

General Rules

The general rules are here to ensure that everyone has a good time. Don't force us to create new rules by trying to find loopholes or workarounds, or by attempting to justify cruel or unjust actions through them. It will not end well for you.

We may try to incorporate game mods where we can, if these cause any issues they will be removed. One of the goals of this community server is to have a community, this is helped by focusing on interaction, and players will find that their lives are improved by working with or through other players. NO P.V.P. is permitted on the main trade hub island. Please be aware of your tame settings, you are solely responsible for your animals/silent crew and what they get up too.

Silent crew may not be used at any ground emplacement that would damage players or player owned stuff. If they must be used to guard against hostile NPC's, ensure that their targeting has players switched off as well as anything that might be owned by players. This includes anchored ships! Building on the Trade Hub Island is restricted, so as to ensure a minimal amount of lag during trade event days. Building on the other islands in C2 is allowed in a limited capacity, so as to keep the lag down. Clean Ups of the Hub Cell happen twice a month, so keep an eye out for the announcement posts in the ARMCO Discord.

Companies and Solo Players may only construct a 5x5x5 area structure and a dock on Powerstone islands, as well as a singular small shipyard. They may also only have one of each type of ship docked at a Powerstone island for an extended period of time, so as to minimise lag and frame rate issues.

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