

FACTION PLAY: *FvA*



Faction Play Opt-in Profile Badge

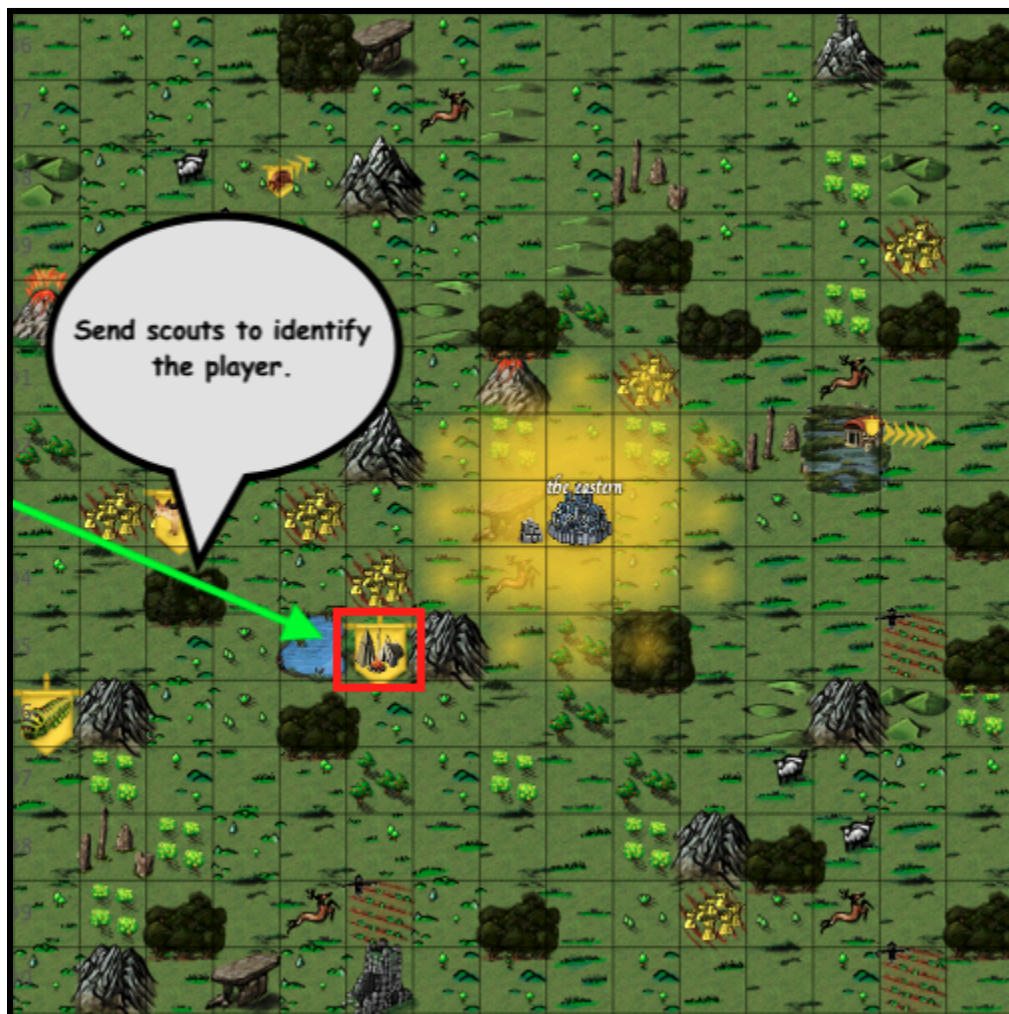
Faction Player's Guide

Faction Player's Overview

The following is a brief guide for how Faction players can engage with Alliance players using the FvA gaming system. [The complete rules for FvA can be found here](#). This guide is meant to serve as a quick and easy reference tool.

Step 1: Identify

- Scan your local area and find a neutral army encampment near your city. The encampment can be for anything: setting up sov, protecting a kill, or even sieging or blockading a city.
- Once you find an encampment, scout it to identify who the player is.



