
GRIMURRP PROVISIONAL WAR RULES

“Do not repeat the tactics which have gained you one victory, but let your methods be regulated by the infinite variety of circumstances.”

- Sun Tzu -

• CONTENT SUMMARY •

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As seen in the title, these are provisional war rules, which can expanded over time as GrimurRP's wars & how it should be conducted, regulated, etc is an expanding field itself.

Mechanical Restrictions — Restrictions in both gameplay and enforced by rules regarding wars overall.

Worldbuilding/Roleplay Restrictions — Relations, escalations, worldbuilding, and rp events, diplomacy. All these slowly help staff come to a conclusion that war is the only avenue for the nations involved.

Rules of War — The rules and restrictions concerning how in-game fighting and fortifications are conducted.

Casus Belli types — The types of wars, their restrictions, and the available wargoals.

Definitions — How certain terms, relations, etc are defined.

• 1 - MECHANICAL RESTRICTIONS •

1.1 — Wars have a 72 hour warm-up period from the time that they are declared, if a war is still in warm-up it is not possible to fight during a war period.

1.2 — Once the Warmup period of 72 hours is over , all participating claims in the war will have PVP Enabled to their enemies. (This cannot be disabled.)

1.3 — Abusing or loopholing through the warbook, or any of the ingame mechanics will be punished even if not specified in the warbook, however punishment is decided by the Head Admin of war oversight & management. Don't bother with your "interpretation" of these rules when you complain about others loopholing but don't want yourself punished for such.

1.4 — The specific war times must always be decided to occur on the following days: Saturday, or Sunday in GMT if both sides desire a non-standard time slot.

1.5 — When a war begins, you may only target a town closest to the border of your own closest town to them. This is only voided when a town you have captured during or before the war, or a town you owned before the war, directly borders a nation capital. The towns must have existed for 2 weeks before the war preparation begins, any new towns made during the war for this purpose or existed for less than 2 weeks before they begin will be automatically occupied by the opposing side before the first battle on a case-by-case manner. This is ment to prevent what staff calls "Capital Sniping/Blitzing."

1.6 — Wars are always decided on a case by case basis, if most rules/requirements are fulfilled to guarantee a Casus belli but fall short of the roleplay aspect and both sides are still open to fighting with the CB involved, the head of war oversight can still approve the war.

1.7 — Once a war is declared or in-process for approval, the fighting towns may not leave their respective nations, as that would be wardodging. All towns that are being proposed for war, must have one true representative (which is in the claim, and be recognized by the town leader) in the channel where the war is in the process for approval. This is included for Allies.

1.8 — An attacker may establish only one FoB near the closest defending claim after a ticket establishes what attacking claim is most close to the nearest defending claim.

The FoB may not be established near other defending claims that are not a current target in war. FoBs MUST be deleted after a battle concludes. The position of an FoBs establishment must be discussed with a WAROVs member of staff, as each is unique with circumstances.

• 2 - WORLDBUILDING/ROLEPLAY RESTRICTIONS •

2.1 — A nation wishing to enter into a war as either the main party (aggressor or ally) must possess a non-conquered (willing participant, specified in 1.7) town which has at minimum a tier three territory.

2.2 — To join a war as an ally you must have an embassy or diplomatic mission to the other nation, this must be in a form that can be proven to staff (hence embassies are ideal). If you are a part of a nation in the same bloc of a nation at war, a Bloc HQ with sufficient office capacity to hold all nations involved must exist in order for the bloc to be confirmed for intervention.

2.3 — Diplomatic relations (Alliances ,
Defense Pacts, Non Aggression Pacts, Ect)

Should be written in an RP style in a google doc, similar program, announced via an admin ticket, or announced in the Discord with the document/page attached. (So we can Verify Dates.)

2.4 — Minimum Alliance maturation time, “Allies” will only be considered valid for being called into a war after a seven day period of the signing and formalization of a treaty.

2.5 — The party that opens a war ticket must show a reasonable RP Casus Belli (An act or event you use to justify the war). This can range from acts of aggression on one's territories or populace. Diplomatic or Economic Disputes. Any RP done ingame that is used for a RP Casus Belli, must be able to be verified, through either console logs if used in a special channel such as local, town, or nation. Or submitted to staff through a video.

• 3 - RULES OF WARFARE •

3.1 — “Nerd Polling” Is prohibited in wars. (Unless used to scale walls/fortifications, reaching no more than 5 blocks high.)

3.2 — Intentional grieving of builds during wars may result in block damage being rolled back by request of the mayor/officers in the aggrieved town.

3.3 — Any nation may supply another nation at war with supplies, allies or not. However, such nations not actively in the war may not fight for them or attack any of the belligerents during a war. However, this grants the side you are not supplying a reason to declare war with your nation if found out via diplomatic insult CB.

