CLAN COALITIONS

Requirements

Clan Coalitions are **available from Season 3**. You can only create a coalition with clans within your War Pact.

To create a Coalition you need the following;

- 9000 Prosperity
- 70+ Clan Members
- 5000 Rubies to Create

If you have these, you can begin to create a coalition with clans.

To join a Coalition, you do not need to meet these requirements.

What does a clan coalition do?

- A Coalition is a “super-Clan”. It consists of maximum 3 different Clans.
- You are able to occupy region locations as a team rather than individual clans
- You can attack, defend and team up together
- You enjoy the Buffs and Rewards from the Season

Rules

1. Clans from the same War Pact can form a Coalition. A Coalition acts as a 'super Clan'.
2. The Leader of a Clan can create a Coalition.
3. All 3 Clans can join the Coalition right away.
4. The founding Clan is the Main Clan of the Coalition. The Leader of the Main Clan is the leader of the Coalition (Coalition Commander). It is possible to replace the Main Clan by another Clan in the Coalition.
5. Clans will have a 72 hour cooldown between leaving and rejoining a Coalition.
6. Coalitions are automatically disbanded at the end of the Season.

Territory

Season Region

1. Only a Coalition with a certain amount of Prosperity can attack and occupy the Season locations.
2. The Coalition's territory consists of the territories of all Clans in the Coalition combined, generated by their Bases, Outposts and occupied Season locations.
3. Buffs of Season locations are in effect for all Clans in the Coalition as long as the Season locations is connected to the territory of one of the Clans in the Coalition.
4. Clans can build a Clan Building next to a Season location if that Clan already has a territory that connects with the Season location.
5. As a member of a Coalition, you can help any Clan in your Coalition to build their Clan Buildings. However, there is a limit to the number of fighters in your building Formation.

6. The Coalition's Prosperity consists of the Prosperity values of all member Clans and the occupied Season locations.

Home Region

Coalition territory rules do not apply to this area.

Battles

Season Region

1. Members of all Clans in the Coalition can join any Coalition rally on Season locations or enemy Clan Buildings.
2. Members of all Clans in the Coalition can garrison Season locations and Clan Buildings of any Clan in the Coalition.
3. Members of all Clans in the Coalition can reinforce any members of the Coalition.
4. Coalition members cannot attack each other.
5. All players in the Coalition can attack Season locations or enemy Clan Buildings if Coalition territory is bordering the target.
6. Clans in the Coalition cannot attack Survivor Camps that lie in the territory of another Clan of the same Coalition.

Home Region

1. Members of different Clans in the same Coalition cannot join each other's PvE rallies or rallies on enemy players' Towns.
2. Members of different Clans in the same Coalition cannot attack each other's Clan Buildings or Season locations.
3. Members of different Clans in the same Coalition cannot attach each other.
4. Players cannot use the territory of another Clan in the same Coalition to attack an enemy Clan's Season location or Clan Building.

Officers

Introduction

1. There are 3 officer positions: Coalition Commander, First Captain and Second Captain.
2. One Coalition can have at most 1 Coalition Commander, 4 First Captains and 12 Second Captains.
3. Any member of any Clan in the Coalition can be appointed. No one can have 2 or more officer positions at the same time.

Coalition Commander

Privileges

1. Review member applications from Clans.
2. Remove Clans from the Coalition.
3. Declare war on enemy Coalitions.
4. Appoint First and Second Captains.
5. Disband the Coalition.
6. Modify Coalition information.
7. Choose a new Main Clan for the Coalition.
8. Issue Heroic Rewards.
9. Build Coalition Clan Bases and Outpost for all the Clans in the Coalition.
10. Set Coalition Events for locations and enemy Clan Buildings in the Season Region.
11. Adjust the order of garrisoned Formations in Season locations and Clan Buildings.

First Captain

Privileges

1. Appoint Second Captains.
2. Publish Coalition Announcements.
3. Post Coalition Marks on the season map.
4. Send Coalition Letter to all members.
5. Hand out some of the Heroic Rewards.
6. Build and remove Coalition Outpost for all the Clans in the Coalition.
7. Set and edit Coalition Events for locations and enemy Clan Buildings in the Season Region.
8. Manage Formations in Coalition Buildings (build and garrison)

Second Captain

Privileges

1. Publish Coalition Announcements.
2. Post Coalition Marks on the season map.
3. Set and edit Coalition Events for locations and enemy Clan Buildings in the Season Region.
4. Manage Formations in Coalition Buildings (build and garrison)

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