War Quick-Reference Guide

⚔ War Quick-Reference

How to Start a War

- Your **land must be 2+ days old**, have **£1600+**, and **1+ trusted member**.
- Type `/wars declare <land>` (Mon–Fri only).
- Defender must **accept** before it begins.
- 1-day prep period, then battle starts.

Winning & Scoring

- +1 point per kill
- +5 points per captured flag
- First to **35+ points** wins.

Capture Flags

- Craft in `/wars capture` menu.
- Hold flag for **10 minutes** to capture enemy chunk.
- You can place up to **3 flags** at a time.

Surrender & Tribute

- `/wars surrender` ends the war early.
- Loser pays up to **50%** of balance (£1600 if attackers surrender).
- Both sides get a **shield** afterward (7–10 days).

Other Rules

- Flight & teleport disabled in combat.
- Friendly fire allowed, no points gained.
- Wars last up to **36 hours**.

Pro Tip:
Keep funds ready, defend your flags, and use your **war shield** time to rebuild or plan your next move!

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