3.4 — Skybridging is not allowed, any bridge or a line of blocks to allow players to cross above 5 blocks above ground, placed during a war is not allowed. This rule does not apply to bridging over a trench, or gank.

3.5 — Ganks/Trenches may not be deeper than 5 blocks from their average terrain Y level. (*Average Y level is where most blocks are set around in the node & surrounding nodes.*) OR 10 blocks with proper fortification, or construction. Decided on a case by case basis.

3.6 — Wars that are in a warm up period may be invalid or declared a victory for the victim side, if any side engages in Doxxing confirmed by a reputable & active member of the nation (*Don't try using alts that sat in a nation inactive for a month to make yourselves victims of a doxx.*), excessive amounts of toxicity such as hate speech, racism, bigotry on the basis of identity/gender/sexuality/etc. (*No, this does not mean the non-repeated one off occasion someone forgets the pronouns of a member of your nation.*)

3.7 — Third-partying is allowed in the form of supplying one side with material or intelligence, if 3rd-party combatants not belonging to either belligerent side of a war are seen actively fighting or sabotaging one side, severe consequences that can be decided by war oversight will be enacted. The punishment, and party punished, is dealt with on a case by case basis.

3.8 — Defense of a node should be focused on stopping the advancement towards the capital chunk of a node not with a skybase or with faction-esque style fortifications (*This is vague and undefined for a reason, management knows how*

criminally smart some factions players can get and they WILL complain if action is taken while a set definition exists). Chunk forts to defend the capital chunk of a node however, are allowed as long as they are flaggable during a war.

3.9 — Using waterlogging, or lava flow, as a way to defend against invaders is punishable by the complete removal of all fortifications which use lava flow, or water logging to defend against invaders. Moats do not apply to this rule.

3.10 — When a war target is selected by an attacker, the selected claim may not be modified in any way that results in the removal, addition, change of hands of the target's nodes. Establishment of new claims within 10 nodes from the defending claim by members affiliated with the defending nation in ANY way is not allowed, and decided case-by-case of the war staff. The term for this is deemed proxy-noding.

• 4 - CASUS BELLI TYPES •

A Casus Belli may have a 5% node gain, where when a town is defeated, the victor may take 5% of a town's nodes that border the victor's. They are marked as **"CAPTURE RULE APPLIES"** in these rules. This is only allowed to happen once every 6 weeks, and has a minimum of 1 node.

4.1 — **Response to Aggression**, a Casus belli dedicated towards nations that have been constantly raided, harassed diplomatically, any actions the war admin deems to be "aggression" from a belligerent nation (assassination of officials.), or their trade/logistics being disrupted by confirmed members of an aggressive nation. This CB requires a SIGNIFICANT amount of evidence to prove a war, and allows a nation to cite any wargoals of a war without restrictions to what can be taken. **CAPTURE RULE APPLIES.**

4.2 — **Diplomatic Insult**, a minor Casus belli dedicated towards nations that are both neutral or friendly towards each other, where one randomly will insult the people, places, or culture of the non-belligerent nation. This CB will not be usable between nations that staff has confirmed to have mutual hostilities. Wargoals are restricted to only reparations, no annexations or subjugations are allowed. (*Raiding each other, mutual aggression, etc.*)

This CB will allow a victorious side to take any border nodes, treaty port nodes, (*Bordering defined as a node next to a node of the victorious side pre-war. Port nodes defined as nodes with an already-established "port" building or shipyard.*), and demand reparations from the enemy side.

4.3 — **Conquest**, a belligerent nation has evidence or fabricated a right with support from a degree of populace in the victim nation (*Collaborator scum.*) to conquer an area from a victim nation. This CB requires a SIGNIFICANT amount of evidence to prove a war, and allows a nation to cite any wargoals of a war without restrictions to what can be taken. Intervention rules are relaxed (*2.3, 2.4 waived, still require an embassy pre-war.*) in this war for any nation that wishes to rally behind the defenders. Using this CB too much in what staff has deemed a "Short time period," (*usually 3 times in 2 months.*) will have that nation restricted from declaring war on others using any CB for 2 months. **CAPTURE RULE APPLIES.**

4.4 — **Bloc War/Great War**, two or more blocs (*military-orientated collective of nations.*) that are confirmed to have been organized in opposition to each other may initiate a war. Opposition can have many reasons of evidence, such as ideological differences (*in-character, not IRL you fools.*), trade tensions, mutual aggression between the Blocs, and confirmed mutual ability to declare conquest wars on each other with evidence provided. As the name states, this type of war will have no restrictions on post-war negotiations and wargoal concessions. However, as also stated, this CB requires both Blocs to have SIGNIFICANT evidence to warrant such a war, and the war admin can deny it for ANY reason, such as circumstances that can affect server stability. **CAPTURE RULE APPLIES.**

4.5 — **Subjugation/Tributization**, a nation that opposes another may declare a war to subjugate/vassalize the victim nation, and to extract plunder/taxes from the nation in the event of their victory over a victim nation. In another case, this CB can be used against a former vassal that is in active rebellion or not paying tribute to a recognized overlord. This CB can be done for any reason that warrants such a measure. This CB restricts all forms of wargoals, other than vassalization/subjugation of the victim nation for a 2 week period minimum and the extraction of reparations.

