

PATRIAM WAR POLICIES

REQUIREMENTS, EXPECTATIONS, POLICIES, AND
ENFORCEMENTS FOR WAR AND ANYTHING RELATED TO
IT

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APPLICATION AND PLANNING

A few requirements must be satisfied before a war can be approved and organized.

APPLICATION OF WAR

- The requirement for any war to be declared is a legal Casus Belli (CB) which is listed on the War Application thread at <https://forums.patriam.cc/threads/war-application-format.161/#post-351>
- A War Application must be made by the national leader, officer, or some legal representative to make such a declaration at the leader's behest.
- The application will be reviewed and processed by an Executive Team member who will give a verdict within 3 or 4 days of the application being submitted.

RALLYING ALLIES

- The attacker is denoted by the person who submits the initial application for war. ALL allies (except mercenaries) must be listed beforehand, and additional allies cannot be added afterwards.
- Once the application is approved, the defending nation has 48 hours to rally its allies to support them. Afterwards, no allies for either side may be added.
 - o The defending nation must post a comment on the opposing nation's application with a list of the allies supporting them.
- Mercenary players do not need to be listed on the war application by either the attacker or defender. Either side may have up to a maximum of 3 mercenaries per battle.
 - o Mercenaries can just be given the scheduled battle time.
 - o Staff must be notified at least 2 hours before the battle.

If the application is approved, the remaining sections apply. Otherwise, rejected applications go no further.

SCHEDULING, VOTING, AND ORGANIZATION

If the application is approved

- A [When2Meet](#) event will be immediately created by an Executive Team member for seven (7) days after the application is submitted.
- A temporary Discord channel will be made on the Official (Patriam) Nations Discord with all involved parties listed in the application.
 - o All parties will use this channel for discussion during preparations for the siege.

Proviso: *The opposing side can submit an official request in response if they wish to include allies.*

- The When2Meet event will be sent in the chat and nation leaders will be expected to spread the links to their members.
 - o All members possibly involved in the battle must submit their availability. Each submitting member must name themselves where brackets are **BEFORE** their username, and within the frames is the tag or acronym of the nation they are associated with.
Ex: [Nat_A] Person_1 or [Nat_B] Person_2

Proviso: *The siege must be attempted within eight (8) days of application approval, which includes 24 hours for the link to be distributed to all parties.*

Caveat: *Any availability submission that is missing the nation that they are a part of will be ignored and not considered when tallying numbers.*

CHOOSING A DATE

- Nation leaders will be able to choose between the best days for when the siege occurs. However, the final verdict comes down to an Executive Team member who must ensure that the choice is evenly matched for both parties in member counts.
- Once a date has been chosen, it is final or 'set in stone.'

Proviso 1a: *Sides may have a larger or smaller ratio of members to the other side if both sides agree.*

Proviso 1b: *In the event of an Executive decision, a ratio will be calculated to determine how many members from either side may participate.*

Proviso 2: *An Executive may grant an amendment if an exceptional circumstance occurs for critical members of the siege. This is determined on a case-by-case basis.*

Caveat 1: *In the event of member tardiness, the ratio calculated after voting ended will remain the same. Ex. If a 4v10 becomes a 1v10, it remains a 1v10.*

Caveat 2: *However, a no-show of one side will result in an immediate surrender. If one member shows up, they can surrender on behalf of their nation and leave.*

ACTIVE SIEGE

When a battle is about to begin, a Management Staff member will temporarily take ownership of the settlement to set the required permissions for the land and prevent tampering.

Some key characteristics to note about a siege-targeted settlement are the following:

- All interactable objects will become accessible by the attacking side.
 - o This means levers, buttons, chests, doors, etc.
- A Management staff member will designate a defence area within the besieged settlement with a container holding the victory banner.

ATTENDEE EXPECTATIONS

All members are expected to behave appropriately in chat and on the server and always adhere to all server rules and policies. Staff will monitor the siege and ensure that all players act in good faith. If a bad actor is caught hacking, they will be punished accordingly, plus a bit harsher due to the circumstance.

