Wars

⚔ War Requirements and Rules

The **Lands War System** allows players, lands, and nations to challenge one another in structured PvP conflicts.
The following outlines the requirements for declaring a war, being declared upon, and key rules surrounding the process.

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1. Attacker Requirements

To **declare a war**, the attacking land or nation must meet all of the following conditions:

Requirement	Description
Minimum Trusted Players	The attacking land must have **at least one trusted member**.
Land Age	The land must be **at least 2 days old**.
Minimum Balance	The land must have **£1,600 or more** in its land bank.
Eligible Days	War declarations can be made **Monday through Friday**.
Eligible Hours	Declarations are allowed **at any hour of the day**.
Preparation Period	After declaring war, there is a **1-day preparation period** before combat begins.
Mutual Consent	The defender must **accept** the declaration before the war officially starts.
Online Requirement	Currently disabled; attackers can declare even if no defender is online.

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2. Defender Requirements

To **be declared upon**, the defending land or nation must meet the following conditions:

Requirement	Description
Minimum Trusted Players	The defending land must have **at least one trusted member**.
Land Age	The land must be **at least 7 days old**.
Minimum Balance	The land must have **£800 or more** in its land bank to be a valid war target.
Nation Membership	If part of a nation, the nation’s balance and settings may determine eligibility instead.

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3. Declaration Process

1. The attacker issues a declaration with `/wars declare <land>`.
2. The defender receives a notification and must **accept** the war to begin hostilities.
3. If no response is given within **5 days**, the declaration expires automatically.
4. After acceptance, both sides have **24 hours of preparation time** before combat starts.
5. The server broadcasts the declaration and start of the war to all players.

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4. War Shields

Certain lands and nations are automatically protected from being attacked:

- **Newly created** lands/nations have a **7-day war shield**.
- **Surrendered** lands/nations receive a **10-day shield**.
- **Voluntary surrender before combat** grants a **1-day shield**.
- **All participants** receive a **7-day shield** after any war concludes.

During an active war shield, the protected land or nation **cannot be attacked or declared upon**.

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5. Victory Conditions

- Each team earns points through combat and objectives.
  - **+1 point per player kill**
  - **+5 points for capturing a flag**
- The team that reaches the required point total first wins.
  - Minimum win threshold: **35 points**.
- Upon surrender or defeat, the losing side pays a **tribute** to the victors (up to 50% of the loser’s land balance).

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6. Additional Notes

- Wars are **enabled for both lands and nations** (not nation-only).
- Friendly fire among teammates is **allowed** but does **not** grant war points.
- Capturing enemy land through flag placement is enabled; holding the flag for **10 minutes** captures the chunk.
- All major events (declaration, start, victory, surrender) are broadcast to the entire server.

Revision #1
Created 8 November 2025 23:31:46 by Jon
Updated 8 November 2025 23:32:52 by Jon