

## **KING'S PEACE**

Most games start with a period of King's Peace during which player vs player activities are artificially curtailed.

It is defined in concept as follows:

**During King's peace you may not take actions which are intended to directly detriment another player.**

If you feel that someone has broken the spirit of this rule, contact the GM, who will look at the situation, talk with both players, and then make a judgement. The GM's ruling will be based on 'spirit' and 'intent'.

### **Details of Implementation**

During King's Peace the code specifically stops these orders being executed when the target is a player controlled piece.

Military Orders: 1-14, 18, 19, 26, 28, 29, 32, 33

Covert Orders: C 1-6, C11-13

Encounter Orders: Any encounter order that would generate a battle is stopped by the code. Blocking is allowed by the code.

**A decision on whether blocking is ruled to be within the spirit of King's Peace and is thus allowed vs other players, will be made on a game by game basis.**

Influence Character Order D2: This order is NOT stopped by the code.

**A decision on whether the D2 order is ruled to be within the spirit of King's Peace and is thus allowed vs other players, will be made on a game by game basis.**

### **Assassination and Kidnap of NPCs**

Assassination and Kidnap of NPCs is allowed during King's Peace.

However, the assassination and kidnap of NPC characters in any enemy faction's module city is a banned tactic as it's deemed to break the spirit of King's Peace.

This list is for information and guidance to the players, but is not exhaustive. If you intend to take any action against a player and are in any doubt as to whether it breaks the spirit of King's Peace, then ask the GM first.

## **IR 7**

### **Blocking and Influencing**

In IR7 Blocking and D2 are both allowed during King's Peace.