

#RULES



^If you have a problem with this bring it up in Here^

General Rules:

1. Game only starts if: **ALL** majors are vetted. **EVERYONE** is in discord **AND** has read the rules. (So pls bring a lot of time when u join)
2. Must be available in discord voice chat if you're a major **ALL THE TIME!**
3. No exploits to get infinite manpower or infinite resources, releasing yourself to unite China, not releasing Eritrea and Somalia as Italy, etc.
4. Consistent lag and dropping will result in a kick from the game. **4 speed** during peace, **3 speed** during a major war. If a player constantly cuts the game down to 2 speed at any time during the game they can be kicked. If a player is constantly cutting the game to **3 speed in 1936-1939** they can be kicked.
5. All nations must remain in the discord server, majors must have mics!
6. If a Major lags too much the game will be restarted unless we find a quick replacement.
7. **No one releases any puppets** unless through a focus like the Napoleonic in Germany.
8. Exploits in general are banned, and the host defines what is an exploit. Etc conversion exploit, silent naval invasions, manpower duplication.
9. Observers are not allowed and will be instantly banned, unless you're transitioning to a nation after being capped.
10. No boosting / coups unless the player asks to.

11. Any major that leaves before being capped gets a one game major ban.
12. When a minor leaves his country can be annexed by his allies if they consent to it. Don't transfer yourself, let the host do it because your equipment can be transferred by the host.
13. No spying on other VCs if caught you will be penalized.
14. If you want to play as a puppeted nation you must ask the main of the nation for permission.
15. You can't guarantee the independence of any nation. Any guarantees must be removed. You can't join a war through a guarantee. Ask the host for the PP refund for removing the guarantee.
16. Penalisation for rule breaks is with the host tool 10 civs or 10 mils, 250pp, 200xp army or air, goes to the affected player.
17. No annex builds like playing historical Czech
18. No Igniting Civil wars on players

Peace Deal Rules:

1. At Peace-Conference **NO BORDER-GORE PLS.**
2. Holding a peace deal hostage will lead to penalisation as the host sees fit.
3. The person who takes the states with units not occupying the state gets it in a peace deal.
4. If a nation capitulates and states were untaken by anyone, in the peace deal they go to the person with the highest war score.
5. A nation's fleet in the peace deal goes to the person with the highest war score.
6. No demilitarizing nations.
7. You may only puppet a player if that player asks for it.

Banned Nations:

1. No **Austria** or **Czechoslovakia** or **Denmark** unless **Germany** says it's allowed.
2. No **Tannu Tuva** or **Mongolia** or **Finland** unless **USSR** Allows it.
3. No **Ethiopia** or **Albania** or **Aussa** unless **Italy** allows it.
4. No **Mengukuo** or **Manchukuo** unless **Japan** wants it.
5. No **Ireland** or **British Malaya** or **Norway** Unless the **UK** allows it.
6. No **Philippines** Unless the **US** allows it.

Division/Navy Rules:

1. Volunteers max limit is 6 divisions. **NO VOLUNTEERS TO ETHIOPIA** (until February 1937). Medium and Heavy tank volunteers can't be sent until a major war. You shall not recall them if they are in a encirclement
2. SpaceMarines **ARE BANNED**, Infantry in division with battalions that give armor and support companies.
3. Marine, Mountaineer and Paradrop Divisions **MUST** be at least 10 width.
4. No silent naval invasions, no paratropping within 2 tiles of a frontline or on top of units, no deleting industry or railways via paradrop. Any gain from these tactics has to be withdrawn or removed.
5. No more than 600 divs for any player.
6. Snorkel 2 is banned and submarine 4
7. No more than 500 Submarines and 500 Surface vessels.
8. Paratropping with paratroopers are banned till Paradox Debuffs the Deorg doctrine

Faction Rules:

I. Maximum faction point limit is 10.

A. Supermajor nations - 5 points

- 1. USA**
- 2. USSR**
- 3. Germany**
- 4. Imperial Federation UK**

B. Major - 3 points

- 1. UK**
- 2. France**
- 3. Italy**
- 4. Japan**

C. Semi-Major - 2 points

- 1. China (If wins the Sino-Japanese war)**
- 2. Brazil**
- 3. Formable nations (via decision)**
- 4. Argentina**
- 5. India**

D. Minor - 1 point

- 1. Player minors**
- 2. Player Puppets (excluding majors)**

2. A faction may only contain 1 Different ideology (AI does not count) .

3. Eco is not a factor on deciding your nations status.

4. After 1939 only 2 factions can fight one faction at a time or 2 versus 2 factions.

5. Leaving a faction in a war is not allowed. You must wait 6 months before joining a new faction. Or until the war is over.

