Kingdoms End - Season 3.5 Rules

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The Rules

> **By playing on the Kingdoms End Season 3.5 Server, You explicitly agree to abide by these rules.**

General Rules

> **Trying to find loopholes or workarounds to the rules, or trying to justify cruel or unjust actions using them, will not end well for you.**

This server comes under the main ARMCO Community rules, and as such the rules from the ARMCO Discord apply on this server. On top of that, there are the following extra rules to cover the specifics of ATLAS, and these are outlined in the following sections.

- Don't Be An Ass.
- Certain sections of the server are PvP free zones. Please be aware of your tame settings and weapon usage - you are solely responsible for your animals/silent crew. These are:
  - Central Island Freeport & Town (Look for Arbiter Flags)
- Silent Crew cannot be used as ground emplacements against players or player owned items. They can be used to guard against wild NPC animals (Lions, Snakes and Tigers, Oh My!), but make sure the settings are correct.
- When building Large structures, take into account any lag that you may be causing for players with lower power machines. See Building Tips for more information.
- Saying something is or is not allowed because it is not explicitly written in the rules, is not a reasonable reason for complaining that a rule has been broken. Use your common sense.
- Solo players are allowed, but the gameplay loop may not work well for solo play - dont expect it to be easy!

Remember that we are all members of the ARMCO Community, so at the end of the day we are all here to play this game and have a good time doing so.

Season 3.5 Limitations

- Maximum 4 Flags per Company

    - We only have one cell for this, please don't try to build massive structures!
- No Blueprint Limit
    - We are relying on the game spawning limits and leaving them on default
- Farmhouses and Warehouses have been disabled
    - Due to issues in their implementation they cause massive issues in this season, as well as drastic bugs.
- Exploding Barrels have been disabled
    - Balance for these weapons have been broken and will be tested externally.
- Don't go overboard on ships
    - Be reasonable, you don't need a ship per person!
- See Ship Limitations for Ship Details.

PvPvE Rules

> **This is an RP Lite PvPvE Server. PvP, Piracy, and Raiding are allowed and to be expected on this server**

Raiding Guidelines

> For full details see Raiding Guidelines

- Announce raids at least 1 hour previous in the `#events-and-pvp` channel
- Contact the defending party directly at least 1 hour before the event
    - Ideally, discuss (out of RP) the raid between the two company leaders
- Maximum loot is all that would fit in one small chest.
- Vehicles and Structures are not valid targets unless brought into the fight by using as weapon platforms (or if the target of the raid)
- Geoffery's Law can be invoked on any raid action if both parties agree.
- Raid ends when:
    - Raid timer expires (default 1 hour)
    - Raiders raise anchor to leave
    - Both parties agree to stop
- Defenders raid invulnerability is 2 days - Attackers cannot raid for 2 weeks against the same target.
- Offline raiding is not allowed.
- An Arbiter will oversee the raid, dont waste your bullets on them
    - Convention is for them to carry a bright pink lantern, and be probably flying (optionally on a Drake)
    - [redacted]
        - [redacted]

Piracy & Fleet Rules

> Piracy is an intricate subject, please see Pirates & Piracy for rules and details

> Fleet Operations are a messy business, please see Fleet Operations for rules and details

Rules of War

> the Rules of War are what you'd call "guidelines" than actual rules

Company Rules

These are the rules specific to Company creation and Management

Company Registration has been suspended for S3.5, have fun!

Leading a Company

> **Company Leaders are responsible for all aspects of their own Companies, and will be held accountable for the actions of their company should any rules be broken.**

Leading a company comes with certain responsibilities:

- Help the Arbiters by ensuring your company understands and obeys the rules outlined in this document.
- Have a list of your companies players, with in game names, steam tags, and discord handles. This must be provided to the Arbiters and kept up to date as your company evolves.

Company Dissolution

If a Company becomes inactive for more than two weeks consecutively, any claims, ships, structures, and tames become forfeit and will be claimed by the Arbiters and auctioned off. A Company can also contact the arbiters to fast-forward this process.

