

The Rules of War

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What is War? War is when two or more clans wish to fight. Clans may choose to fight for any number of reasons, such as; maps, bragging rights or political influence. The system below is a system that the Confederacy of Annihilation uses for their clan wars and other military action.

Clan Skirmish: Skirmishes are when both clans want to have a fun battle. Skirmishes do not have much value, since there are no bragging rights in a skirmish. Skirmishes can also take place on normal maps (Bungie 343 made) or on Headquarters (Maps that your clan has made such as a Castle) Skirmishes however usually take place on Normal Maps.

Clan Battle: Clan Battles are fought for bragging rights. Clan Battles can either be just one game or can be best three out of five, or best two of three or something like that. Clan Battle is very common for clans today on Xbox.

Clan Wars: Clan Wars are almost always fought on Headquarters maps and custom made maps. Clan Wars are usually long battles that in the past have taken three to four hours. Clan Wars have massive prestige to them, and can be devastating if you loss them. Clan wars can also be a combination of clan wars that form a Full Scale Clan War.