

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.

Revision #25

Created 2020-07-04 16:56:00 UTC by TBSliver

Updated 2020-08-21 20:47:37 UTC by TBSliver