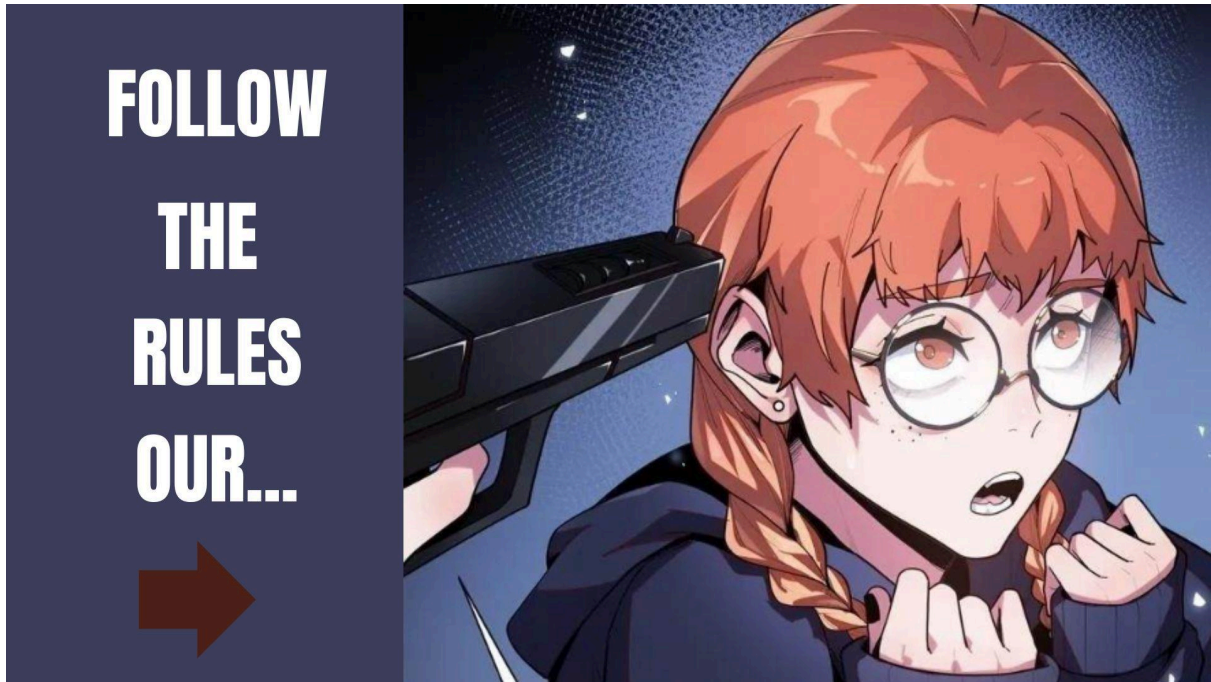


Separador 1

TREKKER RULES FOR ALT HISTORICAL

``I DONNO WHY I DID THIS``



Faction rules

max 1 SUPER MAJOR for faction

Max 3 majors for faction

max 2 minors for faction

max 1 strong minor for faction

(only uk starting puppets count as half)

SUPER MAJORS

GERMANY

USA

SOVIET

China if defeats japan/Japan if defeats china in force attack(our using coring mod)

Anglosphere

MAJORS

FRANCE

ITALY

UK

JAPAN

CHINA(IF JAPAN DONT ATTACK UNTIL JUN 38)

South america(united)our (brasil with portugal and iberia)

Scandinavia

CAN BE SUPER MAJORS

China if defeats japan

STRONG MINORS

Kalmar Union

Carpathia

Iberia

Independent Raj

Middle East United

Benelux

La Plata

(minors that united our grow can be strong minors if the hosts agrees)

MINORS

The rest lol

NORMAL RULES

No shadow factioning

- No naval/mil access to other factions unless for getting troops out of land that are locked in due to post war bugs.

-Making planes to attack certains country with other faction.

COLLABS ARE NOT ALLOWED(ONLY JAPAN/CHINA)

every type of activity with spy are banned only intel is allowed

WAR RULES

South america/Middle east can declare war on ai DAY 1

PLAYER VS PLAYER WARS

Player Wars against Players

Minors can not justify / go to war with other minors until JAN 38 unless through a focus. If through a focus you must wait until Jun 1937 to begin the focus for the wargoal. This includes focus's that would puppet or war said player.

Majors can not go to war with other majors until jan 1st 1940 unless through a focus. If through a focus you must wait until jun 1st 1939 to begin the focus for the war goal but you may declare when you receive the wargoal. This applies to minor vs major justification.

