When attacking other players

It is forbidden to attack any given settlement owned by an active player more than 3 times in a 24-hour window.

This also applies to Destroy missions conducted on planets.

Spy activities and missile attacks do not fall under this rule.

The limit of attacks is upsized to 12 attacks in a 24-hour period when there's a bounty placed on a given target, in this case, the new limit applies to all the stakeholders involved in the bounty (the subscribers, the target and the issuer of the bounty).

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