Rules Of War

The Rules Of War are a subject of much contention and debate, and as such, the Arbiters have deemed it fit to leave these rules undefined. Instead, we ask the following.

Any company that wishes to go to war against another company, must do so under agreement of Geoffrey's Law. An arbiter will oversee that agreement and ensure that everything is decided in a fair and reasonable manner.

This means that no company may be forced to go to war, however this does not stop negative repercussions from happening, should a company refuse the war declaration. We encourage companies that would wage war to find alternative ways to engage the company they wish to wage war on.

This can be done by Trade Embargoes, Bounties of Piracy, Blockades, Bribery and other such methods to entice the other participating company or companies to engage in a war scenario. (These are examples b.t.w.)

The rewards for winning a war are completely dependent on the demands of the company that wages war, and the demands of the company that the war is being waged on. These can range from a takeover of an island claim to a portion of a company's income being given to the winning company. The only limit to war is that, like with every other PvP event, it cannot Stone Age a company, nor evict them from the lands they live on, unless it is agreed under Griff's Law.

Lastly, once a war agreement has been made, a declaration of war must be placed in the PvP channel in the ARMCO discord. Any battles or PvP events after this declaration must also be announced in the PvP channel, as well as the addition or retraction of allies to either side for the duration of the war.

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