Geoffery's Law

(Previously known as Griff's Law)

All agreements between two or more companies supersede server rules for those specific companies, PROVIDED that the agreement was made in public, i.e. discord chat, and/or was overseen and evidenced by an impartial Arbiter.

Raiding Guidelines

> **Any Questions or Confusion on these rules, please raise with the Arbiters as soon as possible so we can elaborate and improve!**

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 Geoffrey's Law for more information).

Ship(s) and 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 or structure is used as a weapons platform however, then the ship and/or structure can be fought against.

If a ship or structure does fire on the other side, it then becomes a part of the raid, and the ship or structure can be attacked.

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.

Pirates & Piracy

> **Any Questions or Confusion on these rules, please raise with the Arbiters as soon as possible so we can elaborate and improve!**

> **IF YOU AGREE TO PLAY ON THIS SERVER, YOU AGREE TO THE RISK OF BEING PIRATED, AND YOU ALSO AGREE TO THE FOLLOWING RULES RELATED TO PIRACY.**

Note that any company or individual can be a Pirate or perform Piracy - there is no requirement to declare this before, only to declare an action of piracy, as below!

The Rules Of Engagement

When performing piracy, in order to engage a vessel you wish to plunder, you simply need to fire a warning shot at the vessel, and be sure to hail them with a “friendly” greeting. This will signal to the vessel that they are now being hunted by pirates. If they choose to surrender, no further combat is necessary, however if they choose to flee or stand and fight, then you’ll have an exciting time on your hands.

The vessel you hunt may be escorted by a group of mercenaries, or a heavily armed warship supplied by the company that the vessel belongs to. You may end up fighting them off while the ship you hunt makes it safely to port.

> An act of piracy 'upgrades' to a Fleet Operations when either side has more than 2 ships present. Please see Fleet Operations for more details.

If the vessel you hunt anchors safely in a friendly port, I.E., the central trade hub or their company (or allies) port, you can no longer pursue it, as it is then protected by the harbour authorities.

Remember, anchoring at an island coast does not count as a port. You must be in a populated area with other ships or an easily identifiable harbour. If unsure, consult an arbiter!

The Rules Of Surrender

Whether you’re a pirate or not, you can always choose to surrender, after which both parties cease combat immediately, regardless of ship condition or possible reinforcements.

In order to surrender in a battle, the ship surrendering must type in chat that they are surrendering, and come to a complete stop as soon as possible (if possible close all sails). This

allows for surrender if incapacitated, or if you require to anchor immediately if sinking etc.

> If you are engaging in piracy, ensure your on screen chat is active and visible!

Once a ship has surrendered, combat ceases and cannot continue unless agreed upon for RP reasons by both parties. (See Geoffery's Law for more information.)

A ship may attempt to lure pirates into close range of their guns by lowering their sails, but not providing a surrender in chat. This comes under the understanding that if you have not actually surrendered, the pirates are allowed to continue shooting you until you officially surrender, or sink, whichever comes first.

The Rules Of Plunder

If a ship surrenders, there are rules as to what you can take from them, and how much. Looting should be proportional to the fighting undertaken to secure it, however you must leave enough resources aboard the plundered ship to enable them to make repairs and get home.

Tames are OFF LIMITS as plunder, unless the plundered party agrees to part with them for RP or other reasons. *(See Geoffery's Law for more information.)*

Remember to not Stone Age someone through plundering. It’s not fun for the plundered company to have to climb back up from nothingness. Only take what you think is fair.

Anchored Piracy

Don□□t.

Fleet Operations

> **Any Questions or Confusion on these rules, please raise with the Arbiters as soon as possible so we can elaborate and improve!**

Fleet operations can be messy business, so in order to clear up any confusion on the subject, the following guidelines have been put in place to assist fleets and fleet combatants with various tasks and ideas such as methods of escape, terms of surrender and methods of repair.

Initiation

Fleet Operations occurs when either side has more than 2 ships present - this is to differentiate it from Piracy. In progress Fleet Operations cannot become Piracy. If unsure, ask an arbiter!

