

Ruleset

NWRP Campaign 10.0 (Crimean War) - Rules



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'The Battle of Kempland' - NRP Campaign 4.0

1.0: Introduction

This is NWRP's campaign 10.0, and is set during the Crimean War. It takes place every Saturday and will last for 8 weeks. Players are invited to take place in large-scale battle events which derive from generals making moves on the campaign map (gameboard).

If you have any questions, contact @jurektm or @solis.computantis on Discord.

2.0: The Gameboard & Icons

2.1 The Gameboard

The gameboard is an interactive map which can be used to track the location of armies and the occupation of territories. The map is split into 9 regions/tiles. All are worth 1 victory point, while Sevastopol is worth 3 victory points.

[NRP EU Campaign Map](#)



'The Battle of Brandenburg' - NRP Campaign 3.0

2.2: The Icons



Armies are represented by a soldier with the respective flag.



Ownership is represented by a flag. If Sevastopol shows a Russian flag, then it is owned by Russia and vice versa.



'A Battle in South Bohemia' - NRP Campaign 3.0

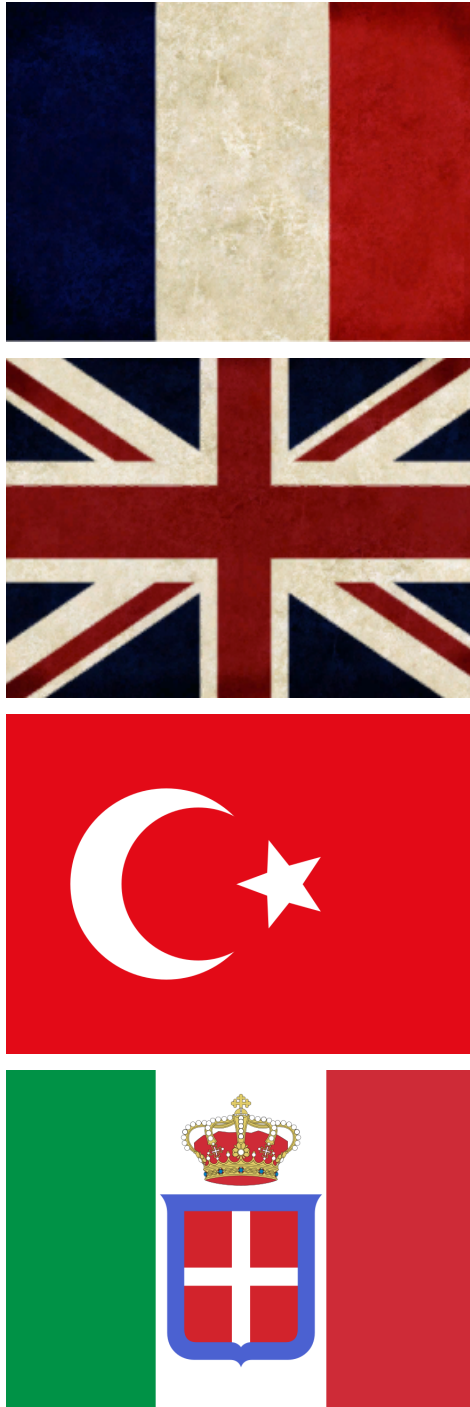
3.0: The Factions

There are 2 factions, the Allies and Russia. Each has its own picked faction leader and a high command. These entities, as well as faction members (which you can become via #role-selection in the Discord) all have input on things like battles and special events which adds a level of dynamics. Factions may be destroyed, vassalised, reformed, etc.



Announcement image -NRP Campaign 3.0

3.1: Factions



Alliance

The Alliance was a coalition of the Ottoman Empire, the United Kingdom, France, and later Sardinia, united in their determination to curb Russian expansion and preserve the balance of power in Europe. Their combined forces present a formidable challenge to Russian ambitions on the Black Sea.



Russian Empire

The Russian Empire entered the Crimean War seeking to expand its influence over the declining Ottoman Empire and to secure dominance in the Black Sea region. Led by Tsar Nicholas I, Russia presents itself as the protector of Orthodox Christians within Ottoman lands, but its ambitions do not bode well for the other European powers. With its vast manpower and resilient army, Russia now challenges the might of the Western alliance...

3.2 Faction Command

Each faction is led by a faction leader and a deputy. They move armies on the gameboard and play the role of their character outside battles. In battles, factions are led by a General and a team of officers. The Faction Leader and General can, but do not need to be the same person.

4.0: Armies and Battles

4.1: Army Set-up

The Alliance and Russia start with 1 army each. The starting locations of the armies are predetermined.

