

Cable Network | Server Rules

If you have any suggestions for this document, please email
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As long as everyone is having fun, then whatever you are doing is likely to be fine. Rules aren't meant to be strict but rather are meant to keep everything fair and make sure nobody's getting violated. **(YOU ARE NOT PERMITTED TO USE THESE RULES FOR YOUR OWN SERVER)**

KOS Rules

All types of KOS are prohibited,
Different types of KOS can be, but are not limited to:

- Regular KOS (KOS), This means killing someone with a gun, or a melee weapon without any reason or motivation, also applies to you killing somebody for killing somebody else.
- Revenge KOS (RKOS), This means killing someone as revenge for killing you.
- Vehicle KOS (VKOS), This means killing someone with a vehicle, if the person is on the sidewalk or if you swerve into them.
- Mass KOS (MKOS), This means KOSing 5+ people with any of the other forms, in a short amount of time.
- Loophole KOS (LKOS), This means killing someone randomly for some stupid rule you've made (placing KOS zone signs in the middle of the road or on a vehicle, warning someone 3 times for no reason like standing far away from your property, running over multiple people and claiming that they were on the road/lag etc.)

KOS Zones

- You can't have "KOS on sight" signs or indicators **10 meters away** from your base (not a requirement for official groups) **you can't use these signs in cities or towns**
- If someone is in your house or property you're allowed to kill them *but* **YOU HAVE TO WARN THEM 3 TIMES IN GLOBAL CHAT (not shorter than 5 seconds between each warning and don't shoot them while they're leaving)**
ex: "Leave my property w1, w2, w3"
- You can have "KOS behind the counter" signs but you still have to use 3 warns
- No-fly zones are for **official groups** only. **IF** someone is flying above your base for no reason and for long periods, inform staff or try to shoot them down after 3 warnings. Shooting someone down randomly will be considered KOS and will be punished

Roleplay Rules

- Robbing someone while they have a gun out is FRP, if there are two of you it's fine, if it is a 2v2, it is HIGHLY suggested you do not engage.
- FailRP is prohibited, An example of this is using world chat screaming "I'M BEING KIDNAPPED" while being kidnapped, teleporting/warping away in a roleplay situation, pulling out a gun mid-robbery and killing your robber, spawning a weapon while in jail/or when you are kidnapped or meta gaming through discord or from another resource.
- FearRP is in effect, This means that, for example when you're being kidnapped by 3 fully armed people that you must cooperate, seen as your character would be scared in that situation, however if you have a gun out then you cannot be robbed in the open.
- NLR (New Life Rule) is also in effect. When you die in a RP Situation (attacking the military or someone else included) you aren't allowed to go back to the spot you died at for 3 minutes, this rule does not apply if you got KOSed
- Shooting while tased is considered FRP and will be punished

- Cuffing an officer while they're dragging someone is considered FRP and will be punished.
- The maximum time to hold a hostage/kidnap someone is 25 minutes.
- Max robbing limit is 2.500 and the max ransom demand is 20.000
- We hand out **NITRP** (No intent to role-play) bans to those who have only joined to cause trouble and break rules. (Someone joining just to KOS everyone)
- Police have to have proper evidence of any law-breaking in order to get a warrant (Photo/video, not using free cam). If they raid without a legit warrant then it is punishable as raiding.

Basing Rules

- You are allowed to build in any house or shop, you can also claim 1 apartment floor in a city, but not the full building.
- You must not remove a window, shoot through it and then replace it.
- You are allowed to build any kind of free-built structures (**within limits and outside of Main Towns/Cities**)
- You are allowed to claim a pre-built building floor, room or house in a town or city.
- You are **NOT** allowed to build in any claimed areas for yourself only (Contact a group manager if you want to request to claim an area for your group).
- Sky bases and water bases (shaped like boats or underwater) are **not** allowed. Bases or shops near the waterfront are allowed.
- Freebuilt homes or buildings must be at most 3x3x2.
- Freebuilt homes or buildings must have no more than 10 light sources.
- If your base/group base is too laggy up to staff judgment it will be removed.
- Groups can only claim one building, any group that owns a whole town, multiple buildings, or multiple facilities reserved under their name will be warned, and the

ownership of the builds removed.

