

## Condensed Rules/Scrolling Rules

- 1) Do not rush to the enemy's first capable flag.
- 2) Squads may not be created until the timer reaches 3:00.
- 3) Follow the orders of your superiors.
- 4) No heavy assets until 20 vs 20 active players.
- 5) All assets must be used within appropriately named asset squads.
- 6) Assets must be used by experienced personnel.
- 7) Do not one-man assets or solo transport vehicles.
- 8) A squad's action must always contribute to the team's cohesiveness and effectiveness.

## Advanced Rules

### General

1. Admins have the right to resign/kick players if their actions are not conducive to the team's effectiveness and cohesiveness.

### Behaviour

1. All players must follow the orders of their superior.
2. You must respect all players on the server. Racism, insulting and taunting of any player is forbidden.
3. Intentional team-killing is forbidden.
4. You must not intentionally sabotage your team.
5. Debating admin decisions in-game is not tolerated, take it to the forums.
6. By playing on the server, any player/group of players accept that they may be switched by the admins to ensure team balance.

### Communication

1. All players are required to have a working microphone.
2. Spamming, either by text or mumble is forbidden.
3. Once squads may be created (3:00) local mumble chat is prohibited.
  - a. Except for Squad Leaders, Commanders and Admins.
4. English is the server language, the use of other languages in team/ all chat or Squad Leader radio is not allowed.

### Squads

1. All players have to be in a squad.
2. No squad may be created before the pre-round timer reaches 3:00.
3. You are not allowed to join squads to steal limited kits.

4. You may not reclaim kits that you have lost in your last life after respawning.
5. Freekit squads are not allowed.
6. Squads may be locked at 5 players or greater (no 4-player locked squads).
  - a. Asset squads are the exception.
7. Apart from CAS, asset squads may keep one vehicle in reserve only if there are more than 3 of the same asset type.
  - a. Otherwise asset squads cannot be locked unless they use all their assets.
  - b. The Mech Inf Rule takes priority over squads saving assets.

### Assets & Claiming

1. Duplicate asset squads are not allowed.
2. Soloing transport vehicles is forbidden.
3. Using logistics trucks for transport is prohibited.
4. All vehicles must be manned by competent personnel.
5. All armed vehicles must be manned by the minimum personnel.
  - a. AA vehicles are considered an exception.
6. All heavy assets (except for insurgent suicide vehicles) may only be used by appropriately named squads eg. APCs in an "APC" squad and Tanks in a "Tank" squad.
  - a. SPG technicals are a claimable asset (Rocket Technicals are not).
7. The following assets are not claimable: Panther, Crow Humvee, Bushmaster, any AAV, Rocket Techie, (the following are considered "light APCs") M113, WZZ551A (ZSL-92A), VAB, BRDM 2, VN3, YPR-765 and Fennek.
  - a. The Shilka is claimed by the APC squad on Sbeneh and Jabal.
8. Heavy assets may not be operated while there are fewer than 20 active players on each team
  - a. The following is considered a heavy asset: CAS, Mortars, Tanks, APCs, light APCs, Bomb Trucks/Cars, SPG and Rocket Technicals and any vehicle with thermal weaponry.
9. The first Mech Inf squad is entitled to an APC when there are two or more APCs.
  - a. Mech Inf squads have a right to one non-light APC that respawns and it will be chosen for them by the APC squad.
  - b. Mech Inf squads can only take an APC when they have at least 6 people in the squad.
  - c. Mech Inf squads may only use the one apc they have taken. If the APC in a mech inf squad is destroyed, the squad must wait for that same vehicle to respawn.
  - d. Squad leaders are not allowed to gun the APC.
10. The Tow Humvee, BRDM Spandrel, Chinese TOW vehicle, and MTLB Shturm are claimed by the Tank Squad. In the absence of Tanks the APC squad will claim these vehicles.

### Forbidden Tactics

1. Road Killing is only allowed in the direction of travel, circling to kill enemies is forbidden.
2. You cannot use transport helicopters to engage ground targets.

3. Do not use air assets to road kill.
4. Attacking the opposite team's first capable flag before it has been captured.
  - a. If a flag is set to be attacked by the gamemode logic then this rule is not applied.
5. Base raping is strictly forbidden. Main-bases and repair stations cannot be attacked.
  - a. Firing out of main bases is similarly disallowed.
  - b. Choke points leading into and out of it may not be attacked.
  - c. If a base is set to be attacked by the gamemode logic then this rule is not applied.
  - d. A dogfight which begins in a neutral zone can be decided anywhere on the map even at the enemy main base.
  - e. A compilation of DODs can be found here:  
<http://www.newcommunity.eu/viewtopic.php?f=12&t=1401>
6. Building any deployable asset (including FOBs) inside Dome of Death is forbidden.

### **Cheats and Glitches**

1. Exploiting and/or glitching is strictly forbidden
  - a. By definition it's the use of any game and/or engine mechanics where its behaviour is not the one meant to be.
2. Ghosting and/or cheating is strictly forbidden
3. Streaming is forbidden.
4. Any other form of gaining an unfair and unintended advantage over other players is prohibited.
5. Cheating/Hacking and a breach of any of the above offenses will result in a permanent ban without amnesty.