

## WW1 Staff Rules

- 1) Staff must abide by **ALL** server and community rules; you are to be an example to players. If you want to mingle go on Imperium.
- 2) Do not abuse artillery or move non-mortar artillery around.
- 3) If you get in an argument, with staff or non-staff, please take it to discord.
- 4) Be active; you are here to do your job and help people play. To enforce this, you must reach a quota of at least **five tickets** before you log off. With a good excuse, this can be circumvented.
- 5) Do not spawn things in for yourself or other like weapons or emplacements, unless it is an event or necessary.
- 6) You can and will be punished for breaking the rules on and off duty.
- 7) Adhere to all artillery placement and cooldown guidelines, if you are found spawning artillery in an illegal spot or abusing the cooldown times, you will receive a staff strike and lose artillery privileges.
- 8) If you spawn artillery in an illegal and unfair spot, and the person you spawned it for uses it, they also will lose artillery privileges and will potentially lose an RP rank.

### **VIOLATION OF THESE RULES WILL BE TREATED SWIFTLY AND SEVERELY!**

Each staff will be removed once they reach two strikes. Depending on the severity of the infraction, you may be dismissed outright; this is the decision of HSS alone. All strikes will be logged on the WWI staff roster.