4.2: Army & Leader Movement

Each turn, a faction may move their army. An army is only able to move to an adjacent province. Both factions submit their moves simultaneously and in secret, creating a fog of war effect. If an army enters a province with an enemy army, a battle is triggered. In this case, the Campaign Game is halted until the battle is resolved in the next Campaign Event (Saturday). If the province is unoccupied, the faction captures it without battle.

The Campaign Staff reserves the right to move armies as they see fit if a faction is not engaging the enemy for a long time, and to take any action as befits the community whatever circumstances occur.



A River Crossing battlemap - NRP Campaign 3.0

4.3: Battles & Retreating

If an army moves to a tile with an enemy army, a battle occurs. A date is picked and the Campaign event is planned and announced, the Campaign game is halted until all battles have been resolved in server-side Campaign battles.

The battles are played on Saturdays. The first faction to win 4 rounds is the winner of the battle. After 3 rounds there is a map switch, so players will play up to 3 different maps in an event.

Events can last for 1 to 2 hours.. The maps roughly relate to the province they represent.

If the attacking army loses the battle, it retreats to the province it attacked from. If the defending army loses, it has to retreat to a friendly adjacent province. If both armies simultaneously attack each other's provinces (i.e., each moves into the other's tile in the same turn), they are considered to have met in battle "in the middle". The defeated army retreats away, as if it had lost a defensive battle.

If the army is trapped and can't retreat, an "encircled" retreat happens where the army force retreats towards the nearest friendly tile even if the army has to move into enemy armies or go through hostile tiles to do so. If the faction owns no other tiles, the army stays put.

4.4 Garrisons

Each faction may place two garrisons during the Campaign. A garrison may only be placed in the province where the army is currently standing, and no province may

contain more than one garrison. An army can move and deploy a garrison in the same turn. Garrisons are revealed publicly after the turn's moves have been declared.

An army must hold a garrisoned tile for two turns in order to seize control of it.

If the final scheduled battle of the Campaign takes place in a garrisoned province, and the outcome of that province could determine the overall winner, the Campaign is extended beyond its normal length. If the attackers win the first engagement, one additional battle is fought to represent the siege of the garrison. If the attackers lose, the Campaign ends immediately.

Once a garrison is captured, it is permanently removed from the Campaign and cannot be replaced.

5.0: Victory Conditions

5.1 Victory Points (VP)

Factions receive Victory Points (VP) for owning tiles. Sevastopol is worth 3 VP, while other tiles 1 VP each.

5.1 Victory Achieved

After 8 weeks, the number of VP for each faction is summed. The faction with the most VP wins the Campaign.

6.0: Rules, Hierarchy and Code of Conduct

In order for the Campaign events to run as smoothly we have set up rules. These rules go as follows:

6.1 Line Battle Phase Terminology

1. Not Live The game has not started yet, or has ended.
2. Live The game has started and rounds lost/won will influence the Campaign.
3. All charge All players must stop reloading and attack the enemies closest to their position.
In an all charge the admins will remove all ammo leaving muskets with one single shot which may be fired during the all-charge.

6.2 Line Battle Rules

Officer Rules

1. Follow your Officer of the correct class. (Flag-beacon displayed on top of his head)
2. All Cav must follow General (Flag-beacon displayed on top of his head)
3. If your officer is killed, stay in a group until you find another Officer.

All-charge Rules

4. No Firing a cannon after all-charge is called
5. No retreating during an all-charge. (You may take up to 30 seconds to regroup with nearby teammates as long as there are no enemies in your proximity)
6. Cav must dismount during an all-charge

Basic Server Rules

7. Do not Rambo. (Not following an officer)
8. No spamming in-chat
9. No BP waste/sapper spam or waste of BP

Public Play Rules

10. Crouching is allowed
11. Firing in charge is allowed.
12. Officer Aiming allowed

6.3 Siege Rules

1. No wasting build points
2. No glitching of sapper works to block access to any area of a fort, or ramps that allow to go through the floor
3. No plank spamming
4. No blocking by any means to hinder your own team, e.g. using an arty train to clog an entrance

Note for Regiments You will not be exempt from the officer rules, if you want to fight together then you will need someone in the officer class to follow*

7.0: Campaign Staff

Campaign Chief

Responsible for overseeing and managing every aspect of the NRP Campaign.

The Hosting Admin

Decides the all charge time in all cases.

Campaign Battle Referees

Responsible for running the Campaign Battle Rounds and helping the Hosting Admin.

NW Regiment Participation list

All NW Communities will be invited to play in this Campaign, as it is open to all the public

Note:

Trying to exploit these rules or acting in bad faith will be punished

All of these rules are subject to change before/during the Campaign as needed.

Efforts to balance the Campaign might be made at staff discretion.

