

Raiding Guidelines

A raid must start with an announcement in the P.V.P. channel, and the attacking party must directly contact the defending party about the event, either in game or through discord, at least 1 hour prior to the actual fight. Ideally the two companies should discuss the raid beforehand, outlining things that should not be attacked (tame pens, etc.) and anything else. The default maximum loot a raiding party can take is all that can be contained within a small chest, but more may be arranged during the meeting. (See Griff's Law for more information).

The attacker's ship(s) and the defender's structure(s) are not valid targets. Players may attack parts of either one as necessary, but not with the intent to destroy the ship/structure itself. I.e. you may break through a doorway on a ship but you cannot sink it via mortar fire.

If a ship does fire on the defenders, it then becomes a part of the raid, and the defenders are then allowed to attack the ship itself.

Be civil. The goal of a raid is to have some land based P.V.P. It is not meant to deprive a group of all their resources, or destroy their ships and structures, or kill off their tames and salt the earth. Nobody says you can't go on a murderous rampage, but just make sure it's fun for everyone, and that it doesn't breach the rules of raids or agreements formed prior to the raid.

There are three ending conditions for a raid:

1. The raid time expires. Raids may only last an hour at a default, however if both parties agree to it prior to the raid starting, it may last longer. (See Griff's Law for more information).
2. The raider's ship raises anchor and leaves the island. Raiders may choose to move their ship (s) around the island, however if they raise anchor with the intention of leaving, the raid ends.
3. Both parties come together to unanimously end the raid before the time expires.

To ensure all players stick to the rules of the raid, it may be overseen by an impartial Arbiter on a company leader's request, so as to avoid any major disasters. The impartial Arbiter may choose to end the raid early if something happens such as a breach of the raid guidelines, or other general rules. If a resource box is broken in a raid, it must be fixed before the raid can continue.

Once a raid has been conducted against a specific company; that company may not be raided again by any other company for two days, and may not be raided by the company that first performed the raid for two weeks.

Raiding is not allowed during a time when the defending company is offline.

