

General Rules

1. Do NOT RDM (Act of attacking or killing another friendly)
2. This is Semi Serious RP. That means you may not break character unless we are not in an event.
3. Sims MUST be held in designated Sim areas (Underground sim areas or sand sim).
4. Do not ask to be whitelisted into jobs that you have not been promoted/trained for.
5. Use common sense.
6. Do not talk down on other battalions, Fleet, Jedi and etc.
7. Do NOT FailRP (Doing something that a Clone, Jedi, Fleet etc. would not do)
8. Do NOT have your weapon out without permission.
9. Racism, sexism and/or any form of discrimination is not allowed.
10. PTS stands for Permission to Speak and it is not to be broken.
 - a. PTS is active in debriefs and promotion ceremonies.
 - b. PTS can be called by the highest rank in the room, the person hosting the meeting/sim, or gamemaster
 - c. If you are not one of these PTS applies to you.
 - d. PTS is active for all in DB no matter the rank except for the leader of the DB. A high-ranking player (LTCO+, Commodore+ or Jedi Master+) can break PTS for valid reasons)
11. LTCO+, Commodore+, Jedi Master+ can call a promotion ceremony
12. Debriefs can happen after an event if the gamemaster chooses
13. Do not enter another battalions barracks without permission from an officer or highest rank online from that battalion.
14. Do not have your weapons off-safety during Ship Code 5.
15. All battalions must follow the Republic Hierarchy.
16. Cannot destroy the tac inserts of other players.
 - a. Can destroy tactical inserts of event jobs if gamemaster allows it.
 - b. Event job characters all allowed to destroy tac inserts of players.
17. Only CPT+, Shock Troopers, Midshipman/Ensign+, Jedi Master, and Temple Guard can call AOS in advert with a reason stated.
 - a. Calling AOS must be in comms.
18. Everyone must be in the discord to join a battalion.
19. Players cannot switch jobs during an RP situation to escape that specific RP situation.
20. Only Trainers and those with permission from Trainers can enter the CR room.
21. Anyone can use the shooting range.
22. NO ONE can interfere with CR training (except LTCO+)
23. If you were in an event. Debrief is mandatory.
24. You cannot leave debrief once you are in it unless you are:
 - a. Dismissed.
 - b. Excused by the person running the DB, Battalion Commander+, Rear Admiral+, or Windu+.
 - c. Training a CR(Clone Recruit)
 - d. Staff reasons.
25. Use common sense, If you know you aren't supposed to do it or think it might be wrong don't do it.
26. Can not ask for personal information from anyone on our server.

27. If you punch or slap another player, and they ask you to stop but you still continue you will be arrested for ARDM. Punching or slapping within a Ship Code 4+ scenario is immediately arrestable for ARDM.
28. You cannot AOS a higher rank than you (excluding Shock Troopers and Temple Guards - If the offending party is apart of the Jedi Order).
29. No public demotions or humiliation.(Public demotions can happen if the person is ok with it)
30. No executions will be done without the proper authority from all 4 sectors (Clone, Jedi,Fleet, and Senate) of High Command (MCMD+). Must have 3/4 (Or majority) votes to execute prisoners.
31. Interrogation rules:
- a. Jedi Generals, High Command & Shock Troopers have full authority over the Interrogation room.
 - b. Jedi Shadows & Jedi Sages have authority in the Interrogation room and interrogations if the enemy is force-sensitive.
 - c. RC & Covert Ops have authority in the Interrogation room and interrogations if the enemy is not force-sensitive.
 - d. Senators and Senate Commando's are not allowed to enter the IR unless granted permission by the Chancellor or Mas Amedda.
32. Attempting to circumvent the AFK system on the server is considered exploiting. (Typing "+right" in console to avoid being kicked)

Ship Codes

- 5. Natural State (Weapons away, but can be holstered)
 - 4. High Alert (Weapons out, patrol the ship & surroundings)
 - 3. All battalions to battle stations.
 - 2. All battalions defend the Fleet (3rd floor & ER)
 - 1. Evacuate the Ship.
- a. Ship Codes are to be called by the highest rank online within the Republic Fleet or if no Fleet are online (or active) then the highest ranking clone may call Fleet Codes unless that person gives the role to someone else. (If no high clone is online, role moves to highest Jedi) The gamemaster can call Ship Codes or assign someone to call Ship Codes.
- Republic Fleet -> High Command (Clones) -> Jedi Council/Masters