- Groups can make a compound as long as each building follows the build limits. Each building will count towards someone's base.
- Building large-scale bases in the underground will net you a wipe or ban depending on how large it is, this boils down to staff discretion
- Groups may also claim small named locations. (excluding towns)
- No Griefing bases (building anything inside and on the outside of a building of someone else without permission), This excludes the placement of a single note on a base, placing an item on a base then removing it immediately will result in a warn also.
- You can own 2 properties (apartment rooms, freebuilt houses, prop houses, shops) if you desire, one being for housing purposes and the other one for business. **IF** you have a room in a faction base you can't own a property for housing since you already have a home.
- No raiding property of others (doesn't matter what it is), this includes accidental raiding unless said person forgives you. If you encounter any items or vehicles that can raid, please inform a staff member immediately.
- You can have a treehouse (not for a sniping spot).
- Sentries are not allowed in any personal or group bypasses. They also are not allowed in any base, official group base or not.
- When you claim a building, place a sign saying who's the owner and It's officially yours, you could ask a staff member to approve it if you so desire, but this isn't required.
- If your shop/house has a ridiculous amount of barricades/furniture/placeable objects (enough to drop frames), staff will warn you verbally to remove a few, and if you do not comply, they are allowed to purge the building.
- If you want to do real estate roleplay **let a staff member know** or else you might get in trouble with other players.
- Using the admin camera donator perk to look into a base and using evidence taken by said method to report a drug base is considered abuse and will be punished as such.

Teaming Rules

- Avenging someone who has killed your teammate for self-defence is allowed. However, if it's been more than 2 minutes or they are somewhere else, it isn't allowed.
- Don't give your teammate group perms (with explosives and unblacklisted gear etc.) If they're not a high rank in your faction.
- Don't mass rob people, if you're robbing people with your group mates and one of you robs someone, the cooldown is in effect for **everyone in the group**.
- Don't harass the PD or the military if your groupmate is in their compound arrested or being held up.

Miscellaneous Rules

- Loop-holing any rules (Trying to avoid punishment because something isn't stated in the rules but still counts as rule-breaking) is not permitted and you will be punished accordingly. For example; Putting a KOS sign and cruising around driving near people killing them. Use common sense.
- Attempting to / proceeding to DDoS/dox players or staff, attempting to / proceeding to gain IP addresses of players or staff using various methods, death threats and any form of discrimination is not allowed.
- Shooting your gun without reason is very loud, annoying and unrealistic, so prevent from doing so, **ESPECIALLY** in public areas. You will be warned/kicked/banned depending on the severity of your actions.
- MicSpam will be punished depending on the situation, this includes: offensive/racist songs, poor-quality microphones and some obnoxious music. You may be asked to stop what you are playing is annoying to others

(Loud/Screaming/Distorted) Playing chill and enjoyable music is allowed (depends if people want it or not).

- Remember to turn off your radios when you are not near them, if you randomly leave them on, you will have the same punishment as microphone spam.
- You can only perform a maximum of 3 robberies per hour.
- Beginning wars is strictly not allowed, you will be banned if you attempt or succeed to start one OR partake in one. If you want to have a war with a group, contact management to arrange it, the opposing group also needs to consent.
- Mass reloading guns can be annoying and loud, don't repeatedly reload your gun.
- If someone is warning you 3 times to stop or leave their property **do not shoot them while counting down** it'll be considered KOS and you're the wrong party in that situation
- Constant random tire popping is punishable with a warning, to a day ban depending on severity.
- TPA baiting (convincing someone to accept your teleport request for the intent of robbing/killing them) is not allowed.
- While being robbed you can protect yourself in your shop if you have a gun stored behind the counter.
- Don't leave the game to avoid punishment (LTAP). If your game crashes, or you need to leave quickly for a legitimate reason, announce in chat and contact the staff member(s) who were dealing with your punishment in our discord server.
- Spouting loads of NSFW text will get you banned.
- Any type of nazism or discrimination is **not** allowed. This includes images of Hitler, mockery, subtle holocaust hints, LGBTQ+ threats and tragedies, swastikas and so on, this also applies to other tragedies, up to a week ban depending on the severity of your actions.
- Do not wave around your any kind of political opinion and bother people with it. Like placing pride flags all over the place, spouting patriotic things or communist propaganda posters etc.

- Advertising relating to the server is allowed, which includes groups, shops etc, other advertising (not server-related) is not allowed.
- Spamming flashbangs and smokes will get you banned and your perms might get removed.
- You must **NOT** impersonate police, military, hitmen or staff.
- You must **NOT** annoy someone (constantly following someone, be near their base for a long time, shoot near their base, build very close near their base).
- You can't drive a heavily armed vehicle in the main cities, this might cause problems with buildings or players.
- Do not bait a person by doing something illegal or annoying in order to get a reason to kill them.

