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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