

Crusalis: An Iron Century War rules



War Declaration Rules

1. Formal Declaration:

- Wars must be formally declared in the server's designated "Announcements" channel.
- A declaration post must include the names of the nations involved, the reason for the war.
- You must also declare on the Crusalis google form, which requires you to put down your allies, enemies, and nation name, and towns you wish to capture.
- **YOU MAY NEVER DELETE, SPLIT, CREATE, OR MERGE TOWNS OR NATIONS WHEN YOU ARE IN A WAR OR GOING INTO ONE. YOU CAN ALSO NOT RELOCATE POPULATIONS INSIDE THE TOWN. YOUR GROUP CAN ONLY ABANDON A NATION ONCE YOU HAVE BEEN FULLY ANNEXED AND YOU MUST NOTIFY STAFF OF THIS.**
- You are allowed to declare on an unlimited number of nations in your regions, but you do not get extra allies for this.

2. Notice Period:

- A minimum of 48 hours' notice is required for a war to be accepted. This allows opposing factions time to prepare.

3. Reason for War:

- A valid in-game reason must be provided (make up a larp reason for your announcement)

4. **Neutral Parties:**

- Nations not involved in the conflict must declare their neutrality may not go into opposing battles or wars.
- Neutral factions may not provide assistance or port access to those who are not their allies.

5. **War Duration:**

- The declaration must start at the start of the war period, and cannot be undone until the end of the period.
- The period may be extended at moderator behest.

6. **War annexation**

- Taking towns gives a country 'exhaustion'. Each town taken is +10 exhaustion, taking a capital is +20 exhaustion (not stacking with the previous 10 for a town taken), and losing all towns is an additional +20 exhaustion.
- Major powers can have up to 100 exhaustion until they can be annexed. Minors can have up to 100 exhaustion.
- Exhaustion is only granted to the **MAIN COMBATANT** of a war. For example, if I am Croatia, and one of my towns is captured by Armenia, and one is captured by Byzantium, then Byzantium would have 20 exhaustion against Croatia while Armenia would have none. The main combatant is defined first as the nation with the most exhaustion previously generated against a nation, and, if there is a tie, the larger nation in the conflict is prioritized. This nation decides who and what is given to any nations in conflict with the victim 'exhausted' nation.
- Exhaustion can be 'cashed in' to take towns, and eventually kill a nation. Taking a town from a minor nation costs 20 exhaustion, taking a town from a major nation costs 30 exhaustion. 60 exhaustion is enough to annex a minor, while 100 is needed to take a major. Take care to balance progress in a nation with total exhaustion.
- Nations with any present exhaustion cannot lose it until the conflict has concluded. You cannot use enemy exhaustion you have earned to stop your own.
- Any captured non-town nodes are kept between wars and are separate from exhaustion, but they must border the enemy nation if possible. This is up to staff discretion.
- **DO NOT MAKE TICKETS TO ARGUE OR DISCUSS EXHAUSTION STAFF WILL DO IT MANUALLY AND UPDATE THE SHEET**
- **ONLY NATION LEADERS CAN MAKE A TICKET TO CASH IN EXHAUSTION**