6. Declaring war while not in a faction to join a faction does not violate faction rules. If the faction is joined instantly.

7. If there is a big faction against 2 other big factions then those two factions have to be in war. The host will have the right to balance the game as he see fits.

8. Shadow Faction is considered when you have an encircled unit but you ask military access so you can save the unit . If you are at war with 50 % of the wars the opposing side then you have the right to ask military access/docking rights To fight the common enemy . But not an enemy of one's side.

9.(AI) Puppets **Do Not Count** To the Overall Faction Cap.

War Time Rules:

1. Surrounding the Capital to starve the enemy is **NOT** allowed.
2. Civil wars may **ONLY** be supported if the player decides he wants help other than that you **MUST NOT** intervene. If a player receives volunteers he can have them sent against him (Except Spanish Civil war).
3. Starting a Civil war and deleting all the army to turn fascist/communist faster is considered an exploit and you will be banned.
4. No deleting divisions that are encircled or going to be.
5. Submarines can't always be on always engage.
6. Wars may **ONLY** be Justified and declared on minors (AI) after 01.01.1937.
7. Wars may **ONLY** be justified on Minors (Players) after 01.01.1938. No Majors on Majors wars declared against **AT ALL** before 1939!!!! If a minor is in a majors faction the major rules apply.
8. Any declarations rules apply to the latest time of the faction e.g anyone in the soviets faction is protected until 1940 JUNE , Germany 1939.
9. Lend-Lease is only allowed if you dont over do it. Sending more than 30% of the production is not allowed
10. White peacing in a war prevents a nation from joining another war for 6 Months

11. You may not go to war with a minor Player until 1937 expect if you are a minor yourself. Via Focusz

12. Focus wargoals may be used against AI whenever.

Nation Specific Rules:

SPAIN

No Spanish civil war faction can be declared by another nation. Spain can only be declared on after its civil war is complete. Except for Non-Democratic Portugal & Non-Aligned France (unless its a player then normal rules apply).

Spain may not join a faction till after the civil war

GERMANY

Monarchist Germany cannot assassinate Mussolini unless the Italian player says it is ok.

JAPAN

Japan, if going to war with China, must announce to China when it is starting its wargoal focus, due to it being a silent justification .

Japan must pay in the Panay incident.

Japan can justify on China from day one.

ITALY

Claims on Yugoslavia count as a focus war.

No Releasing all of Ethiopia as puppets

USSR

USSR cannot deny the Turkish remilitarization of the straits TURKEY Turkey cannot prompt USSR into war from "The Montreux Convention" focus (escalation of tension is NOT allowed).

If Soviet goes fascist or monarchist in the civil war the host will annex communist russia into the player due to a bug in the mod.

USSR cannot be Justified or wargoaled upon until 1940, if remaining communist.

CHINA

China can't join a faction until 1940 or Japan is pushed out of mainland China and Korea.

FRANCE

Cannot deny Rhineland and cannot deny Sudetenland

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France has to remove all guarantees in Europe. The host will refund the PP.

If France joins the Comintern, the Soviet Union can be declared on in 1939 instead of 1941 if it remains.

UK

Cannot deny any remilitarization of any country, United kingdom.

UK can NOT support the Czechs if czechs aren't players

POLAND

Poland can NOT join germans or soviets unless it does a focus to join a side or be a puppet.

USA

The US must demand compensation for the Panay incident.

No nation can declare war on the **United States until 1940**. Expect Focus

US May **NOT** do Annex Canada Focus if it is a player Unless the Canada is Wanting to Co-op the US Player, and the UK Says Yes (if he is still a dominion) (if not the UK has to take the wargoal bearing Canada is good with co-oping USA).

Norway

TBD

Denmark

TBD

Sweden

TBD

Finland

TBD