

Turf Wars Season 6 Rules

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Ledger and Actions

The ledger will be posted on the Monday of each week, or earlier. Teams will be required to post their actions by 11:59pm EST Tuesday. Actions posted after that time will not be accepted.

Teams will have 5 coins to use for actions each phase. Coins do not carry over between phases if unused.

Possible actions include:

Claim a Neutral Territory (1 coin)

A team may claim any adjacent neutral territory.

If multiple teams try to claim the same neutral territory then they will battle for ownership. If two teams try to claim the territory then they battle normally. If multiple teams try to claim the same territory then they fight for control in reverse post order.. Example: Rocket posts they want Lavender Town. Then Aqua does, then Magma does. Aqua and Magma will fight and the winner will fight Rocket. If Skull had also tried to claim Lavender Town and posted last, then Skull and

Magma would fight and Aqua and Rocket would fight. The winners of the battles would then face each other.

Attack a Claimed Territory (2 coins)

A team may attack any adjacent territory that is claimed by another team. The teams will fight and the winner will have control of the city.

Repeat Attacks

A team may not attack a territory that they attacked in the previous week. If you tried to chain attack a city, and the chain failed. You may try to chain attack the same territory again, if you can chain from a different starting city. For example, Skull owns Saffron City and attacked Vermillion City with a chain to Fuschia City but lost the Vermillion battle breaking the chain. Skull may then attack Celadon City chaining to Fuschia City. If Skull had won the Vermillion battle, but failed to take Fuschia, they would not be allowed to attack Fuschia again the next week.

If two teams try to attack the same city then the attackers will fight each other first before the defending team. If three teams attack the same city, then the attackers will fight in reverse post order before fighting the defender. Example: Rocket controls Lavender Town. Aqua posts that they attack Lavender Town, then Magma posts the same thing, and finally Skull posts that they want to attack too. Skull would battle Magma first, the winner would face Aqua, and the winner would face Rocket. The winner of the final battle would have control of Lavender Town.

A team is exempt from this rule if they only control one territory.

Trade Territories (2 coins per territory)

Two teams may choose to trade territories. Both teams must agree and have the action posted in the ledger.

Action Order

Actions take place in the order that they are listed by each team. You cannot forcibly delay your actions, but if you are trading cities with someone the action takes place at the speed of the team who placed it in a later position. Some examples:

Rocket: Take Pallet, chain to Cinnabar Island, etc.

Skull: Take Viridian, take Pallet, etc.

Here Rocket takes Pallet and Skull takes Viridian. Then Skull battles Rocket at Pallet and Rocket takes Cinnabar regardless of battle.

Rocket: Take Pallet, chain to Cinnabar Island, etc.

Skull: Take Pallet, take Viridian, etc.

Here Rocket and Skull battle for Pallet. After, if Rocket wins they take Cinnabar. Skull takes Viridian.

Aqua: Trades Hau'oli with Magma's Heahea, Attacks Rocket at Konikoni. etc.

Magma: Attacks Rocket at Konikoi, Trades Heahea with Aqua's Hau'oli, etc.

Rocket: Attacks Magma at Heahea, etc.

So let's jump to something more complicated. Since Aqua is trying to trade first, it won't happen until Magma is ready. So first, Magma attacks Rocket at Konikoni and Rocket attacks Magma at Heahea. Should Rocket win Heahea, the trade never happens. Should Magma win Heahea, the trade happens and Aqua fights whoever won the fight at Konikoni.

Aqua: Trades Hau'oli with Magma's Heahea, Attacks Rocket at Konikoni. etc.

Magma: Trades Heahea with Aqua's Hau'oli, etc.

Rocket: Attacks Magma at Heahea, etc.

Here Aqua and Magma trade cities as Rocket attacks Heahea. Rocket will fight Aqua as everything is happening at the same time. If Aqua wins the fight for Heahea, they will then fight Rocket for Konikoni. If Rocket wins, Aqua cannot fight for Konikoni.

How to Win

The team that controls the most territories at the end of 12 weeks will be the winner. If teams are tied, then all teams tied are considered the winners.

Break Weeks and Type Trading

There will be a break week after the 4th and 8th weeks of the Season. No actions will take place during the breaks.

During the breaks, each team will be given the chance to trade one of their types with the pool of unused types or with another team if they agree to it. A team can only make one trade per break phase. The order for trades is done by least to most territories controlled by a team.

Teams

There will be 4 teams: Rocket, Aqua, Magma, and Skull. No additional teams will be created mid-season. To join a team, just ask any of mods or Ambassadors and we'll add you.

Each team needs an Ambassador. Ambassadors will be the point of contact for the mods and teams to talk to each other. They will be primarily responsible for posting actions and getting battle times settled on time.

Types

Each team will have 4 types and will be picked by a snake draft. The order teams pick will be random and determined closer to the pick date.

Each team is limited to its types while in battle. For example if Rocket has Fire, Water, Grass, and Dragon then each pokemon on their teams must share at least one of those types. So Charmander would be allowed since it's Fire, but Pikachu wouldn't because it is Electric. If a pokemon changes types due to a Mega Evolution, both its base form and mega form must match the team's types. In the previous example Mega-Altaria would be allowed because it stays Dragon in both types. But Mega-Ampharos would not be allowed because it is only has Electric in its base form.

Battles

When a team attacks a claimed territory or multiple teams attack a territory then they will battle. All battles will be done in Gen 7 OU. Battles will be done as a best of 5 system.

If both teams agree they may switch the format involved with battling. Teams may not switch to another form of contest however. For example, teams may not play Super Smash Bros as a replacement for Pokemon battles.

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

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. Every 15 minutes that pass will count as a loss for the team that is missing/delaying.

Scheduling Battles

All battle scheduling must take place on reddit. No PMs or using discord to discuss times. Should scheduling issues arise, it will be up to the mods on how to handle things, but favor will be towards those who use reddit to discuss times.

Gentleman's Clause

Be respectful of the other members. Even if you think you're just joking around and it's all in fun, others may not feel that way. And of course, direct attacks towards 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. We 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 mods are allowed to make an executive decision in regards to the matter.