GENERAL EXPECTATIONS

All attendees must have an approved and non-captured, non-dead character.

WIDESPREAD INFRACTIONS

Furthermore, if widespread hacking, cheating, glitching, abuse or mechanics that is otherwise unfair or severely advantageous, staff will intervene to put a stop to it.

COMPLIANCE ACTIONS

Staff will do whatever is necessary to stop widespread infractions and ensure fair play on the server. For example, if appropriate, staff may stop the siege and declare a de-facto winner if a case of mass hacking occurs. While a moderator is authorized to stop the siege and declare a de-facto winner, an Admin or above must approve the choice of winner.

THE SIEGE

During a war, the siege will have a defending and attacking side. The attacking side has rules that must be followed for the siege to be valid. The defenders will have fewer rules as they are defending their own nation.

Some key characteristics of the siege that apply to both sides are the following:

- Prep time AND fight time will be determined by the level of the siege-targeted Minecolonies settlement.
- Should a player die at least once in each of 3 consecutive sieges that they lose, then their character becomes captured.

ATTACKER RULES

The attackers must follow these rules for any siege and subsequent actions to be considered valid.

- Must not communicate with enemies over Discord or any other chatting platform. In-game roleplay communication is acceptable if roleplaying reason.
- During prep time, a potential occupation lord must be selected should the siege be successful, and staff must be notified of the selection.
- Materials can be transported and stored at the potential encampment site, but no blocks other than chests must be placed.
 - o If this rule is utilized, chests may be raided before the scheduled siege.
- Required to build an **unprotected** encampment (of any distance from defenders) with at least the following:
 - o (*) Enough beds to hold all initial members and allies.
 - o (*) No walls or material protections.
 - o (Optional) Chests to hold additional gear.
- A victory flag must be obtained from the defence area, and at least one must make it to the attacker's temporary encampment and be placed in a designated spot for victory to be declared.

DEFENDER RULES

The defending side must follow these rules for any actions to be considered valid:

- The defence area must not be modified after Management designates the site.
- Any trap that will confine a player to an area they cannot escape by their own actions is prohibited.
- "Waterlogging" blocks are prohibited. See *General Policies C.III.10.0*

PRISONERS OF WAR

If a player dies at least once in 3 consecutive siege battles, their character will be captured by the opposing side. The opposing side has three (3) options for any Prisoner-of-War (PoW): release, ransom/bargain, or execute.

POST-SIEGE

Following a siege victory, one of a few options may occur to determine the next course of action for the war.

ATTACKER VICTORY

The occupation lord will assume control over the settlement, and the attacking side will be permitted to plunder it as if it were their own.

Immediately after victory is declared by Management, the same steps in the "SCHEDULING, VOTING, AND ORGANIZATION" will occur once again according to the attacker's warpath (from the war application) and the same rules will still apply.

DEFENDER VICTORY

Three (3) possible options are possible should the defender's warpath be victorious. However, a decision must be made within 24 hours.

All three options below apply to the first but not subsequent battles; afterwards, only 1. and 2. will be available.

1. Go on the offensive (become attackers) and must submit a warpath within 24 hours to Management.
2. Initiate negotiations with the attackers for peace.
3. Force peace and return to the status quo.

TOTAL VICTORY

Should either side's warpath be successful to the end and the enemy's capital as well as 50% of the nation's settlements being occupied, total victory will be declared upon Management's verification. The two nations will enter forced peace negotiations in which discussions about reparations, annexing, or vassalizing. Nations are given three (3) days for these negotiations.

If no agreement can be made, the nation will be split up between occupied and unoccupied territory and then a 'Reclamation War' CB may be used by the losing side after three (3) weeks or more. Otherwise, a management staff member will step in and either propose a few options for them to rediscuss or Management will make the final decision.

Finally, one-third (1/3) of the remaining uncaptured characters will be randomly selected and designated as captured. The same rules for Prisoners-of-War (PoWs) apply.