Majors can not go to war with minors until Jun 1st 1939, that means you must wait to justify/start the focus until jan 1st 1939.

etc rules

- germany can dec on france in jun 39 when using 2x focus... mod.
- Japan can declare on China jun 36/China must wait until jun 36.
- south america players can declare in jan 37.
- war against puppets is war against the owner(follow the justification to the owner).
- If germany cant kill the france players can ask for whitepeace an take all rhine stated(dont pass the river) If germany refuses Russia/Usa are allowed to join/dec war.
- Only 3 factions in one war, example: axis vs allies and comintern/allies vs japan and axis (after 42 this is not applied).
- Puppets must join the war a puppet cannot stay out of the owner war
- No axis comintern war until 1941.

-China is protected from being justified on by anyone except Japan/Manchu until 1939 unless Japan allows, normal rules still apply for justification.

-France is only allowed to join soviet if UK joins Germany.

Player Wars against AI

1. Minors must wait until June 1st 1937 before justifying on AI. Minors can start the focus to gain a wargoal Jan 1st 1937 but will wait until June 1st 1937 to declare war.

2. Majors must wait until June 1st 1938 before justifying on AI. Majors can start the focus to gain a wargoal Jan 1st 1937 but must wait until June 1st 1938 to declare war.

3. Decisions/events or any other feature to get an early war/wargoal is NOT allowed. It must abide by the war rules.

4. Puppets must follow the same justification rules as their overlord.

5. China is protected from being justified on by anyone except Japan/Manchu until 1939 unless Japan allows, normal rules still apply for justification.

Volunteer Rules

1. You're not allowed to send volunteers to AI side of a conflict.

2. Tank volunteers may not be sent until dez 41.

3. No deleting/changing/recalling divisions that are encircled. (Dont delete divisions close or on the front line, based on intent)

4. Spanish Civil War:

-Spanish civil war is now free open battle royal, spain is at the mercy of all volunteers and it is recommended to just play portugal. Anyone can push as they please. Spanish player is now free claim for volunteers to kill....Tank Volunteer Exceptions: Spanish civil war

5. Volunteers/lend lease to China/Warlords/CommieChina is prohibited until 1 year and 6 months of war with japan.

6. Volunteer limit of 10 sent to a nation.

Banned Nations/Units/Strategy

1. Austria/Czechoslovakia are banned unless the Germany player gives permission.

1a. Poland is banned unless Germany and Russia both agree to allow it.

1b. Ethiopia is banned unless Italy agrees

1c. Yugoslavia/Albania/Ethiopia/SultanateOfAussa is banned unless Italy allows it.

1d. These countries can be attacked if it's a player by the Italy and Germany after 1st Jun 1938. Also they allowed to justify on them through a focus after Jun 1st 1937.

1e. Germany can ban Lithuania from doing its poland lithuania tree if they are on their basegame/dlc tree.

1f. Hungary can only go Austria-Hungary with German approval.

1g. First Benelux player may choose to ban the rest of Benelux nations played, ontop of this Benelux player may also ban puppet of the other Benelux nations. (IE: Belgium banning ai netherland's dutch east indies from bein played)

2. Austria and Czechoslovakia are not allowed to be invaded by any country other than Germany, unless Germany allows it before Jun 1st 1938.

2a. Yugoslavia is not allowed to be justified on by any other nation other than Italy until Jun 1st 1938, unless Italy allows it. This includes "Fate of Yugoslavia".

2b. Ireland is not allowed to be justified on by any other nation than Britain until Jun 1st 1938, unless Britain allows it.

2c. Baltic nations are not allowed to be justified on by any other nation than Russia until Jun 1st 1938, unless Russia allows it.

3. Baltics are banned unless Russia allows it.

4. Poland is banned unless both Russia and Germany accept it.

5. Starting puppets can be banned by their overlords except the commonwealth nations. (Britain may still ban Egypt, Malaya, Palestine, Oman, Bhutan, and Nepal)

(This includes released puppets and hot joining people on them.)

