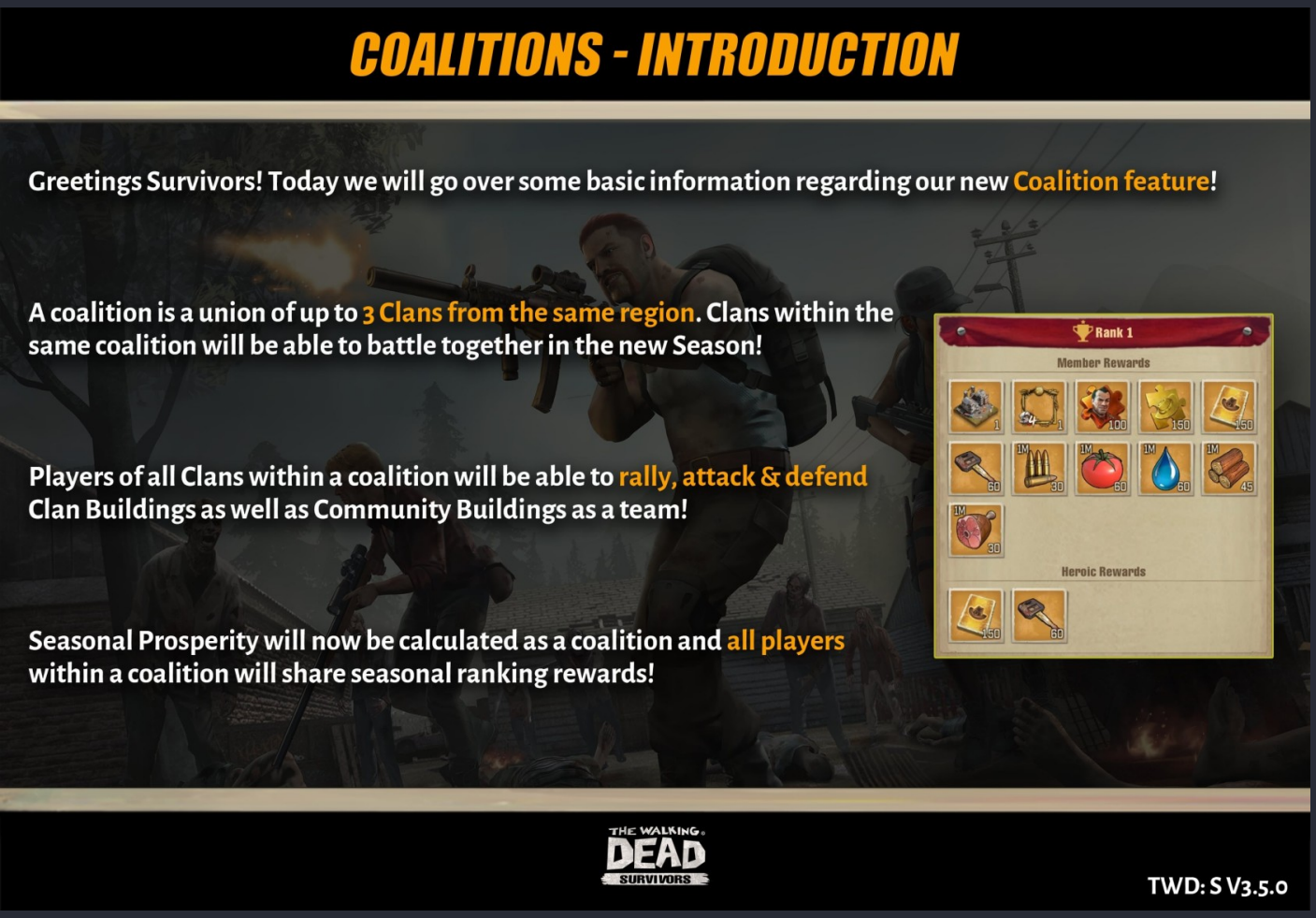
COALITION GUIDE

Introduction



Creating a Coalition

CREATING A COALITION

Clan leaders who have entered **Season 4** can create coalitions by entering the coalition interface.

There are two requirements to be able to create a coalition:

- 9,000 or more **Clan Prosperity**
- 70 or more **Clan members**

If you meet these requirements you can enter the coalition creation interface and a name & banner has been selected, the coalition can be created.

Now that your coalition is made, other clans can apply to join your coalition which you can accept or reject through the **settings interface**.



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Coalition Management

COALITION MANAGEMENT - PART 1

The next step for a coalition commander is to select the **coalition officers** to help manage the Coalition.

There are 2 types of officers.

First Captain:
Appoint second captains
Hand out coalition heroic rewards
Set coalition events for locations and Clan buildings.

Second Captain:
Can set coalition events for locations and Clan buildings.



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COALITION MANAGEMENT - PART 2

At some point you may need to make changes to the coalition member clans. You can **remove** members, **transfer** ownership, **leave** coalition or **disband** a coalition.

Removing members and **transferring ownership** can be done by coalition leaders in the coalition interface and will take **12 hours** to complete the process.



Disbanding a coalition can also be done by the coalition commander in the coalition settings interface, and will also take **12 hours** to complete.

Any coalition member can choose to **leave the coalition** if they wish, the clan leader can choose to leave the coalition in the coalition interface and the process will also take **12 hours**.

Important Note: When a clan exits a coalition, any community buildings that it was touching will remain as part of the coalition. When their shield drops, they can be retaken by any clan who is bordering it. If they are not taken over then they will go neutral once again.

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Coalition Cooperation

COALITION COOPERATION

With this new coalition feature, clans within the same coalition will be able to **battle together** and help each other in the seasonal map however there are some limitations.

In the seasonal map, players from the same coalition will be able to:

- Attack & Defend Community Buildings and/or Clan Buildings Together
- Create and join rallies against Community Buildings and/or Clan Buildings
- Assist to build Clan buildings.



However, players will NOT be able to:

- Reinforce players from other clans.
- Teleport into other Clans territory
- Attack Survivor Camps that are in another clans territory.



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