

K89 Rules of Engagement (RoE)

Preamble

ALL players of K89 should always uphold this RoE.

- Clan leadership is responsible for educating their clan to follow the RoE.
- Players in Computer Generated Clans (CGC) are encouraged to join Human-created clans.
- Players now have 12 hours to read and understand the new RoE rules.

Kingdom Governance, Kings Rotation, Criteria for Kings

- A. K89 will be governed by a kingdom council. The kingdom council is formed by the clan leaders of the TOP 10 most powerful clans by might. Each clan tag will be counted only once so that the list can differ from the TOP 10 Ranking in the game itself.
- B. The list of clans will be validated once per month or upon request of a clan leader. Adding/Removals will be done according to might
- C. Each time the governing council changes, the current list of council clans will be published by royal decree
- D. Voting: Each council member will have one vote in the kingdom council. The clan tag, who has a majority of clans within the game TOP 10 ranking (currently PxL) will get one additional vote. All decisions will require an absolute majority. If a clan leader has not voted during the voting time frame of 24 hours, his vote will be considered as a Yes.
- E. Each Clan will respect majority decisions from the kingdom council and act accordingly, even if they voted against it.
- F. The kingdom will have a King, which will be elected based on a rotational scheme
- G. Only clans having a might of at least 2B might can propose a king, when it comes to their turn to propose a King. Clans with the same tag will be counted only once.
- H. The proposing clan will propose a player of k89 which needs to have its hero at level 201+. In most cases, this would be a player from the clan itself, however they can choose also any other players meeting the condition
- I. The kingdom council will decide on the candidate. In case of a refusal, the proposing clan needs to nominate another candidate. In case neither of the two candidates will be approved, nomination will go to the next clan on the list.
- J. The list of clans meeting the criteria will be published by royal decree
- K. A cycle starts with the highest might clan. Once a cycle is completed the list of proposing clans will get validated and any required changes incorporated after approval by the kingdom council. In any case the number of proposing clans shall not exceed 7 members.

L. The kingdom council has decided that the rotation list will be published by royal decree

1. Basic Rules

The Kingdom is at Peace Time apart from the Clash Of Thrones (CoT) first 2 days only (not voting day).

Scouts and Attacks on players in human-made clans in the kingdom are illegal outside of War Time, see rules 3.4 to 3.7.

Players found repeatedly violating/abusing the RoE or working with other Kingdoms to bypass the RoE will be subject to a penalty, at the discretion of the Royal Court, and may be outlawed in this kingdom completely.

Computer Generated Clans (CGC) and Clanless players are not protected by this RoE.

To be considered a human-made clan, they must have a Clan Capital and have “We Follow the K89 RoE” in the clan description, or similar. Any clan not meeting these requirements will not be considered a real human-made clan and fall into the group of computer-generated clans.

All clans must have a listed diplomat, who is a Superior or Leader of that clan, otherwise the Clan Leader will assume that role. Only the Diplomat or Clan Leader, and the involved parties, will have standing in negotiations with the Royal Guard. All Diplomats and Clan Leaders MUST join the channel ‘K89 Diplomacy Chat’.

Up to ten players who are not King, Queen or Hand of the King can be appointed as members of the King’s Guards. These players will be appointed by Royal Decree by the King, and be relieved by Decree by the King, Queen, or Hand. The King’s Guard has the authority to investigate and enforce the Rules of Engagement. Outlaw decrees can only be decided by the King’s Guard. Pardons may only be recommended by the King’s Guards to the governing council.

2. General Rules

Clan marches against other players are illegal unless against outlaws*. A clan march is defined as any player attacking another K89 player with reinforcements. Clan marches against portals from other kingdoms, or cities in other kingdoms are permitted.

- Pre-arranged Conquest Point (CP) Runs and Exchanges are permitted, and in fact encouraged, provided proof of prior arrangement can be provided.
- Clan marches against outlaws are acceptable at any time.

All resources, including gold, tar, silver, food, wood, stone and iron in any form, and portals inside a clan territory belong to that clan and are protected. Crypts, arenas, citadels and monsters are no resource, and so are not protected and open to everyone.

Clan capitals and clan forts are not to be attacked at any time. Attacks on clan capitals and forts, will be subject to the following penalties, payable to the attacked clan (a battle report must be provided, the offender pays the taxes):

- Forts:
 - Scouting – 1m silver
 - Attack without destroying – 10m silver
 - Attacking and destroying – 10m each of silver, iron, wood, stone.
- Capitals:
 - Scouting – 1m silver
 - Attack without destroying – 10m silver
 - Attacking and destroying – 50m each of silver, iron, wood, stone.

Repeat offences will be subject to outlawing.

Attacks on clan buildings in other Kingdoms are only allowed in retaliation on ours (a Battle Report must be provided), or with the express permission of the Royal Court.

RSS (Gold Mine, Village, Farmer's house, Sawmill, Mine or Quarry):

1. RSS built by a player belongs exclusively to that player, regardless if within clan territory or outside. Examples of RSS built by players include all gold mines; RSS with over one (1) million silver; RSS with over two (2) million lumber, stone, or iron; and RSS level 30 and above. All wrongly occupied RSS may be vacated by the owner, including by force.
2. RSS that are outside of clan territories and do not meet above conditions, are owned by the first one to start going there, and they cannot be kicked off. If you leave that tile, then it is open for others to take.

Dragon Mounds (DM) and Wellspring Ruins (WS), outside of clan territories, MUST be registered at '89 Gold Only Reg' OR '89 Tar Only Reg' chats respectively. Registrations must be posted using the format: the last 2 digits of their x and y axis. Example: a DM or WS at K:89 X:404 Y:784 would be registered as 04,84.

