

Nation Information

How your nation functions and operates.

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Selecting your Nation

Republic of Vespera

Kingdom of Galadore

Confederation of Nymmerak

Theocracy of Elarith

Conflict

Transfer of Power

This article will go over the transfer of power within a nation outside of legitimate means such as elections or roleplay events. These are server mechanics that allow players more control over their experience on the server and allow for political and worldbuilding events within strict guidelines to prevent abuse or rampant use.

Secession

Players joining the server will be forced into one of the four nations released at the start of the world. But in order to prevent tyranny, stagnation, and to keep things interesting, players will be able to secede from their starting nations if they meet the following requirements:

- A minimum of **5 active players** that have agreed to succeed from their original nation
- A minimum of **3 controlled provinces** that border one another
- A **political reason** for secession along with proof that negotiations with the ruling party of their original nation have been attempted and denied/shut down.

Players attempting to secede will need to open a support ticket in the discord to submit these requirements and discuss with staff about their secession attempt. **Meme reasons, irrelevant and outdated reasons, or reasons considered as defection to another nation will be denied.**

Following the approval of a group's requirements to secede, staff will contact the original nation for their reply. The leadership of the original nation has the following options to deal with a secession attempt:

- **Allow:** The original nation can simply let these players and their provinces leave with no consequences
- **Negotiations:** The original nation's leadership and the secessionist's leadership can come to terms to allow or prevent the secession from happening. **Note:** agreed upon terms will be enforced by staff under the threat of administrative punishment.
- **Refuse:** The original nation's leadership can refuse to speak to the seceding group and instead mobilize for war.

Refusal of Secession: if the original nation's leadership refuses to negotiate with the secessionists, they can fight a **single** battle in the secessionists **most developed** province.

- **Victory:** If the original nation wins the battle, the secession attempt immediately fails and all provinces and players are forced to remain in the nation

- **Defeat:** If the original nation loses the battle, the secession attempt immediately succeeds and the secessionist's new nation is granted a 2 month staff-enforced non-aggression pact with their original nation

Note:

- Secession's main goal is to create new, smaller nations. Players will not be allowed to feed these new nations into other nations. They can conduct diplomacy as normal but any interaction with the original nations will be under careful watch in the following weeks and months.
 - There is a ONE MONTH cooldown per nation on secession attempts. This is to prevent exploitation and balkanization.
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Civil War

Leadership within a nation will often hold much of the political power in dealing with other nations and setting foreign and national policy. Players might be obstructed from leadership roles in their nation or become unhappy with the current leadership. Starting a Civil War is the ultimate and final option for those who seek power. The requirements to start a Civil War are below:

- A minimum of **50%** of the nations **player-owned** provinces pledges towards the group starting the Civil War
- An attempt from the group trying to start the Civil War to end things peacefully with the current leadership of the nation. **Note:** This must be done seriously, outrageous or unrealistic demands, working for other nations, or any cause deemed to be unserious will be denied by staff.

If both requirements are met, and submitted to staff in a support ticket, the Civil War will begin. Since all of the the owned provinces of the nation have pledged to support either the current leadership or the rebellion, the remaining unowned provinces will be divided according to the % of owned provinces on each side (*at staff's discretion*). If the nation is at war with any other nations, that war will NOT be stopped, however the rebels will not be at war with the original nations enemies. If another nation is at war with the nation undergoing a Civil War, war declarations by enemy Nations against the new rebelling nation will have a higher likelihood of acceptance by staff. Civil Wars will be conducted the same as normal War on the server. The conclusion of the Civil War is the same as the conclusion of normal Wars however both sides are able to annex every owned province. Following the annexation of all owned provinces by one side, the remaining unowned provinces will be returned to the victorious nation. Players do not have to fight over unowned provinces on either side (unless they want to).

Note:

- Any group attempting a Civil War must have **NO** external affiliations during the conflict or immediately after. Any direct proof of collusion or outside influence voids the rebellion immediately.
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Coup d'état

If the population of an entire nation is unhappy with their leadership it is possible to "peacefully" overthrow them by the mandate of the people. The following requirements must be met:

- **80%** of the owned provinces in a Nation must support the Coup d'état
OR
- **65%** of the entire active playerbase of a Nation must support the Coup d'état

If a Coup d'état succeeds, and is proven to staff in a support ticket, the current leadership will be removed and a Constitutional Convention Event will be scheduled by staff.