6. Chinese warlords can be banned by china including commie china and Tibet.

7. If a major allows you to play a banned minor you will have to play according to terms agreed upon during game lobby.

8. Deleting factories.
9. May not naval invade from neutral ports
10. Starting civil wars in players manually or by focus, or forcibly changing someone else's ideology without their permission. (this includes focus tree)
11. No excessive puppet releasing, limit of 5 puppets, starting puppets dont count towards this limit(the rule was made to reduce lag) . Some nations with focus trees that require alot of puppets wont count towards this (EX: Yugoslavia unite the kingdom tree, French Union tree being allowed is up to host discretion depending on if their pc can handle it and if they do France must go directly down the tree to the annexation tree or manually annex them, puppets annexed from war that were already previously a nation on the map doesnt count towards this either, the point of the rule is to prevent too many new nations from lagging the game.)
12. No Vichy France event. It cucks the war borders in africa and game ruins free france player.
13. Commie china is banned from being released as independent, puppet, or collab due to it breaking china's tree for killing them.
14. No flicker bombing.
15. No hosting ethiopia as a state in exile, this puts Italy in perma war.
16. Major nations cannot use "**annex builds**" to unify with other nations (IE: Yugo imploding and reuniting to get annexed into italy, china accepting defeat to die and coop to japan, USA civ boosting confederate player into unifying with usa after removing usa debuffs) **However, diplomatic unification between minor nations is allowed.**
17. Majors/Supermajors may allow a max of 5 puppets, given from their core territory, to be released and then annex back to them.
18. Double Doctrine exploit is banned.
19. No civ boosting
20. If Russia goes civil war path nobody except the russian faction may declare on the break away states for the whole game (you may not abuse this rule to try to cheese unkillable buffer states)
21. **No logistic strike mission**
22. Always engage sub fleets are banned.

-Paratroopers host discretion (If allowed minimum of 36 combat width)-Space marines (Any form of infantry/SF/ mixed with tanks ---- Amphib Tanks are only exception which can have Marines only, Cavalry and tanks is fine)

-Kamikazes (Only Japan can use these and only allowed to use these from STARTING japanese cores)

FOR NOW ON WILL BE THE SAME AS JG RULES

Banned Strategy

Using navy on "Do not engage" is prohibited.

1. 10 Width divisions are the minimum combat width allowed.
2. Converting divisions to increase/cheese special forces limit is prohibited.
3. If you are leaving the game, you can NOT give away your land or factories (Upon host discretion it is allowed to puppet/annex leaving players to players still in the game that it will make sense to so a faction isn't fucked over by someone leaving so other faction members can control their units or resources)
4. World tension spiking is banned. (Someone justifies to get world tension up to do a focus, join a faction, etc)
5. Encircling capitals is prohibited. (you can encircle to take it but if you encircle it you must keep pushing to take it, not holding it to desupply)
6. Deleting your whole army because you think you lost is prohibited.
7. Division limit is 500, it can be expanded upon in special cases (EX: Axis and China/Japan faction kill and split russia/middle east and the front becomes overly massive.)
Russia and China will have an increased limit due to their nature of big nations with human wave doctrines to 800 divs.
8. Holding ai as nation in exile keeping other players in perma-war
9. No Uprising or forced land seizing Decisions/Focuses/etc. (Commie india sri lanka uprising, saudi middle east uprisings, Siam democratic stealing indochina focus)
10. No armor mixing (Using lights/mediums/heavies with each other)
11. No core justify exploit (coring random tile and transferring it to ai or player to justify faster)

Peace Deals/Transfer Rules

Peace Deals

- 1a. During a peace deal you are entitled the land you controlled at the conclusion of the war.
 - 1b. If there is land that was uncontested then it shall go to the member with controlled/contested land closest to that region.
2. Taking land that you did not fight for and someone else did is prohibited.

3. If a faction leader capitulates resulting in everyone in their faction to capitulate, you are only allowed to take the land that you controlled from a PLAYER nation in that faction, if you didn't take any of their land you are not entitled to take it in the peace deal.

State Transfer Rules

1. All countries except the UK are allowed to transfer their puppets to themselves. However UK is allowed to sell their puppets for a good deal. (Applies only to Commonwealth: Raj, Canada, etc.)
2. Not allowed to give away land for free.
3. Not allowed to give away land prior to a war. (Generally don't cheese this)
4. If the host is present during a trade deal for land, you must abide by the trade deal for the agreed upon terms.

Nation Rules

China;

- If you don't go to war with Japan or you beat Japan you will be considered a major. (China won't be considered a major if Japan doesn't go to war with it until June 1938)
- No selling land until after Sino-Japanese war unless Japan and China are not going to war.
- May justify and go to war with commie China player in Jan 36
- If Japan doesn't declare war on you, you may justify and declare war with Japan in June 1938. (only if Japan is fascist or nonaligned)

Commie China;

- May justify and go to war with China player in June 36.