This is to prevent other kingdoms using registrations as a 'shopping list'. The first registered player has 15 minutes to occupy them, or the claim is null and void. You MUST be in a Man-made clan to mine, and only 1 of each DM/WS per 24 hrs.

A Clan DM or WS that is sitting just inside of a Clan's border may be registered; if the border moves, it still belongs to that clan.

All wrongly occupied DM or WS may be vacated by force by:

- a King's Guard if the DM or WS is not in a clan territory
- a member of the clan, in whose territory the DM or WS is located or a king's guard authorized by the clan leader/a superior as long as the clan has not given a permission to the player in the DM or WS for use.

The costs for the vacating are to be borne by the player who was vacated. This rule also applies to unregistered and incorrectly registered DM's and WS's.

Any player city level 29 or under, found with more than 25,000 (25k) ingots, or city level 30 or over, found with more than 40,000 (40k) ingots, may be attacked by anyone, without warning, to collect said taxes. Tax collecting may take place through portals, including those for events or inside clan territories. Those collecting taxes need to provide a battle report showing that the offender met the ingot requirement or the attack will be considered illegal.

3. Portals, Peacetime, Wartime, KvK

Any hostile portals, regardless of status, during War Time or Peace Time may be closed with NO might restrictions by anyone. A hostile portal is a portal that has been used to launch an attack and/or scout. A battle report from the portal must be provided.

Event Portals (used for Doomsday, Shadow Invasion, etc, but excluding The Great Hunt) are PROTECTED and can remain until they expire (including those at or on a clan's territory). Event Portals may ONLY be attacked if they become hostile as defined in 3.1, or for tax collection from 2.7.

Portals on a clan's own territory are to be always PROTECTED from attacks, even if defined as hostile

No scouts or attacks are allowed inside the kingdom during Peace Time, unless pre-arranged (e.g. CP Runs) or permitted elsewhere in the RoE (e.g. tax collections, hostile portals), to help players and the kingdom grow between CoT events. Violations are subject to RoE 4.1 and 4.2 for resolution.

Might requirements for hitting during CoT event (=Clash for the Throne) at the first 2 days only (not voting day!) is a 50% Might rule. The defender cannot be less than 50% of the might of the attacker.

Any player can hit someone above their level, but there is a 24 hour window where attacks can be returned for the duration of that War Time event, ONLY by that player in retaliation, on a one-to-one basis regardless of might. All attacks and/or retaliations must stop at the beginning of voting day.

There will be royally decreed War Days in the kingdom to teach players how to fight. War Days are defined as 2 days of permitted warfare where typical RoE guidelines are suspended; during this time, old scores can be settled and our citizens can get a taste of real warfare.

During Clash of Kingdoms (=KvK) the kingdom is at peace, all clans are allied with each other in defense of K89.

During Clash of Kingdoms (=KvK) all portals from other kingdoms are considered hostile, to be reported in 'K89 Defence' and closed, including by clan march (see 2.1).

If you use Ayrin as your hero, you are not allowed to scout or attack within K89 and you can not be attack from players within K89. Exceptions are Retaliation or agreed attacks. Any violation is subject to 4.1 and 4.2 for resolution.

4. RoE Violations

DO NOT APPROACH THE KING DIRECTLY

Illegal attacks are subject to retaliation or compensation (not both). Silver is generally used to compensate, and it's best to come to a solution BOTH parties agree is fair (See compensation calculator at the end of the ROE).

Try to resolve it between yourself and the attacker directly first. If that fails to fix the problem within 12 hours, have your Clan Diplomat or Leader contact the attacker's Clan Diplomat or Leader to resolve diplomatically. If that fails, then after 24 hours (12 hours since 1st contact and 12 hours after contact with Clan Diplomats/Leaders), post the violation in 'K89 Violation Reports'. At that point, the Guard will review it and work for a diplomatic outcome, or for outlaw status and fairness. Violations must be posted within 48 hours of the violation, in order to be considered by the King's Guard. The guard may, at their discretion, look at cases past this time where they believe there are exceptional circumstances.

Outlaw Status will remain in place until the player is pardoned, after compensation is paid or as determined by the governing council.

5. Final Authority and Decrees

The King, Queen and Hand of the King can issue Public Bounties/Rewards for location, by decree. This power is restricted to outlaws of the kingdom only. All other players are forbidden from issuing such bounties. Doing so will incur a penalty, at the discretion of the Governing Council, and may be outlawed in this kingdom completely.

In all matters, the King shall have final ruling on all conflict/clarification, should the Court not be able to agree. Only the King may issue a Clan level Outlaw Decree or Pardon.

6. Kingdom Agreements

K83: We have an agreement between K89 & K83 not to attack each other's resource tiles (RSS), Dragon Mounds (DM) or Well Springs (WS). Combined with RoE 2.3 banning the attack on clan buildings, this leaves players cities as the only permitted targets in K83 and K89 respectively.

Any violations of kingdom agreements will owe compensation or result in outlaw status within the kingdom or penalty set by the governing council.

Appendix A (Useful Links)

- K89 Compensation Calculator: <https://bit.ly/3EWUatB>

Appendix B (Chats):

- K89 Violation Chat
- K89 Diplomacy Chat
- K89 Clan Capitals
- 89 Gold Only Reg
- 89 Tar Only Reg
- K89 ROE Read Only
- K89 ROE Chat
- K89 Decrees Only
- K89 Violation Reports
- K89 Defence
- K89 GAME HELP

Appendix C (Terms)

- Often used abbreviations in Total Battle:
- RSS= Resources (stone, iron and wood)
- CoT=Clash for the Throne
- KvK=Clash of Kingdoms
- KC=Kingdom Chat
- KG=King's Guards
- CGC=Computer Generated Clan
- RoE=Rules of Engament
- NAP=Non Agression Pact

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