

Combat Rules:

- 1) No Space Marines (No special forces, tanks or infantry in the same template)
- 2) No divs less than 8 width
- 3) No encircling the capital without taking it - you must take it, or try to take it, after encircling it.
- 5) While at war, units may only be deleted in your capital. If your capital is about to be encircled, or is already encircled, you may not delete units. Basically use common sense and dont cheat it.
- 4) No paratroopers
- 6) No sub 3/4
- 7) No tank volunteers

General Rules:

- 1) Must be on discord (meh)
- 2) No cheating / hacking / exploiting
- 3) Game speed 4, 3 during major wars
- 6) No dog-pilling (No more than 2 (super)majors in an offensive war with a minor)
- 7) No pre-gaming
- 8) No Shadow Factions
- 9) No Shadow Guarantees - If you want to guarantee a country, use the in-game feature.

10) No state transfer troll. This means you can't randomly transfer your land, you can't transfer land in an unreasonable way (such as selling brandenburg as germany) and you can't state transfer in order to create artificial borders between you and other countries. Cannot state-transfer / sell land while at war. You also can't game-ruin.

11) No border gore

12) Focus Wars, 'Retake Core State', or 'Take Claimed State' wars only.

13) No Wars without GOOD reasoning and demands. Even if you have a focus to 'conquer', you can't go to war unless there is some sort of reasonable demand that is refused, or a good reason that makes you go to war.

14) No Wars before 1938 (EXCEPT Marco Polo Bridge and internal civil wars)

15) No Major Wars before 1939

16) No War on the USA before 1939

17) All Guarantee Wars are allowed - at any time (EXCEPT CHINA-JAPAN WAR!)

18) No stalling wars to grind, especially in PvE wars. Play properly, end the war as soon as possible.

19) No denying RHINELAND

20) No denying SUDETENLAND after 1938

21) No annexing puppets with State Transfer Tool (you must do it through the in-game annexation system)

22) The game will be paused when negotiating peace for up to 5 MINUTES. During each war there may only be 2 pauses for negotiations, to avoid stalling the game. (do not troll this system by initiating 2 negotiations just so your

opponent can negotiate. ONLY DO IT IF YOU ACTUALLY WANT TO NEGOTIATE.)

23) NO CIV BOOSTING!

Faction Rules:

1) USA, Germany & USSR are SUPERMAJORS, Italy, Japan, Unified China, UK, France are MAJORS (Free France/Vichy counts as MINOR!)

2) A major counts as 3 points, and a supermajor as 5 points. A minor is 1 point.

3) No more than 1 SUPERMAJOR per faction, no more than 10 points per faction. (Puppets do not count)

4) Any country exceeding 2 million manpower in the field OR 160 countries on their territory becomes a MAJOR and rules apply to them, however if they are already in a faction, they may remain.

5) Any country attacked by a faction(or country) may join the opposing faction regardless of rules. (example: Even if ALLIES are 10 points, if the AXIS attacks a new country, that country may join the allies)