Rules Regarding Placing Hits

HITS ARE MANAGED IN THE DISCORD SERVER ONLY

- No placing hits on yourself.
- The minimum hit amount is \$2000 cables.
- Hitmen CAN censor the names of those who placed the hit, to protect the buyer.
- Must send a cropped pic of the person requesting the hit + payment in the #hitman-hits discord channel (only they can write in).
- Payment must be done before the hit is completed. (not in effect if hitman plugin is being used).
- The request by the client must be done in area chat or via the /msg command.
- Must inform other hitmen in hitman discord they have successfully completed a hit on {person} to prevent double hits on 1 person.
- No placing hits on a person who already has a hit on them.

- No placing hits on someone who has had a hit on them in the last 3 hours.
- You CANNOT kill the hitman after you unless you have a valid reason such as overhearing them.
- TPA baiting is not allowed for hits.

Rules Regarding Bank Robbery Events

- You MUST /bankrob (location name, like “/bankrob casino or /bankrob calabasasbank” etc.) or else robbery won't count.
- You must /robassist (whoever did /bankrob in your crew first, like /robassist Jimmypants55) or else you can't join.
- You must have a crew of 4 or less, having way too many crew members on a robbery is not balanced for the opposition.
- Group members that are active but outside of your robbery crew can't assist in any way.
- You can't rob a bank if there are no more than 4 police officers active on the server.
- You can't /warp, /home or /tpa to anyone during an active robbery. Doing so will fail the robbery and you will have to give away your loot to a staff member which they will dispose of.
- One person can be outside, hidden, to provide intel, rest of the crew has to be inside the the building that being robbed, ambushing incoming cops as a sniper or something similar is prohibited (having a getaway driver outside waiting is allowed)
- You must use a **land** vehicle for your escape section, You can't use a helicopter or a plane.
- You also cannot use barricades to make your vehicle some sort of a tank to not get damaged.
- If your vehicle has been destroyed or in an unusable state, you can go to a designated hidden second car, you just can't spawn one on the spot. If you are in a really dire situation you could try to steal a car.
- If your vehicle despawns you can spawn the same vehicle back again.
- Sticking to the roads while escaping is recommended.
- Leaving during a robbery will fail the event (if you crash you can join back).

- Leaving the game inside a bank vault will result you in getting teleported out (inform staff if you crashed inside a bank vault).
- If you fail at a robbery, (ie dying, getting arrested) you have to give your stolen assets back to a staff member or the police, failing to do so will result in your inventory being wiped.
- NLR is in extra effect on events like these. Coming back to continue will result in severe punishment.
- During robberies, you might need warden keys to open some doors. After usage put them back. Remember, a staff will supervise a robbery so failing to do so will get you punished.
- You can't rob players during a bank robbery, you're after the bank's money.
- You cannot raid player-placed storage units inside a bank.
- You are not allowed to shoot random players during a robbery event, KOS rules are still in effect. If a random person (not a cop) kills you report to staff immediately with proof.
- You can rob the bank once a day, doing it regularly will result in punishment.
- You cannot hit multiple banks in a single day.
- During a robbery, you will need the help of a bank manager to open the outer vault, killing them will result in failure.
- Bank managers will be compliant, you can take anyone inside hostage.
- **FOR ROLEPLAYS SAKE** you can ask a staff member to pose as a bank manager if there is none present.
- You have to use the gear provided by the NPC to crack open vaults, using other raiding items will result in punishment.
- You are allowed to cuff your hostages.
- Hostages cannot just outright run away or attempt to stop a robbery.
- Killing your hostages gives the police clearance to get in and demolish you.

- When you successfully rob a bank and escape, you have to cash in with an NPC placed on the map.

Rules For Police During Bank Robbery Events

- As police, you cannot outright destroy the getaway vehicle, you can either shoot the driver or pop their tires.
- Police cannot use helicopters with guns, you only can use helicopters as surveillance.
- Arresting a bank robber will result in rewards.
- Hostages dying will result in you not getting rewards at the end.
- You cannot block every road on the map, you can block only some.
- Only one stationery sniper can be present for balance purposes.
- No cross-map sniping.
- You cannot block the doors of a bank or a casino.
- You can't sabotage a getaway vehicle.
- Do not use lethal force unless you have to, arresting is the priority.
- Police can issue warrants for arrest up to an hour (Real-Time) (if the wanted individual is offline the timer for the warrant will stop and continue once the player is online).