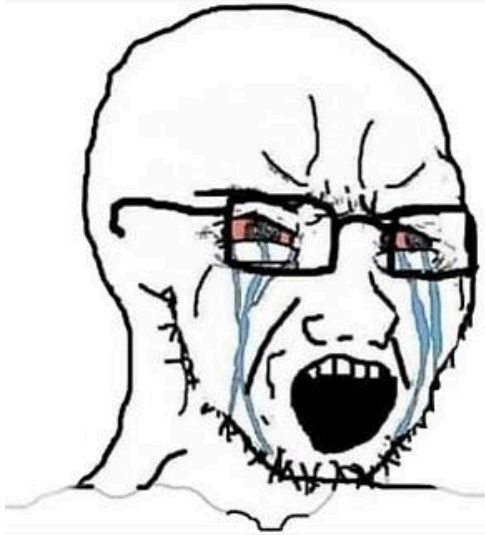


# Young Sheldon's Force Attack Ruleset

No exploits and no attempts to get around the rules through either wording or meme mechanics. Exploits will be dictated at the host discretion.

But muh focus tree

Read the rules



Certain rules are changed in times for when hosting with 2x faster national focus, 1.5x normal rules will apply.

## Faction Rules

**Less than 25 players:** Maximum of 5.5 player countries in a faction.

**More than 25 players:** Maximum of 6.5 player countries in a faction.

Only 2 majors (including super majors) allowed in a faction. Supermajors may not be in another faction with a supermajor. Only 2 strong minors per faction.

Puppets count as half a point, so 2 puppets can be considered 1 point. Majors gotten puppeted are considered a full point rather than half a point.

- Supermajors;

1. Germany
2. Soviet Union
3. United States

4. Japan owning all of china
5. Anglosphere

- Majors are the following;

1. Britain
2. France
3. Italy
4. Japan
5. Unified South America
6. Unified China

- Strong Minors are the following;

1. United Scandinavia
2. Carpathia
3. Iberia
4. Middle East United
5. Benelux
6. La Plata
7. Golden Circle
8. Porto-Brazil
9. Mughal

\*These are the only majors/supermajors the in game defining romania (or etc.) as a major because they reached 100 factories doesn't count as one per rules as this would destroy and dismantle every faction in the game so above are the preset majors for clarification reasons this has to be mentioned\*

-----

Super majors and majors must remain in the discord voice chats.

Players are not allowed to join a faction that is already at war until they manually justify a war goal on the nation they are at war with.

Free ideologies for any factions, all it does is just change you're leader and nation name.

You are not allowed to join a faction and call majors/minors into a war to bypass the justification time 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.

Spies can only be used for tech stealing. Nothing else.

No AI in faction unless its a player that had left mid war.

AI in a faction from focus tree for the purpose of it becoming a puppet from your focus tree / getting annexed by you is allowed

Players may not join a faction while being justified upon

## War Rules

1. Latin America / Chinese Warlord / Middle east can justify Jan 1st 1936 on AI nations within the same respective region.

### Player Wars against Players

2. Minors can not justify / go to war with other minors until Jun 1st 1939 unless through a focus. If through a focus you must wait until Jan 1st 1939 to begin the focus for the wargoal. This includes focus's that would puppet or war said player.

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

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

5. Justifying on a players puppet is an act of war on the puppeteer. Refer above to the year which you're allowed to justify on that puppet depending on if they're a major or minor.

6. NO GermanFaction/RussianFaction ----- AmericanFaction/JapaneseFaction war until Jan 1st 1941.

7. No dog-piling. You are required to wait 3 months from the time of declaration of war between two players before you can start justifying. \*You must wait the 6 months before beginning the justification\*

8. One faction may only be at war with two separate factions at a given time. This is a measure due to the nature of R56 to prevent one faction from getting dog-piled on. (EX. Axis fighting Allies and Commitern, other factions may not declare on Axis faction until Axis declares on other faction or one of said factions is killed, this includes neutral countries attempting to declare war on factions)

9. Players are unable to act on guarantees unless it follows the player war rules. (After the allotted time) ---- This includes starting guarantees.

10. Majors can protect their faction members before the date of war if someone's trying to kill their faction minors before the allowed major vs major war date. (IE: Russia justifying on Romania and Hungary in 1939) (Do not break the Soviet German no war til 1941 policy by having a minor in each faction fighting each other calling in the majors. Both will have to agree to the proxy war or if the other threatens to call in the majors there will be no war till the faction war date is allowed.) ONLY APPLIES IF THE PLAYER IS IN FACTION PRIOR TO JUSTIFICATION

11. Puppets must follow the same justification rules as their overlord (Sometimes there's a bug in some updates that allows dominions to justify)

12. Puppets are an extension of the host nation and will count towards the same date as joining wars and dogpiling rules as their owner.

13. Players may not declare war on each other for the sake of protecting each other in a phony war for getting a "dog pile rule shield"

14. You may not declare war on players in a civil war unless joining on the side of the player with their permission, and in the peace deal of a civil war you may not take their land or navy.

15. If a minor nation is in faction with a major nation then you must wait until major justification dates for declaring war on said major faction.

16. Latin American (Central/South/Carribbean) players may go to war with each other in Jan 1st 1938 IF the nation they are declaring on is not in a faction with another nation not in Latin America. When declaring war this early in instances it's allowed you may only call in the faction members that are also Latin American unless it's already past legal war dates for rest of faction.

## **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.

## **Axis vs Comintern**

(Added its own section to clarify for lower reading level players)

1. No axis comintern war until 1941
2. Includes declaring on minors in the factions between both factions
3. Minors of both factions are protected by the Axis vs Comintern rules
4. If both minors of the warring parties, germany, and russia agree to allow a proxy war then it can be allowed in such an occasion (IE: fascist hungary and commie romania want to fight each other in jun 1939 then they will be allowed to if both players agree and their major powers agree)
5. If France is allowed to join the comintern due to UK and Germany Axis then both sides lose the 41 protection rule.
6. These set of rules are of higher importance over you're allowed to defend you're minor rules, there will not be a comintern axis war until 1941

## **Volunteer Rules**

1. You're not allowed to send volunteers to AI side of a conflict.
2. Tank volunteers may not be sent until March 1940.
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

#### 6. Volunteer limit of 6 sent to a nation.

### **IDEOLOGY RULES:**

1. No promoting an ideology in another country, unless permission is given by the player of that country. Promoting with focuses & decisions is allowed.

## **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, on top of this Benelux player may also ban puppet of the other Benelux nations. (IE: Belgium banning the Netherlands' Dutch East Indies from being 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.

23. Core Justification is Banned

### **Banned Units**

1. Paratroopers if paratrooping
2. 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)
3. Kamikazes (Only Japan can use these and only allowed to use these from STARTING japanese cores)

### **Banned Strategy**

1. Using navy on "Do not engage" is prohibited.
2. 20 Width divisions are the minimum combat width allowed.
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 600, 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 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)

## **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;

- 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(player), 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;

- 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)