Claiming Rules

1. 2LT+, Fleet, and Jedi Knight+ are allowed to claim a Sim.
 - a. SGT+, Fleet, and Jedi Padawan+ can claim lower sim rooms.
2. Must "/advert (Your battalion) claims (Location)" (RANK IS IRRELEVANT WHILE DOING THIS! MUST BE /advert DUE TO LOGGING PURPOSES!)
 - a. The first person to advert gets the claim, rank does not overrule.
 - b. Can only have a claim for a max of 2 hours (cooldown of 20 minutes before claiming again after the 2 hours, unless HA+ allows)
3. Must "/advert (Your battalion) unclaims (Location)" after use (RANK IS IRRELEVANT WHILE DOING THIS! MUST BE /advert DUE TO LOGGING PURPOSES!)

4. If you do not leave a claimed area that is not yours the person with the claim may call and AOS if you do not leave after vocal warnings
 - a. If there is a person who is AFK ask staff to move them, you may not AOS for being AFK
 - b. Rules regarding the placement of tac inserts within a sim room are made by the sim room owner.
7. A battalion can only have one area claimed at a time.
8. Battalion Commander+ can claim any sim room for themselves.
 - a. Must "/advent I claim (Location)"
9. Must be inside the room you are attempting to claim in order to claim it. For example, a 501st SGT cannot claim SR1 while in bunks.
10. If a sim room was previously claimed, however the party who claimed said room is not currently inside that sim room rendering it not in use, then that sim room is available to be claimed.
 - a. This does not mean the claim expires upon the owner leaving the room however, just that another group may claim the room if it is not in use by the party that initially claimed it. "Not in use" means that there are no current active members of the simulation within the sim room.
 - a. Keep in mind this does not apply to simulations where the original person who claimed it is killed within the sim and is running back to the sim room from their spawn area. For example, the sim owner calls a "free for all" in SR1, and another user kills him within the simulation only to claim the room for himself immediately afterwards. This behavior is strictly prohibited.

Types of Chat

1. /advert - RP Chat that can be used by only 2LT+, Fleet, and Jedi Knights+.
 - a. If comms are down NO ONE can use advert.
 - b. The advert is used for announcements, orders, Ship Codes, claiming areas, sims, or tryouts.
 - c. Advert can be used by event jobs if the gamemaster says you can, even while comms are down.
2. /comms - RP Chat that can be used by all players.
 - a. If comms are down NO ONE can use comms.
 - b. Comms is used for roleplay communications between forces.
 - c. Comms can be used by event jobs if the gamemaster says you can, even while comms are down.
3. /OOC - Out of Character is where you can talk about anything you wish that is not in character that can be seen on the whole server.
 - a. Cannot disrespect players or battalions.
 1. OOC Disrespect is considered a staff issue and should only be dealt with by staff.
 - b. Cannot use racism or discrimination.
 - c. Event jobs cannot use OOC.
4. /looc - Local Out of Character is where you can talk about anything you wish that is not in character that can be seen in a shorter range.
 - a. Cannot disrespect players or battalions.
 1. OOC Disrespect is considered a staff issue and should only be dealt with by staff.
 - b. Cannot use racism or discrimination.
 - c. Event jobs cannot use LOOC.
5. /y - Yell a roleplay chat which is the same as Say, but in a larger radius.
6. /w - Whisper, a roleplay chat which is the same as say but in a shorter radius.
7. /pm - Private message which is used to message someone in particular.

- a. Cannot disrespect players or battalions.
- b. Cannot use racism.
- c. Do not harass players.
- 8. @ - Opens a staff ticket, but requires 10 characters minimum. Do not spam tickets.