4.6 — **Resource Dispute**, a nation that declares war with another under this Casus Belli must confirm that the lack of a node resource is affecting their national productivity while the victim nation profits from the availability of the same node resource. This Casus Belli does not allow any wargoals other than the occupation/annexation of the specific nodes wanted.

4.7 — **Into the Fold**, a nation that falls apart into several “successors”, “rebels”, or “refugee towns” originally in the nation or consisting of a majority of nation members from the collapsing nation may have these “successors”, “rebels”, or “refugee towns” declared war on by the nation their original nation was in an ongoing war with. The CB the prior war with the original nation had with the opposing nation is also inherited in this war for consideration of war goal restrictions.

4.8 — **Liberation**, a nation that has conquered another may be declared war on by another nation that intends to free the conquered nation IF the populace of the conquered nation is collaborating or supportive of such an action, and the prior government of the conquered nation had any embassy network with the liberating

nation. All wargoals are restricted other than freeing the original/core territory of the conquered nation or subjugating/vassalizing the “liberated” nation. ([Or what we call, “Under new management.”](#)) A window to “liberate” a nation is open up to 60 days after the conquest of their last organized settlement/town/claim.

4.9 — **Independence**, a town or collective of towns may choose to rebel/secede unilaterally from a parent nation. The parent nation has a choice of contesting such a war against their **Independence**. Any nation that borders the rebelling/seceding towns may join in on the side of the Pro-independence towns. All wargoals are restricted other than the partial or full reabsorption of the rebelling/seceding towns, or the acquisition of border nodes if the pro-independence side of a war wins.

• 5 - DEFINITIONS •

5.1 — **Embassies**, an Embassy is counted when a nation has a confirmed announcement on the establishment of in-game physical buildings to serve as embassies between nations. An embassy must contain an “office area” for an envoy, and a “lobby/waiting area.” (*We don't want some 5x5 cobblestone building to serve as an embassy, have some standards.*)

5.2 — **Alliances**, alliances between two (and only two, whether as a defensive or full military integrated pact) nations are confirmed when the agreement for such has matured for a week, has a diplomatic announcement on the main discord about such from the same date of an agreement's signing, with mutual physical embassies between both nations.

5.3 — **Blocs**, a collective of nations in one military-orientated alliance is confirmed when the agreement for such has matured for a week, has a diplomatic announcement on the main discord about the subject from the agreement's date of signing, a dedicated building in one of the member nations for the Bloc's coordination/in-game meetings, and all nations involved have physical embassies between each other.

5.4 — **Bloc HQs**, an HQ for a bloc is similar to an embassy, but is one location for nations of a bloc to meet & coordinate at. The building to be the HQ of a Bloc must contain a meeting room, a lobby area for waiting, an individual office for each nation's envoy involved in the bloc, and its existence/location announced in the agreement of a Bloc's formation posted to diplomatic announcements. (*Bigger Building = More Space for offices, more space for offices = more capacity for the bloc to have more nations in it. 20 office spaces = 20 nations can be in your bloc.*)

5.5 — **Rebellion/Defiant Vassal**, a town or collective of towns that were recognized as being under another nation prior as core land or a vassal that has unilaterally without agreement chosen to become independent or separate from their nation/overlord. This is verified with all town claims as being under a separate nation claim in-game from the mother nation, or in the case of a rebellious subject, the elimination of taxation and tribute towards the overlord.

5.6 — **Aggressor**, the nation defined as enacting the following CBs: **Conquest, Subjugation/Tributization, Into the Fold, Liberation, Resource Dispute, Bloc War/Great War**.

5.7 — **Victim/Defender**, the nation that is the target of the following CBs: **Conquest, Subjugation/Tributization, Into the Fold, Liberation, Resource Dispute** or has enacted the following CBs for a war: **Independence, Diplomatic Insult, Response to aggression**.

5.8 — **Chunk Fort**, A chunk fort is a building which is built around a chunk, to its chunk's edge, in order to block flags from being placed.

5.9 — **Moat**, A moat is any water/lava source which does not flow horizontally, and is used with the primary goal of rerouting/controlling the flow of traffic of invaders against a fortification or town.