7. **Ally limits**

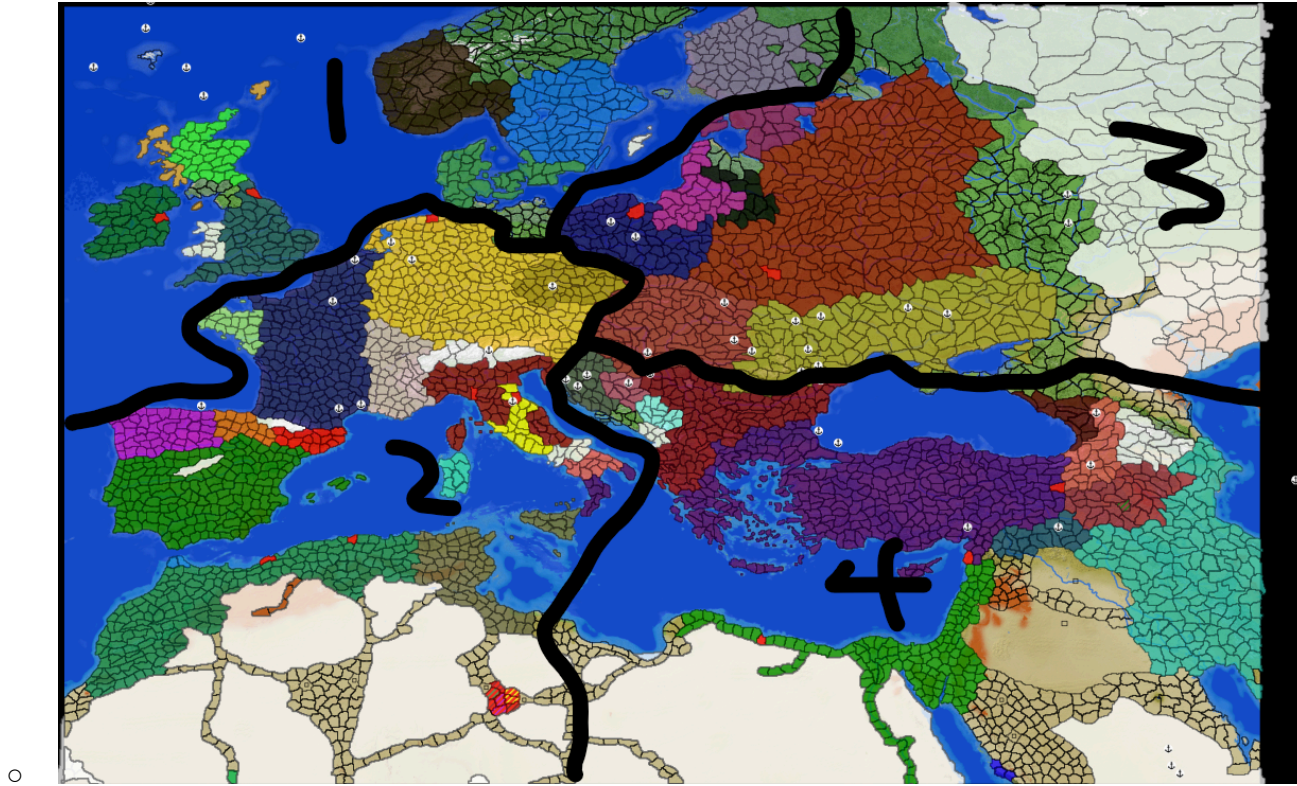
- Minor/Medium powers can have one great power ally, and up to three minor/medium allies.
- Great powers can only have one great power ally, OR three medium/minor allies.
- Great powers currently are Bulgaria, Byzantium, Italy, England, Fatimids, Kievan Rus, Both Francias.

8. **Special War Types**

- Historical wars are wars that staff announce. They are only for one war period, so it is impossible to generate enough exhaustion to capitulate. Any generated exhaustion will be forcibly used at the end of the war.
- Crusades/Jihad are wars that are similar to historical wars, but with an expanded allied list. Historical muslim majors can be summoned by the fatimids or the papacy against a christian major or muslim major. All christian nations are allowed to join, and the papacy/fatimids generate exhaustion directly against the state of their choice. If either the fatimids or papacy die to a fellow muslim or christian nation, the leader of that nation then gets the ability to crusade/jihad.
- The fatimids or papacy can call a crusade on a 'schism' state that is attacking them if they want to, but only if they are the defending party.
- Due to how crusades/jihads function, you are not allowed to attack fellow crusaders/jihadists even if you are at war with them or impede them on the battlefield even if you are at war with them. **Any coordinated attempt to sabotage this will be a ban.** You are still allowed to fight against your fellow religious nations during a war period with a crusade, but you cannot ever tk your fellow crusaders on the battlefield.
- Crusaders do not use up an ally slot by calling a crusade.
- The last remaining muslim or christian major, if it comes to that point, will be allowed to have all remaining muslim/christian groups town hop to them.

9. War regions

- Regions are areas you can declare and ally in. They are expanded once a clear victor is found within a region, and merged into another region. Only once all groups are allied or dead can a region ends. If a region drops, you have accepted that you can no longer fight any of your remaining neighbors for the rest of the iteration.
- Current regions:



War Combat Rules

1. Permitted Activities:

- Direct PvP combat, siege weaponry, and controlled raids are permitted during wartime.
- You may not try to storage snipe neutral groups during war periods.
- Combat must only occur between members of warring factions.

2. Prohibited Activities:

- Attacking neutral towns, staff towns, or camping neutral ports is not allowed.
- Targeting players who have not joined the conflict is not allowed.

3. Safe Zones:

- /Spawn is a safezone and attempting to shove players during a war period is not allowed.
- Violators will face penalties or bans.

4. Looting Rules:

- Items dropped during combat are fair game.
- However, mass destruction of chests or storage units after a town is captured is not allowed, you must do so **DURING THE FLAGGING PERIOD**.

5. Combat Etiquette:

- Players must not engage in combat logging or mass town hopping on war day.

- Fair play and respect for opponents are expected at all times.
 - 6. **End of War:**
 - Once a war has ended, factions must cease all hostilities immediately.
 - War can be continued but each time a new announcement or declaration must be made.
-

Additional Notes

- **Moderation:** Server staff reserve the right to intervene in any conflicts to ensure compliance with the rules.
- **Consequences:** Violating these rules may result in penalties, including temporary bans or expulsion from the server.

Let the spirit of competition and camaraderie guide your wars. Have fun and play fair!