- Check the scout report to find out the name of the player and which alliance they are in.

From: System
 Subject: FW: Scout Mission to Square [-178]-210] in Tor Carrock Completely Successful!
 Received: 30 Jan 2021 08:40
 Original Message:

Operation From: **Gondolin** **Jejune [ELVES]**
 Operation Against: Square [-178]-210] in Tor Carrock
 Operation Type: Scout
 Operation Outcome: Completely Successful

Mission Report:
 Your diplomatic mission was successful! Your units are on their way home, safe and sound.

Information Gathered:
 Harvestable Resource Square [-178]-210] in Tor Carrock
 2800 Stone remain.
 Troop levels present, foreign reinforcements present.

Search the player name from the scout report to see which alliance they are in.

Type:	Unit:	Quantity:
billybob jr the III's forces from Erebor		
Army: charge!		
Division: attack?		
Commander: SUPER		
SUPER		
Troops:	 Yeoman	1
	 Yeomen	40

Step 2: Verify

- Once you know who the player is and which alliance they are in, you need to check if they are opted in to Faction Play. Go to their profile and look for the Faction Play opt-in badge:
- If they do not have the badge, you cannot engage with the player. Search for another encampment.
- If the player is opted in, consult the [Faction Play Alliance Rankings](#) to see how the player's alliance ranks with your Faction.

Example: Let's say you are in the Dwarven Lords, and the encampment is from an opted-in YARR!

Player Profile

Profile | Friends List | Global Rankings | Account & Prefs | Support

Profile | Edit Avatar | Edit Profile | Medals | Towns | Rankings | History | Growth

Jejune
 Ring of the Firstborn
 Male Elf
 ELVES [ELVES]

100% OPTED IN
FACTION PLAY

Information on Faction Play:

- Faction Play in Illyriad (an overview)
- Faction Play Alliance Rankings (in real-time)
- Links to Alliance Ranking Algorithm Information:
 - Faction Play Alliance Rankings (in real-time)
 - Information on the "Net Hub Modifier" (a ranking factor for alliances based on where their capital is located)
 - Information on "Diplomats" (a ranking factor for alliances based on their diplomatic relationships with other alliances)
- Faction Play Slack Account (anyone can join - converse, role-play, and get sneak peeks into Faction Play updates)
- ELVES New Player Information Document
- ELVES Faction Profile Page
- ORCS Faction Profile Page
- Dlord Faction Profile Page

player. You would go to the [Faction Play Alliance Rankings](#) and check to see how YARR! ranks with Dlord:

Ticker	ELVES Ranking	ORCS Ranking	Dlord Ranking	MERC Ranking	HUMAN Ranking	KELTS Ranking	Average
C.M.	4	-9	-1	8	2	5	2
RE	-1	-2	-6	12	2	2	2
M.d	-6	-3	-6	-7	-2	-3	-3
OotO	-3	-12	-9	-2	-5	-5	-5
MOON	-2	1	10	0	2	2	2
Call	-16	16	-16	7	-16	-6	-6
Loon	1	6	8	17	10	8	8
GATE	1	5	9	17	10	8	8
YARR!	-8	3	-7	0	-2	-5	-3
M-X	-4	-1	-1	2	-1	2	-1
IPD	3	-15	-9	3	-16	-2	-6
OFD	-12	-10	10	-6	-10	0	-5
SHAD	-2	2	3	5	10	7	4
BOING	-26	17	-21	-13	3	-21	-10
MAIAR	-2	-7	-4	5	-4	0	-2
Ridle	0	-4	3	7	7	6	3
VortX	0	-4	0	7	-1	4	1
RoFC	-7	-5	1	-1	-5	-1	-3
DUNG	-5	-3	12	1	-3	3	1
Kan	8	-8	0	10	1	8	3
URUK	-16	16	-16	-8	7	-16	-6
Usld	0	2	-2	2	11	4	3
ORCS	-19	18	-16	-10	6	-19	-7
Red	7	5	4	9	18	10	9
a quo	14	-16	-4	8	-11	3	-1
crazy	-5	-8	14	-4	-11	1	-2
no!	-7	8	-3	-5	3	0	-1

Use "Command+F" to quickly find the alliance ticker. YARR! has a -7 ranking with Dlord.

