

# Want Peace - Make War Charter

(Charter has been written by the first alliance SC - Rytazas)

WPMW (Want Peace - Make War) alliance founder countries are France, Greece, Germany, Lithuania, Turkey and Ukraine. Our goals are to retake and maintain our allies core regions, to fight and destroy the oppressors, mostly DoW alliance, and start this beautiful friendship between our nations for a long time, leaving the history behind.

“Our goals are to fight the evil demons, who are walking on our land and have called themselves DoW (Burn in the hell!). We will defend our homeland against this evil with the power of light and buffs!”

## HQ for the first term:

SC - [Rytazas](#)  
vSC - [De La Greco](#)  
MC - [Donat](#), [KEZY](#), [Aethos](#) and [Lapin](#)  
PD - [GforGreece](#)

## Golden rule:

Every member country has to act friendly towards other members and try to avoid any possible conflicts between them on the channel. One member might not like another, but it is better to keep their opinion to maintain whole alliance atmosphere as friendly as possible. If some member has some problems with another member, that really needs to be fixed, he should firstly try to do it friendly personally, to find a compromise. If that is not possible, member country should inform alliance SC about the situation and leave this to him.

## Part 1: Priorities

Alliance main priority always should be their members core regions. If there are no battles for core regions, second on the list should be defensive wars. If, again, there are no such battles, priorities should be set by military commanders.

## Part 2: Wars

Alliance member can't attack another country without consulting it with alliance HQ before. War cannot be declared to any alliance member or friendly towards alliance country (*Unless after HQ meeting would have been decided opposite*)

## Part 3: Meetings

On the first Sunday of every month, meetings will be held at 20:00 eSim time. These meetings will be held to review strategy and progress and to elect Secretary Generals and Military Commanders.

- If one member can't participate in meeting, he has to name his replacement or he will lose his right to vote in that meeting.

- Every week on Sundays HQ meeting should be held to discuss strategy and future plans.

#### Section A: Secretary General elections.

At the beginning of meeting every country president or their representative can propose their candidates for this position (*They can't propose themselves*). After propositions members should vote, every member has only 1 vote. The candidate with majority of votes becomes SG. In case of draw, last SG has a decisive vote.

#### Section B: Military Commanders.

After Secretary General elections, military commanders elections should be held. Again, every member countries presidents or representatives can propose their candidates for this position. After propositions members should vote, this time every member has 3 votes. 3 candidates with majority of votes becomes MC's. In case of draw, SG should decide what to do (*Vote again, or leave both candidates*).

#### Section C: vice Secretary General.

Elected SG can chose his vSG. No need for voting here, unless SG would decide differently.

#### Section D: Press Director.

After Military Commanders elections, press director elections should be held. And again, every member countries presidents or representatives can propose their candidates for this position. After propositions members should vote, every member has 1 vote. Candidate with majority of votes should becomes PD.

### **Part 4: Responsibilities**

#### Section A: Secretary General

The Secretary General will be responsible for holding and leading the monthly meeting, as well as any other meetings seemed necessary. The Secretary General is also responsible for the appointment of a vSG who will act with the full authority of the Secretary General in their absence. The Secretary General and vSG are also to be active enough to lead discussions in the alliance chat on a daily basis and may add or alter priorities.

#### Section B: Military Commander

Military Commanders are responsible for determining alliance priorities and for alerting available members for the end of rounds in important battles.

**Note:** *If some HQ members are not doing their responsibilities or are inactive for 3 or more days without informing, he should be replaced by the voting again. HQ member firstly should be informed about his replacement if possible, to be able to defend himself.*

## **Part 5: New members**

New members can be added by being sponsored by a member nation who will request membership on their behalf. A discussion will be held about adding them as a member and a vote will be taken. If they receive 90% approving votes, they will be made a full member. If they do not get 90% approving votes but still have 50% or more approving votes, they will be given pro membership (and not allowed in the HQ) but will be considered for full membership during the following monthly meeting. If they receive less than 50% approving votes, they will not gain membership.

### **- PRO members:**

PRO members cannot participate in alliance meetings, unless it somehow touches them and their interests. PRO members has no right to vote in meetings. PRO members can't have their people in HQ and their battles should be lower priority than FULL members battles, unless HQ decides differently.

## **Part 6: Editing and Adding**

This part should be updated after monthly meetings (*if needed*).