

Turf Wars Season 7.0 Rules

For Summer Season 2: Electric Boogaloo

[Ledger and Actions](#)

[Claim a Neutral Territory \(1 coin \)](#)

[Attack a Claimed Territory \(2 coins \)](#)

[Repeat Attacks](#)

[Trade Territories \(2 coins per territory \)](#)

[Action Order](#)

[How to Win](#)

[Break Weeks and Type Trading](#)

[Teams](#)

[Types](#)

[Battles](#)

[Gentleman's Clause](#)

[Outlier Incidents](#)

Ledger and Actions

The ledger will be posted on the Monday of each week, or earlier. Teams will be required to post their actions by 11:59pm EST that same day, unless given permission otherwise. Actions posted after that time will not be accepted. Teams will then have until 11:59 PM EST on Sunday to complete their actions. Each team will have 5 coins to use for actions each phase. Coins do not carry over between phases if unused.

Possible actions include:

Claim a Neutral Territory (1 coin)

A team may claim any adjacent neutral territory. If multiple teams try to claim the same neutral territory then they will battle for ownership.

Attack a Claimed Territory (2 coins)

A team may attack any adjacent territory that is claimed by another team. The teams will fight and the winner will have control of the city.

Repeat Attacks

A team may not attack a territory that they attacked in the previous week. If you tried to chain attack a city, and the chain failed. You may try to chain attack the same territory again, if you can chain from a different starting city. For example, Skull owns Saffron City and attacked Vermillion City with a chain to Fuschia City but lost the Vermillion battle breaking the chain. Skull may then attack Celadon City chaining to Fuschia City. If Skull had won the Vermillion battle, but failed to take Fuschia, they would not be allowed to attack Fuschia again the next week.

A team is exempt from this rule if they only control one territory.

Trade Territories (2 coins per territory)

Two teams may choose to trade territories. Both teams must agree and have the action posted in the ledger.

Treasure Hunting for Bonuses (1 coin)

You may invest one of your coins in hunting for treasure. You may choose this option as many times as you have coins.

- 30% - Nothing
- 14% - Arceus Plate
- 14% - Coin
- 14% - X Attack
- 14% - X Defense
- 14% - Rocket's Purge Button

Use a Bonus (1 coin per bonus)

A team can hold up to five bonuses at a time. If a team gains a bonus when they already have five they must choose to give one up. A team can use at most, three bonuses in one phase.

Arceus Plate

This plate lets you use an extra type for all battles within one territory for the phase. The type you get is in the name of the item ie: Water Plate, Steel Plate, etc.

Coin (0 coins to use)

An extra coin to use for other purposes. Doesn't cost anything to use, but does count against your limit of three bonuses per phase.

X Attack

Gives a team 1 RU victory when attacking a territory. Cannot be used with another X Attack or X Defense in the same phase. Only one X Attack can be used per territory. Use by naming the location, then stating that you'll be using an X Attack on it.

X Defense

Gives a team 1 RU victory when defending a territory. Cannot be used with another X Defense or X Attack in the same phase. Only one X Defense can be used per territory. Use it in your ledger, and then any attacks made against you that turn will have the effect applied.

Rocket's Purge Button

Activate this item by naming a territory in the ledger. During the phase the Big Red Button was activated, the territory named cannot be attacked by another team. At the end of the phase, the territory will become neutral.

Action Order

All actions happen at the same time with the exceptions of trades. Fast trades always happen first and slow trades always happen last.

When multiple teams attack the same city, the attacking teams will face each other first before the defending team fights. If three or more teams attack the same territory, the teams with the most territories face each other first (this does not include the defending team). If the number of territories held by all the attacking teams is tied, the teams who posted actions last will face each other first.

How to Win

The team that controls the most territories at the end of 12 weeks will be the winner. If teams are tied, then all teams tied are considered the winners.

Break Weeks and Type Trading

There will be a break week between Phases 4 and 5, as well as between Phases 8 and 9. No actions will take place during the breaks.

During the breaks, each team will be given the chance to trade one of their types with the pool of unused types or with another team if they agree to it. A team can only make one trade per break phase. The order for trades is done by least to most territories controlled by a team.

Teams

There will be 4 teams: Aqua, Magma, Galactic, and Plasma. No additional teams will be created mid-season. To join a team, just ask any of mods or Ambassadors and we'll add you.

Each team needs an Ambassador. Ambassadors will be the point of contact for the mods and teams to talk to each other. They will be primarily responsible for posting actions and getting battle times settled on time.

Types

Each team will have 4 types and will be picked by a snake draft. The order teams pick will be random and determined closer to the pick date.

Each team is limited to its types while in battle. For example if Rocket has Fire, Water, Grass, and Dragon then each pokemon on their teams must share at least one of those types. So Charmander would be allowed since it's Fire, but Pikachu wouldn't because it is Electric. If a pokemon changes types due to a Mega Evolution, both its base form and mega form must match the team's types. In the previous example Mega-Altaria would be allowed because it stays Dragon in both types. But Mega-Ampharos would not be allowed because it is only has Electric in its base form.

Battles

When a team attacks a claimed territory or multiple teams attack a territory then they will battle.

Battles will be a best of five. The first three battles will be RU, followed by a UU battle, followed by an OU battle.

If both teams agree they may switch the format involved with battling. Teams may not switch to another form of contest however. For example, teams may not play Super Smash Bros as a replacement for Pokemon battles.

If a player brings an illegal team for any reason then it will count as a loss.

Should a team not show up to a scheduled battle or is taking too long to field a battler, the opposing team may start a timer. Every 15 minutes that pass will count as a loss for the team that is missing/delaying.

Scheduling Battles

All battle scheduling must take place on reddit. No PMs or using discord to discuss times. Should scheduling issues arise, it will be up to the mods on how to handle things, but favor will be towards those who use reddit to discuss times.

Gentleman's Clause

Be respectful of the other members. Even if you think you're just joking around and it's all in fun, others may not feel that way. And of course, direct attacks towards other members will not be tolerated as well. If you have a concern that someone may be breaking the Gentleman's Clause please alert a mod. We will look at each case individually and punishment could range from a warning to a ban.

Outlier Incidents

Should anything happen that isn't explicitly stated in the rules, or isn't entirely clear, the mods are allowed to make an executive decision in regards to the matter.