Victory

Victory is declared when one side has either fully surrendered or escaped, or both sides agree to stop (see Geoffrey's Law for more details).

Escape & Surrender

In order to Escape a conflict, a ship must close sails & gunports after reaching a friendly port. Once a ship has closed sails and “Escaped” it cannot then enter back into combat once it has repaired. Once a ship has escaped, it is out of the fight permanently, until such a time as the fleet engagement is over. The ship must declare '*Ship Name* has Escaped from Fleet Operations' in global chat.

For a ship to have properly escaped a fleet battle, the ship must reach a friendly port. If that port is not owned or operated by the company that ship is with, the ship must request Safe Harbour (including for allies). This means announcing in global chat that '*Ship Name* is requesting safe harbour at *Port & Company Name*'. Once the port owners reply a confirmation, the ship may then lower sails and come to a complete stop. Ships that have escaped the fleet engagement are not subject to piracy or the Rules of Plunder.

> Please allow for a few seconds of cannon balls in flight before accusing of foul play - as much as we want, communication is not instantaneously transmitted, understood and acknowledged.

In order to Surrender a ship must close sails & gunports and announce in chat that '*Ship Name* is surrendering'. Once a ship has surrendered it cannot re-join the fight but may move to not be in

the middle of a fight, or anchor nearby. Once the fleet engagement is over, it will be subject to the Rules of Plunder, should the company that the ship belongs to have lost the fight.

The Rules Of Plunder

You must leave enough resources aboard the plundered ship to enable them to make repairs and get home.

Tames are OFF LIMITS as plunder, unless the plundered party agrees to part with them for RP or other reasons. *(See Geoffery's Law for more information.)*

Remember to not Stone Age someone through plundering. It’s not fun for the plundered company to have to climb back up from nothingness. Only take what you think is fair.

Mid Fight Refuel & Repairs

There are many methods of repair for a ship during a fleet engagement:

- Utilise a fleet tender to carry resources into the fight, for ships to pull alongside and transfer repair materials, ammunition and other resources across during the fight.
- Drop and pickup crew at a nearby island to gather resources.
- Head to port to restock from main resources.

> If a ship has not declared Escape or Surrender, then the ship is still a valid target in the fight - Just remember some ports have defences!

During any of these manoeuvres, the ships cannot (purposefully) anchor. If a ship anchors because of 'last player leaving the ship' raise anchor as soon as possible (e.g. single player crew).

Arbiters judgement may be called at any point to ensure that specific ships are not breaching these rules.

Rules Of War

The Rules Of War are a subject of much contention and debate, and as such, the Arbiters have deemed it fit to leave these rules undefined. Instead, we ask the following.

Any company that wishes to go to war against another company, must do so under agreement of Geoffrey's Law. An arbiter will oversee that agreement and ensure that everything is decided in a fair and reasonable manner.

This means that no company may be forced to go to war, however this does not stop negative repercussions from happening, should a company refuse the war declaration. We encourage companies that would wage war to find alternative ways to engage the company they wish to wage war on.

This can be done by Trade Embargoes, Bounties of Piracy, Blockades, Bribery and other such methods to entice the other participating company or companies to engage in a war scenario. (These are examples b.t.w.)

The rewards for winning a war are completely dependent on the demands of the company that wages war, and the demands of the company that the war is being waged on. These can range from a takeover of an island claim to a portion of a company’s income being given to the winning company. The only limit to war is that, like with every other PvP event, it cannot Stone Age a company, nor evict them from the lands they live on, unless it is agreed under Griff’s Law.

Lastly, once a war agreement has been made, a declaration of war must be placed in the PvP channel in the ARMCO discord. Any battles or PvP events after this declaration must also be announced in the PvP channel, as well as the addition or retraction of allies to either side for the duration of the war.

Ship Limitations

There are several ship limitations that will be imposed for this Season.

The first will be that no company or person is allowed to construct or utilise shotgun or turtle ships. This means ships that utilise more than one tier of above deck guns, and ships that utilise structures to create armour out of the ships bounds. Both of these ships are pictured below, and if any server member is found utilising these ships, they will face serious repercussions.

