

KP Conflict Guide

How not to oof up a war

Declaring/Joining War

Justification

Wars can be declared at any point but a justification for war(CB) must be cited. The CB is brought to a vote of all nations and if over half do not believe the CB to be valid the war is declared illegal. Illegal Wars are in of themselves valid CBs. Target decision to declare the war legal will automatically declare it as such.

Forewarning

Conflicts are required to be preceded by a reasoned declaration of war or by an ultimatum with a conditional declaration of war. Hostilities cannot begin for 24 hours following either of these conditions. Failure to do so will automatically qualify the war as Illegal.

Allies

In order to join a war without their own CB a nation must be allied with, and brought in at the request of, the original nation of the conflict, the “war leader”. Players maintain the right to deny these requests.

Indirect support

Examples of indirect support are loans, sales, or craft leases. Craft basing rights are also considered under this. Craft Lease is the renting of units to another nation on the condition of payment or return post-war, the maintenance of said craft must be paid by the receiving nation.

Making Peace

Capitulation

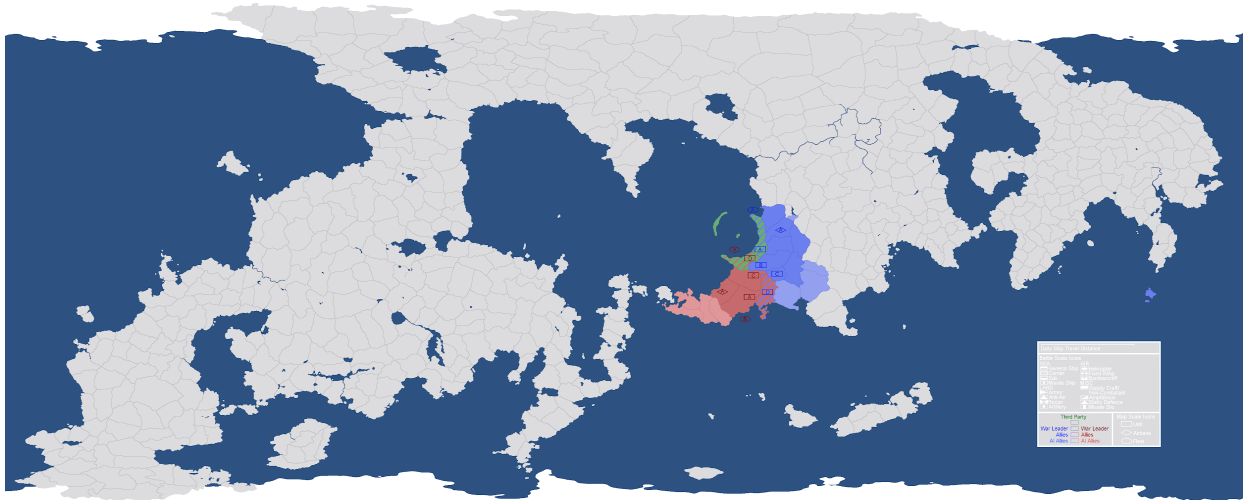
If every province within a nation is occupied that nation is considered as capitulated. Capitulation can occur earlier if decided by the nation. Capitulation demotes the nation out of the direct combatant role until it is unoccupied and re-added. In cases of early capitulation unoccupied provinces go to the nearest enemy force or border.

Treaties

At the conclusion of a war a signed document outlining any changes must be signed, a minimum of 1 year's non-aggression is assumed by all signatories. If all nations in an alliance have capitulated it is considered an unconditional surrender for that side. Nations who have exited the game mid-war are considered as capitulated.

Map Movement

WarMap



All movement must be supported in game. Provinces are separated by dim lines on a map.

On land

Land Units are able to move a single province per day. Enemy provinces must be devoid of enemy units in order to advance through them. Units may attack any unit in a bordering province. They can be carried by air and sea if demonstrated in game.

In the Air

Airborne Units are able to engage any unit within a proven ingame return range once per day. Provinces can be protected from air attack by having air units based inside of them. These units must be engaged in order to attack any other forces inside said province by air. Long range missiles function as aircraft in transit but can attack any province.

At Sea

Sea Units are able to move anywhere within a certain distance each day. They are not required to engage enemy units unless amphibious.

Occupation

Territory is occupied by moving friendly units into the province. Occupations are attributed to the owner of the last friendly province inhabited unless transferred. Aircraft do not qualify as occupying forces. When the province is under the control of an enemy half of its GDP will go to the occupier, the other half remaining under the control of the original owner unless willingly surrendered.

Simulations

Battles over a province are locked to the point of time in which they start, no new craft can be sent to the same battle.

Scaling and Division

Battles can be subdivided into multiple smaller simulations, it is suggested to do so at a maximum of 500 parts a side. Battles can also be scaled down by the smallest common denominator to get results of larger battles. It is recommended to send craft into battles in multiples of 2, 4, or 8 as to facilitate scaling.

Setting Up

The Attacking force should be the first to set up their craft on an area of battle unless otherwise agreed. The Defending force will then place their own craft a safe distance away and from the direction of the attack. Manual piloting is not permitted for combat craft in battle sims. Infinite ammo is to be left off for the duration of the battle.

Results

The results of battles will be averaged out between all the progressive layers in the below.

1. Defender run only
2. Attacker run + above
3. Third Party + above

Screenshots or videos documenting all battles are needed to complete a turn.

Craft Death

A craft is officially considered dead when the main body of the ship is incapable of fulfilling two of three goals unaided.

1. Sustaining power
2. Moving
3. Firing weapons.

Craft disabled by EMP are not dead. Craft without ammo are not dead.

Retreat

Either side can at any point declare a retreat from a simulation. 1/4(rounded up) of the surviving forces will be marked as destroyed and the group will move to the nearest friendly province if defending or back to the previous province if attacking.

Orbital Battles

Due to the lack of spaceborne AI a different set of battle guidelines apply within space. Battles take place in turns, one ship at a time, as opposed to AI in real time.

Following a battle all fuel and ammo is replenished. Parts are not.

Construction Limitations

Limitations are subject to frequent changes as example cases are brought forward

1. Turrets on aircraft must be set to not shoot other aircraft/missiles or must have movement disabled. This does not apply to Howitzers or lighter than air craft.
2. Spam is disallowed, as is excessive clipping. This applies to parts, weapons, and usage of craft.
3. BD cannot be used on targets in orbit.
4. Weapons underwater are reduced to 20% standard range.
5. Armor on any part is not allowed to be altered in any way.

Required Mods Here