- If the player is opted in but not in an alliance, you can check their ranking [using this table](#).

Step 3: Act

- Once you know the player is opted in and you know what their ranking is, you can take action.
- Consult the Action Scale to see what actions are available:

Rank	Actions
+10	Faction players may reinforce opted-in players against opted-in enemies at player's request.
+9	Faction players may reinforce opted-in players' encampments unsolicited.
+8	Confederations will be considered. Faction members will trade with players from these alliances at moderately reduced prices.
+7	Faction players may send res and gifts to opted-in players unsolicited.
+6	May offer intel on opted-in enemies unsolicited.
+5	
+4	May offer harvesting rights to hunting bounties in local area.
+3	May provide intel on opted-in enemies if requested. Faction members will trade with players from these alliances at slightly reduced prices.
+2	Will consider seasonal NAPs.
+1	
+0	Neutral -- no penalties or bonuses
-1	
-2	Faction members will not trade one-on-one with alliances.
-3	Unprovoked diplo action (scouts, spies) may occur on opted-in players.
-4	Harvesters of opted-in players near Faction towns may be purposely bumped.
-5	
-6	Faction players may order opted-in players to remove army encampments near Faction towns with the threat of attack.
-7	Opted-in player encampments near Faction towns may be attacked without warning.
-8	Undefended harvesters of opted-in players near Faction towns may be killed (atrocities).
-9	Faction players may attempt to remove sovereignty of opted-in players' towns.
-10	Opted-in Alliance players' cities may be blockaded Faction may declare war if >50% of alliance is opted into Faction Play.

- All actions are available from the alliance's ranking up or down to zero.

Example: If the YARR! player's alliance has a -7 ranking with Dlord, that means that a Dlord Faction player can:

- *Attack the player.*
- *Warn the player that if he doesn't recall, he'll be attacked.*
- *Bump the player's caravans.*
- *Scout or spy the player.*
- *Deny trades with the player.*

Example: If a player had a +4 with Dlord, the Faction player can:

- *Kill NPC animals near the player and offer him the harvest.*
- *Provide scout or spy reports to the player if asked.*
- *Offer trades at the player at reduced prices.*
- *Take NAP offers to Faction leaders for consideration.*

Now that you know what actions are available, you can get those actions in motion.

Attacks on Encampments

Encamped armies of players whose alliance maintains a ranking with a faction negative enough to warrant hostile military engagement (-7 or lower) may experience escalating hostile behavior.

These are the attacking guidelines:

1. The encampment will be scouted.
2. The first attack will be a "patrol," and will feature a single, non-elite division of no more than 101 troops.
3. After the first attack lands, a second attack may follow with a force large enough to completely destroy the army. **Destruction of an alliance player's army ends the engagement.**
4. If the original encampment is reinforced, subsequent attacks may ensue until the alliance player withdraws or is destroyed.

If an alliance is ranked -6, the Alliance player will receive a warning to recall their encampment before an attack ensues. The attack will follow this guideline:

- The encampment will be scouted.
- An IGM will be sent from the faction player to the alliance player, warning them to withdraw.
- An attack may follow with a force large enough to completely destroy the army.

Friendly Engagements

Players and alliances who opt in to FvA are not simply opting into getting attacked by Factions they rank negatively with. Factions who favor players and alliances with high rankings will experience friendly and helpful engagements. Here are how some of them may work:

Hunting Bounties

As per the [Action Scale](#), Faction players may hunt and kill NPC animals in the local area and send the combat reports and invitation via IGM to opted-in players who are positively ranked to harvest the hunting bounty.