Wheelhouses/enclosed or hidden Steering Wheels will not be limited in this Season.

The following ship types will be limited in the following ways:

Galleon

Galleons may station silent crew on all sails and any cannon on the lowest deck, but may not have silent crew stationed anywhere else. Brigantines & Schooners will be limited on the amount of cannons they can have above deck.

Brigantine

- Full Lower Deck (12) + 16 Cannons Above Deck
- Upper Deck Cannon Arrangement: 4 Rear, 4 Front, 4 Each Side.

Schooner

- Full Lower Deck (10) + 12 Cannons Above Deck
- Upper Deck Cannon Arrangement: 4 Rear, 2 Front, 3 Each Side.

All Ships

All Ships will be limited to a maximum of 4 Ballista.

Game Arbiters

Certain members of the ARMCO Community have been asked to act as moderators and dispute solvers for this Season of Atlas. These members are known as the Game Arbiters. The arbiters are strictly monitored by not only the ARMCO moderators and admins but by Wasted himself, when it comes to arbitration all arbiters follow a strict code, always stepping aside or asking for help if something involves them, always discussing things with the whole arbiter team, they don't just do things but debate and work together to make a better server for you all. You can always trust them and no matter how many of them are a part of whatever company, they will always act fairly for what is best for the server.

Game Arbiters should be the people contacted, should you have a problem in game. These problems can be anything from technical issues such as the sudden disappearance of ships and resources, to interpersonal issues such as arguments and disagreements between server members.

Please remember, that while the Arbiters will do their best to solve your issue, they may not always be able to. If they cannot, they may take it directly to a server admin if it is important enough.

Arbiters

- **Griffiths:** `Griffiths#4288`
- **Spacebar:** `Spacebar#0690`
- **Nairou:** `Zaphiel/Nairou#5281`
- **Jack:** `Captainjack1988#2510`
- **Roger:** `Roger York#8392`

Administrators

- **Poetic:** `PoeticInjustice#0156`
- **TBSliver:** `TBSliver#6232`

Inactive Arbiters

- **Aya:** `MidnightAyaChan#8483`
- **Lucian:** `Lucian V. Ghost#7580`

> We don't want to see any drama in any ARMCO Atlas channels. Please remember that your company leader should be your first point of contact in any situation, and should they not be able to resolve the issue, you should contact one of the above Arbiters.

ATLAS Mods

The Kingdom’s End Server utilises the following mods to provide cosmetics to the server. Please note that if any mod causes server issues, it may be removed without warning, and this may cause items or structures from that mod to disappear. If a mod is found to be causing problems and is removed, the Arbiters will do their best to help you recover any lost items.

- Rustic Buildings
- Eco's RP Decor (Continued)
- Farsight (Created by one of ARMCO's own Kellwolf!)
- Upgraded Crew Silo & Repair Warehouse (Another from our own Kellwolf!)

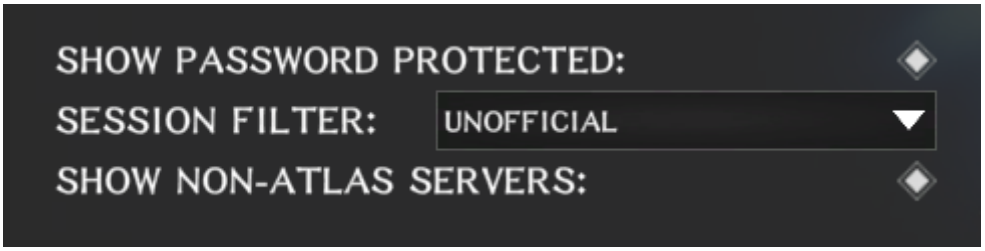
Hints and Tips

Building Tips

> All information here has been tested by several users, arbiters and admins. If you argue against any of these without explicit proof you will be ignored.

Minimise usage of Wooden Pillars - they lag a LOT

Connection Tips



> If you have any issues, contact an Arbiter or chat in `#atlas`