

Introduction:

- If we were to make up some sort of backstory, it'll probably go here.

Summary:

Pokemon Turf Wars is a turn based strategy game in which the goal is to either control the most territory on the board or to control the entire board. The players will be divided into 4 teams (For now those are Aqua, Magma, Rocket, and Plasma), who will each receive 1 territory of their choosing. From there, these teams will use pokemon battles to simulate battles over control of the region, until the season limit has elapsed (X phases) or there is only one team left.

How to play:

Each team starts the first phase with a city and 3 “grunt” tokens. These grunt tokens represent a trainer and their team of 6 pokemon of their choosing in the Gen 7 OU tier. Teams can move these markers to adjacent cities to do one of the following three things:

- Move their marker(s) to a city where other friendly markers on. Cities with more markers are generally better defended. Note that you can only have max 3 friendly markers at one specific location at a time
- Move their marker(s) to a city where there are markers belonging to an enemy team. Each marker represents a battle which an opponent must win to successfully siege/defend the territory (*Ex: Say Magma sends two grunt markers to X Town where there are three Rocket grunt markers. Therefore, Magma must win 3 battles to take over X town and Rocket must beat Magma twice to defend.*) Additionally, every time a team loses a battle, one of their markers on the contested area is deleted.
- Move their marker to an unclaimed city. This claims the territory for your team. Note that if two teams attack the same unclaimed territory, they will both fight each other for control

Each city produces 1 grunt token for the team it is currently occupied by. Neutral cities do not produce grunt tokens. Each city can hold a max of three friendly grunt tokens at a time.

- If the event where 3 teams fight, if there is a defending team then the attacking teams face off and the winner will face the defending team. Otherwise the team who submitted their actions first will face the victor of the battle between the other two teams. Said victor does not lose any “grunt tokens” during the first match, however they can still lose grunt tokens in the final match for the location. The losers of the first/second match still lose their grunt tokens, and the winner of the second match loses grunt tokens equivalent to the amount of battles they lost.
- If there are 4 teams attacking all at once then Aqua faces Magma and Rocket faces Plasma and the two winners fight. Note that the winners of the “Preliminary round” do not lose any grunt tokens, but all losers will lose their tokens and the the winner of the final match loses grunt tokens equivalent to the amount of battles they lost.

Battles:

All teams must battle using *Pokemon Showdown*. A replay of the match must be available or else it will not count and it will have to be redone unless a moderator witnessed the battle firsthand and can confirm the outcome of said battles. But generally just get a replay it isn't that hard to do. If both participants agree they can change the tier as they see fit.

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

If the event where both trainer's last pokemon faint on the same turn, regardless of who the simulator declares the winner, both teams lose a token for that match. If neither team has any tokens left due to this rule, the match is a stalemate, and the territory becomes neutral.

Scheduling Battles:

All scheduling must be done in #scheduling, or if it is in DMs you can post that chat into the #scheduling chat. It is highly recommended that individual members from each team coordinate with another member from the enemy team individually for each battle, but if the teams decide to rally matches one after the other that works as well.

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. If 15 minutes have elapsed after the scheduled match, it will count as a loss unless it is agreed to be redone at a different time.

Gentleman's Clause

Sometimes people like to trash talk and be competitive and joke around, and that is fine. However, being toxic is 100% not allowed. It is also strongly advised that you watch what you say and to know your audience because even if it may seem like a joke to you it may not feel that way to others. Additionally, direct attacks/threats to 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. Moderators 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 moderators are allowed to make an executive decision in regards to the matter. If the end result is something you do not like, or agree with, do not throw a hissy fit in chat. Just DM a mod (and don't start cursing them out and being disrespectful because if you do that then they will probably not want to do anything to help you) and they'll reconsider their decision. No guarantees that anything will change, but it's better than nothing.