Reinforcements

Alliances with rankings +2 may be able to enter into seasonal NAP agreements, or more long-term confederations. With these diplomatic arrangements, opted-in Alliance players may find that their encampments are reinforced by Faction players. These reinforcements can add further protection from potential assaults from hostile Factions. Reinforcement of encampments may occur unsolicited, assuming the Alliance player's alliance has a +9 rankings or higher and there is a NAP or Confederation with the Faction player's Faction.

At a +10 ranking or higher, Faction players will consider the reinforcement of cities, assuming inbound attacks are from opted-in players, Alliances, and/or Factions. Reinforcement of cities will never occur unsolicited.

Counter-attacks from Alliance players

If an Alliance play attacks you, it will lead to a temporary ranking penalty for that player's alliance. When you submit the combat report for the attack, it will automatically create a penalty and reduce the player's alliance ranking.

You can consult the [Aggression Scale](#) to see how much of a penalty the attack is and for how long. Most attacks will cause a -4 ranking penalty for 30 days.

Attacks on Faction players will also cause a bonus for other Factions who rank the attacked Faction negatively.

Step 4: Report

If your action involves attacking or defending and creates a combat report, you can submit this report in Slack for credit towards monthly awards for the most active Faction players. Submitting combat reports is very easy and takes about 10 seconds to complete.

How To Submit a Combat Report in Slack

- **You must join Faction Play Slack.** Simply follow [this link](#) and sign up for free.
- Click on the XML button at the bottom of your combat report

Attackers:	Unit:	Quantity:	Casualties:	Survivors:
Commander: Adrian Shepherd	 Militiaman	1	Damaged for 400, 0 health remains.	
Troops:	 Charioteers	1396	1396	0
Defenders:	Unit:	Quantity:	Casualties:	Survivors:
Commander: Ciradyl Umebalar	 Sentinel	1	Damaged for 7, 93 health remains.	
Troops:	 Sentinels	10000	716	9284
Commander: Mordon	 Man-at-Arms	1	Damaged for 7, 593 health remains.	
Troops:	 Men-at-Arms	7000	501	6499

1. At the bottom of a combat report, click on the XML button. A new tab will pop up in your web browser.

XML

- A new tab will open in your browser. Copy the link:

← → https://elgea.illyriad.co.uk/External/CombatReport/AQAAADkB28eoyEXsjllrGuPP_kQI4La_1FAY46qUJdqmlRZn

