War Strategy & Commands

⚔ War Strategy & Commands

The **Lands War System** allows player-run Lands and Nations to engage in fair, organized PvP battles for territory, prestige, or tribute.
This guide explains the essential commands, combat mechanics, and strategic systems that come into play once a war has been declared.

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1. Core War Commands

Command	Description
`/wars declare <target>`	Declare war on another Land or Nation. The defender must accept before the war begins.
`/wars accept <attacker>`	Accept an incoming war declaration. The 24-hour preparation period then begins.
`/wars deny <attacker>`	Reject or ignore an unwanted declaration.
`/wars info`	Displays active wars, your team’s points, objectives, and timers.
`/wars top`	Shows the current leaderboard for wars and top combatants.
`/wars surrender`	Ends the war early, paying tribute to the other side.
`/wars tribute`	Displays the tribute amount that would be paid if your side surrendered.
`/wars capture`	Opens your war menu, including the recipe for capture flags.

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2. Capture Flags

Crafting a Flag

A capture flag must be **crafted** using the following recipe:

Slot Layout	Items
Row 1	Air, Red Stained Glass Pane, Air
Row 2	Air, Beacon, Air
Row 3	Iron Block, Iron Block, Iron Block

Using a Flag

- Flags can be placed only by **members with the `MANAGE_WAR` role flag**.
- Each team may have up to **3 capture flags** active at once.
- Once placed, invaders must **hold the flag for 10 minutes** to capture the area.
- A captured chunk becomes **unclaimed by the enemy**. (Your config currently does *not* auto-claim it for the attacker.)
- Flags can only be placed every **10 minutes** per team.

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3. Scoring & Victory

Action	Points Awarded
Player Kill	+1 point
Capture Flag Held	+5 points
Destroy Enemy Flag	+3 points
Explode Enemy Flag	+5 points

Victory Condition:
The team with the fewest members sets the point multiplier.

- Required points = *Smallest team size* × *5*
- Minimum total points to win = **35**

4. Surrender & Tribute

- **Surrender is always available** (`force: true`).
- If the defenders surrender: they pay **up to 50% of their land balance** to the attackers.
- If the attackers surrender: they pay a **£1,600 tribute** to the defenders.
- Tribute is taken from the land's **bank account**, or from the owner if no bank exists.
- After surrender, both sides receive a **temporary war shield** (10 days by default).

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5. War Shields & Protection

Shield Type	Duration	Applies When
New Land/Nation	7 days	Automatically granted on creation.
Voluntary Surrender (Pre-War)	1 day	When surrendering before combat begins.
Post-War	7 days	After any war ends, for both sides.
Surrender During War	10 days	When surrendering mid-battle.

While a shield is active, that Land or Nation **cannot be attacked or declared upon**.

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6. Combat Behavior

- **Friendly fire** among teammates is allowed but does not count toward war points.
- **Combat tags:** players who attack are tagged for 15 seconds and cannot teleport or fly until the timer ends.
- **Flight** is automatically disabled during combat.
- **Keep inventory:** disabled during wars (configured separately from land keep-inventory rules).
- **Invader permissions:** During war, attackers can perform limited actions in enemy territory:
  - Pick up items
  - Attack players
  - Enter lands
  - Harvest crops
  - Place or break utility blocks (Ladders, Vines, Scaffolding)

7. Strategic Tips

1. **Prepare your land bank.** Ensure you can pay upkeep and any potential tribute.
2. **Build defensively.** Fortify your main areas, and avoid keeping valuables near borders.
3. **Coordinate your team.** Trusted members can help defend flags and rebuild after attacks.
4. **Time your declarations.** Wars can only be declared Monday–Friday, so plan assaults accordingly.
5. **Use your shield wisely.** A few peaceful days can make the difference between rebuilding or ruin.
6. **Join a nation.** Nations can pool resources, defenses, and manpower to deter enemy attacks.

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8. War Lifecycle Overview

Stage	Duration	Description
Declaration	Instant	Attacker declares war. Defender receives notification.
Acceptance Window	5 days	Defender must accept; otherwise, the declaration expires.
Preparation	1 day	Both sides prepare before combat begins.
Active War	Up to 36 hours	Battle period where points are earned.
Resolution	—	War ends when one side reaches the point goal, surrenders, or time expires.
Post-War Shield	7–10 days	Both sides protected from further declarations.

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9. End-of-War Outcomes

Outcome	Result

Victory	Winning land receives tribute (50% of loser’s balance).
Defeat	Losing land pays tribute and enters shielded cooldown.
Surrender	Loser immediately pays tribute and ends war early.
Draw (Timeout)	No tribute exchanged; both sides receive shields.

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10. Summary

War in **Lands** is designed to be **strategic, fair, and balanced**, encouraging teamwork and diplomacy as much as combat.
Players should plan their declarations carefully, coordinate with allies, and maintain their economy to ensure their land’s survival and success.

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