

General rules

1. We will be playing on every Friday from 18:00 – 22:00 CET (not set in stone yet)
2. We will be playing on speed 3, major battles will be on speed 2
3. If a player continuously is not able to play with speed 3, we will ask him/her to leave the game
4. All exploits are banned
5. Nation ruining is **strictly** banned
6. Nation choices are **NOT** first come first serve.
7. **Rules can be changed, added or removed as the game progresses as the GM sees fit due to either popular vote or my personal extremely biased beliefs.**
8. Bad faith players who consistently keep breaking rules when they should be aware of them **will** be removed from the game.
9. RP is endorsed, but not enforced.
10. Memes are mandatory. (jk)

Nation rules

1. Ming is banned (for an elaborate explanation, feel free to contact GM)
2. No custom nations
3. Native New world nations are banned
4. Colonial nations are allowed to be played, but need to adhere to subjugation rules.
5. Feel free to contact the GM if you are interested in playing a CN

Subjugation rules

1. Player subjects are allowed
2. Subject nations can be released if the overlord agrees to it
3. Subject nations **HAVE TO** comply with the overlord **TO THE BEST OF THEIR ABILITY** if their liberty desire is **BELOW 50%**. You also aren't allowed to ask to support your independence or artificially inflate your liberty desire, if your liberty desire is below 50%.
4. Player subjects **ARE NOT** allowed to be integrated, unless with player's consent.
5. ADDENDUM: Rule 3 is lifted in the Age of Revolutions.

Alliance rules

1. Player alliance limit is 2 in age of discovery, 3 in age of reformation, unlimited since age of absolutism. But keep in mind that your allies' player subjects count towards the ally limit. That means allying a player with a player subject **COUNTS AS TWO** alliances.

2. Hegemons cannot have **ANY** allies. They are allowed subjects and guarantees (including player subjects).
3. Great Power players **CANNOT** ally each other until the 1600s.
 - a. The HRE Emperor **ALWAYS** counts as a Great Power for this rule
4. Subject and guarantees count as an alliance
5. Break alliances and enforce peace on players aren't allowed. Enforce peace is allowed on new world nations attacking your colonial nations, however.
6. Christian-Muslim alliances are forbidden prior to Age of Reformation.
7. Warning other players is forbidden until 1500.

War rules

1. No-CBing is banned against players
2. Truce breaking is banned against players and will always resolve in a white peace
3. If separate peacing a player; Only money or money related demands are allowed
4. You **CANNOT** attack a player nation that is already in a defensive war against other players.
5. When peacing out a player nation, only one (main) peace deal is allowed to contain any sort of land transfers. (exceptions can be allowed with the losing side's consent)
6. Stab-hitting with peace deals is forbidden since it will only ruin the fun of the game
7. Contact the GM if you think the peace deal is 'unfair' and/or a conflict is rising regarding the peace deal
8. Condos cost 1.5x ducats of maintenance regardless of how big the stack is
 - a. A 1 stack scouting troop may be rented for free
9. If the wargoal is not being contested for 5 years, warside holding it can **DEMAND** to peace out for their current warscore.
10. If a player is brought up to -90% warscore for over a year, he can be demanded to peace out for the current warscore.
11. In case of unconditional surrender the leader of the winning side **HAS TO** peace out ASAP.
12. If you are peacing out of a player war, feel free to pause to transfer land/negotiate/complain in the chat. Hurry up though. No one likes to wait.
13. ADDENDUM: I am considering to lift rules 3,4 and 5 after Age of Reformation if players support the notion. I will make a poll regarding it when/if we get to that point.

League War rules

1. League War can only be declared after 2 years in order for players to join a side
2. The Emperor's rivals can only join the opposite side of the Emperor
3. If a player's player rival is a league leader, you are **forced to join** the opposite side

House rules

1. After 1700 we will have a poll regarding the continuation of the campaign; if the majority agrees to stop the campaign, the number 1 player will “win” the game
2. You can only respawn when your nation is doomed and have notified the GM about it
3. Save edits are only allowed if the extreme circumstances and each case will be looked on individually. But as a rule of thumb, if your nation has been ruined due to other players breaking rules or a bug, it should be allowed.
4. Players are free to make and publish official agreements between each other in #diplomacy-and-agreements channel. Make sure all parties involved see it. (also a good idea is to get a 3rd party to see it in case someone decides to break it, so they can be publicly shamed).

Protection rules

Protection means that players may not declare war on you and you cannot lose land in defensive calls. Protection only starts when your nation is at peace.

1. Protection will be decided by the GM
2. Make it clear when and if you need protection (you will not get protection unless you asked for it on Discord or in-game)
3. Disconnecting via internet loss means an automatic protection until the player returns or a substitute player has been found
4. You will have to find a substitute player yourself and provide them with your plan and strategy if you cannot join a particular session.
5. If a player needs protection for multiple session during playtime and the substitute player is interested taking over the nation, we will discuss with both players regarding a swap

Code of conduct

1. We are playing mostly for fun! Do not force your strategy down other player's throat
2. All sorts of insults are allowed **AS LONG AS** they are targeted towards the nations and not player identities. But please try not to hurt anyone's feeling on purpose
3. Contact an admin or the GM if the discussion start to get a bit too toxic