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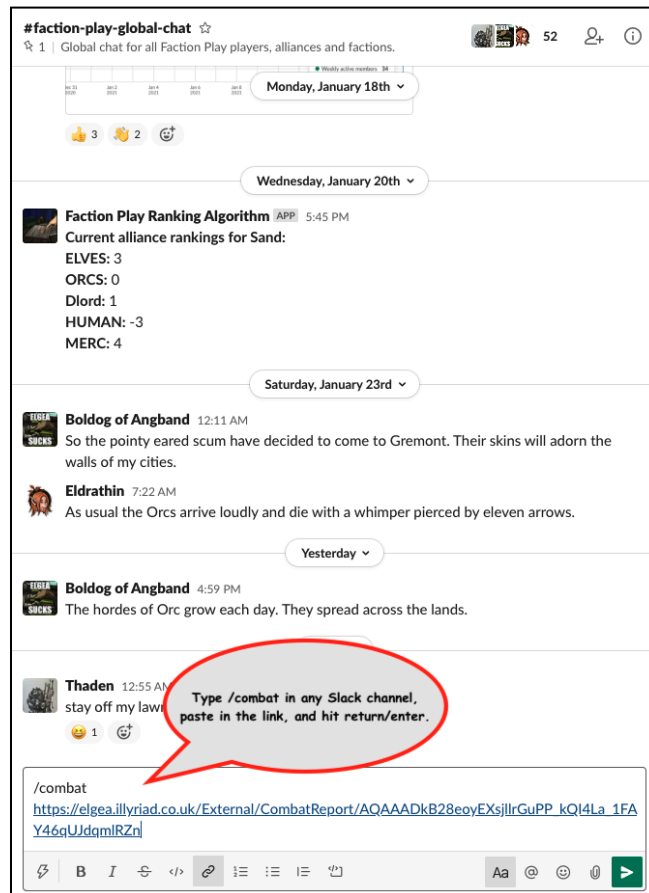
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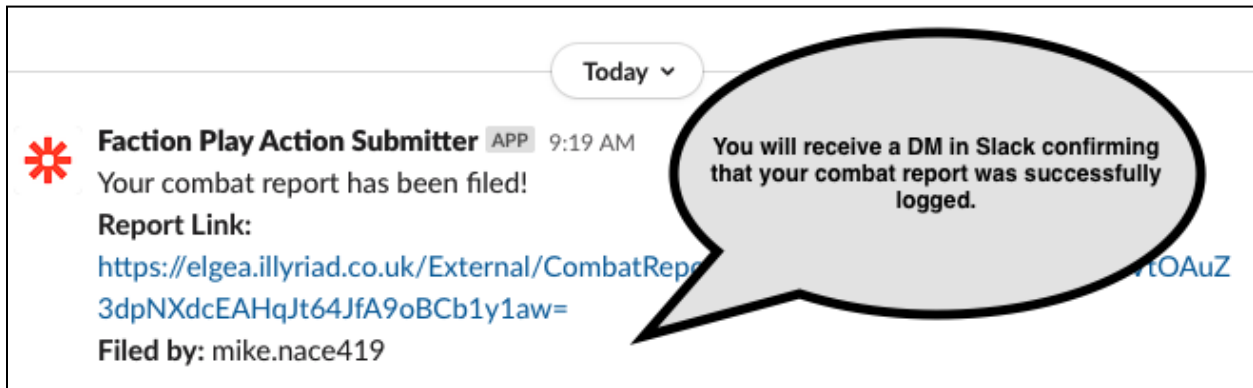
```

2. Copy the link of the XML combat report.

- Go to Faction Play Slack, type “/combat” in any channel and paste in the link. Then click Return/Enter:



- After you submit your report, you will receive a confirmation message in Slack:



- You can submit combat reports against players as well as combat against NPCs as bounties for friendly Alliance players. Please keep all communications with players for these sorts of engagements.

Patrols

If you cannot find a player encampment to engage with, you can also send out “patrols.” Patrols are simply small armies that you send out and encamp near another player’s city for a day or two.

The idea is that a curious player might scout your encampment and either IGM you about your intentions, or otherwise attack your army. Patrols are a great way to promote the game and create engagement.

Remember: if a player attacks you while on patrol, that combat report should be filed.

What’s in it for Factions?

As noted above, Faction players engage with Alliance players and other Faction players in order to **create experiences for the server**. However, Factions and Faction players also compete with one another on a monthly basis to see which groups and individual players are creating the most amount of action between Factions and the rest of the player base.

Faction players will log all of their attacks and defenses via the easy-to-use system (above) that will compile them into leaderboards each month.

The leaderboard can be tracked [here](#).

Faction Player Attack Leaders

Faction Attacks

<i>Faction</i>	<i>Number of Attacks</i>	
<i>Attacker</i>	1/2021	Grand Total
Boldog	5	5
Eldrathin	1	1
Jejune	4	4
Lochlainn	1	1
Montrésor	5	5
moo	21	21
THE BORG	1	1
The Last Daughter	5	5
Grand Total	43	43

<i>Attacks by Factions</i>	<i>Number of Attacks</i>	
<i>Ticker</i>	1/2021	Grand Total
ELVES	38	38
ORCS	5	5
Grand Total	43	43

Faction players are 100% responsible for the submission of their own combat reports. Combat reports must be submitted through Faction Play Slack, which can be joined by [following this link](#).

Faction players can submit combat reports for other faction players, but they nor any other Faction is held responsible for incorrect or incomplete performance data. Correct data from combat reports is the responsibility of the player him/herself.