, exploiting, excessive griefing) results in penalties.
Ignoring roleplay realism may result in the war being voided.
Excessive War demands may result in flashbacks from the community.

If you have any questions, open a support ticket or ask the Server Owner.

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