USA;

- If USA splits into USA and CSA then USA demotes to Major and CSA is considered a minor.
- If France is pushed out of the mainland in a UK-France allies then USA may join the faction and but not the war until 1941, if sea-lion commences then USA may join the war regardless of date.

Germany;

- in 2x Germany can do war with France in June 39 to counter how strong France is in 2x (start focus June 1st declare when have the war goal, if you can't do the focus due to ideology you may manually justify. Allies for both factions may join but Germany must be the one declaring for the Axis.)
- Germany allowed minor justification rules for Czechoslovakia and Austria
- If Netherlands AI denies return of the Kaiser you will wait until major justification rule date for war.

USSR:

- If any player justifies on Germany, the Soviet Union must wait 9 months (Instead of 6) before declaring war on them. (The 1941 Soviet/German war rule still applies)
- Not allowed to declare on a major to peace out and cheese shmerch
- Allowed minor justification rules on the baltic states
- If you are going civil war path and take the focus that makes you Japan's puppet, Japan faction may join your civil war and assist you in ending it and retaking your break away states regardless of dates.
- Allowed to have mongolia/tannu tuva as ai in faction due to focuses requiring them to be in the faction, however if a player is justifying upon them you may not protect them and must kick them unless they are your puppet.
- May not get around 5 puppets to self rule by having them released as independent to get around the rule. If nations are being released independent in Russia by its allies then a max of 5 is allowed for returning to Soviet via war (this does not stack on top of puppets returning to yourself)
- Joining France faction will revoke the Axis-Comintern 41 war protection.
- Protected to one of the Major fronts Asia/Europe: If at war with Japan and or China faction(players), then European Factions may not Barb Russia, if european faction is at war with russia doing Barb then Asian faction may not declare on russia.

UK:

- No taking subjects divisions from players.
- Can't deny Rhineland/sudetenland event.
- Britain will follow minor justification rules specifically for Ireland (if AI).
- If you do the fascist civil war and declare on your puppets you may only puppet them and not annex them, if the puppet is a player you may only declare on for the sake of keeping them as a puppet if they agree to stay a puppet.
- Allowed to annex Egypt/Palestine and Malaya via state transfer if they want.
- Cant deny bulgarian armament.

France:

- Can't deny Rhineland/sudetenland event.
- Demoted to minor when pushed out of mainland turning into free france.
- Joining Russia faction will revoke the Axis-Comintern 41 war protection.
- If allied to UK, then no other faction members in mainland france other than Benelux, Swiss, or portugal/spain.

Japan:

- in 2x japan can justify on china in Jan 1st 1937 and declare when its ready.
- Kamikaze planes may only be sent from starting Japanese cores. (Coring does not count).
- Can't start Marco Polo focus until Jun 1st 1937
- If japan goes not fascist they can manually justify on china on date of marco polo.
- Preemptive war focus tree will require you to notify Russia that you are doing it. (Its bugged and doesn't display justifying wargoal)
- Only nation allowed to do a collab and only on China.
- Japans allies in faction that arent a puppet must wait until the day they are allowed to go to war vs a player and must manually justify to join in.

Italy;

- Italy will follow minor justification rules specifically for yugo as an exception due to focus tree changes

Spain;

- Cannot sell / give away main land prior to civil war.

Mongolia;

- Not a warlord, has to justify on normal justification rules.

Switzerland;

- Cannot do the focus to enable a 2 year block on anschluss.

Finland;

-Unification faction counts the nordic nations in your faction that get annexed via focus tree as puppets and protects them from justification from players until date allowed for player vs player war.

Manchuria;

-if japan does civil war path and you are independant you may follow japan's war dates for war with china (if there is no china player you are free to declare on china and warlords without restriction of date including korea)

Ireland;

-Forced to join the UK or with UK's permission to join another faction.

Romania;

-If Bulgaria, hungary and czech are not players and you have done the focus wargoals on them then you may declare on them regardless of date.

Benelux Nations;

-If you join the Russian faction, you are exempt from the Axis-Cominturn 1941 rule and your allies may not protect you until 1941, and they must manually justify within the rules regarding dogpiles and not join call to arms.

Austria;

-Allowed to do unification wars on hungary and czech any date (requires done by focus)

Hungary;

-Allowed to do unification wars on austria and czech any date (requires done by focus)

Separador 2

