

THE FAIR FIGHT ACCORDS

A Community Compact regarding the Steam Launch & Server Longevity

PREAMBLE

With the imminent arrival of the Steam launch cohort, the Hardcore Ashes Community stands at a crossroads. We, the undersigned Guild Leaders, acknowledge a simple truth: **A server without a population is a graveyard.** The "wolves" of this server need the "sheep" to sustain the economy, the node progression, and the ecosystem. To ensure *Ashes of Creation* remains viable beyond the Alpha phase, we agree to the following terms of engagement.

ARTICLE I: Rules of Engagement (The Anti-Zerg Clause)

We recognize that crushing unorganized players with overwhelming numbers is not PvP; it is extermination.

1. **Proportional Response:** Signatories agree not to deploy raid-sized forces (30+) against small party skirmishes (groups of <8) or solo players.
2. **The "Steam Fresh" Protection:** For the first two weeks of the Steam launch, starting zones and low-level grind spots are considered "No Zerg" zones.
3. **The Combatant Exception:** This protection is **void** if the opposing party is a known PvP guild, initiates aggression first, or is actively contesting a high-value objective (e.g., a Castle Siege or Harbinger). If they want the smoke, they get the smoke.

ARTICLE II: Decentralization of Power (The One Node Rule)

To prevent server stagnation and political monopoly:

1. **Single Stewardship:** Major guilds agree to focus their mayoral power and resource dumping into **one primary node** per guild.
2. **Vassal States:** While guilds may operate in other territories, they agree not to sabotage, grief, or aggressively de-level other nodes solely for the purpose of denying content to the casual player base.

ARTICLE III: Integrity of Content (No Gatekeeping)

We agree that content denial through non-combat means is destructive to the game's health.

1. **No Wall-Hacking/Exploiting:** Signatories agree to an immediate zero-tolerance policy for members caught using mesh exploits, line-of-sight glitches, or unintended mechanics to secure kills.

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2. **No "Body-Blocking":** The use of mass low-level alternate characters (alts) to physically block pathing, hitboxes, or objective interaction is strictly prohibited.
3. **Public Access:** Public Dungeons and Story Arcs should not be permanently camped/walled off. Casual players must have windows of opportunity to experience the game's narrative content.

ARTICLE IV: The Honorable Conflict

Nothing in these Accords prevents war.

1. **Organized GvG:** We encourage signatories to settle disputes through arranged GvGs (20v20, 40v40) to prove dominance, rather than open-world griefing.
2. **The "Gloves Off" Clause:** If a signatory violates these Accords, they are immediately considered a hostile entity by all other signatories, and the restrictions on Zerging that guild are lifted.