Sim Rules

- 1. Before starting a sim must "/advent Sim Start" must be used
- 2. When ending a sim must "/advent Sim End" must be used
- 3. CANNOT call "Sim Start" just to kill someone even in a sim area
- 4. Sim Starts must be adverted (only adverted by the sim owner unless someone else is granted permission)
 - a. Citadel sims for those who cannot advert must use comms

Cloaking Rules

- 1. Only RC can see cloaked enemies at any time, including when they are cloaked and crouching
 - a. RC can call out these enemies current location for others
- 2. All players can see standing and moving cloaked enemies
- 3. No one can see enemies that are completely unmoving and cloaked (Exception is RC)
- 4. If a cloaked enemy stop moving and you can no longer see them you may fire on their last known position
- 5. Use common sense. Doors don't open by themselves.
- 6. If a cloaked enemy has a weapon out the weapon is cloaked as well, unless they are firing.
- 7. If the enemy on their own accord runs into you while cloaked and crouched you can see them. (You cannot purposely run into them or run in their path)

Clone Rules

- 1. Never break the brotherhood code (Never shoot another brother no matter the circumstances; except in a sim)
- 2. Do not go within the garrison without permission from fleet or shock troopers. (unless 2LT+)
- 3. Do not enter the FOB without permission from fleet or Shock Troopers. (unless 2LT+)
- 3. Do not enter another battalion bunks without permission from one of that battalions members.
- 4. Once you join a battalion/regiment. There is a 3-day cool down before you can leave it and join another one. Breaking this will result in a 1-week suspension from all battalions.
- 5. Listen to higher-ups regardless of a battalion/jedi/fleet in battle on/off the ship. If not in battle this rule still applies, however, an exception while not in battle is if it interferes with inter-battalion business.
- 6. Must respect all higher ranks at all times.
- 7. Promotions must be done in a public promotion ceremony or debrief. NO PRIVATE PROMOTIONS.

8. Must refer to all SGT+, fleet, Jedi Padawan+ and Senators as "sir".
9. Must salute 2LT+, Midshipman/Ensign+, Jedi Knight+ and Senators.
10. Cannot engage a lightsaber user if a Jedi is engaging them.
11. RC only report to ranks equal to Battalion+ or squad leader, Can not override Senate orders.
12. No trooper may have more than two clone lives.
13. You may not hold the rank of "Senior", "Chief", or any other made-up version of a rank. You MUST ONLY HAVE XO in your name, or your proper abbreviation of your rank.
14. You may have a Clone Trooper, a Fleet, a Jedi, and a Senator.
15. You may only hold a high position in ONE sector. This means you can only hold one high position (Lieutenant Commander +, rear admiral +, Jedi Master +, Senator+).
16. Fleet, Shock Troopers and RC can go anywhere within the ship without permission under good authority such as an AOS being called, reason of suspicion, or bunk checks.
17. Shock troopers are the police of the ship and should be treated as such. Furthermore, they can receive respectful feedback on their work. (No need to use profanity)
19. Before leaving the ship, all troopers under the rank of CMD must ask PTL (permission to leave). A group of 3 or more is required to be granted permission, and you must specify why you are leaving. This applies to both the main docking bay and planetary travel.
 - a. LTCO+ may leave without asking for permission, this includes taking other troopers with them. However it is still good to /advert where you are going and why so that others know.
 - b. Must be SGT+ to successfully be granted permission. (does not apply to all members of the group)
 - c. Fleet, Shock Troopers, and LTCO+ are the only ones allowed to give PTE and PTL.
20. Do not press the DB hangar button unless a large amount of players need transport to DB when it is needed.
21. ST has the highest authority when it comes to AOS's as they are the police force of the ship. Only Marshal Commander+ and that rank's equivalents across Jedi and Fleet can false an ST AOS.

Jedi Rules

1. Battalion Jedi: Have only as much authority as the battalion commander gives them. Jedi only have Military Control over the (Jedi) Republic forces have control over the Clone Battalions.
2. Any Jedi who wants to participate in the council must be appointed by the Council and Yoda. Must be ½ of the votes in the council with Yoda's approval.
3. White sabers are only allowed at both Yoda's discretion.
4. Purple sabers are only allowed at Windu's discretion.
5. Masters may only promote Knights twice per week. (Cannot promote the same person twice that week)
6. No Jedi is allowed to use Red, Black, or Gray colours.
7. Jedi can't use donator weapons on their Jedi.
8. Any motions to change anything Jedi must be approved by the Jedi High Council.
9. There must be a Jedi Council.
10. There must be a Sentinel, Guardian, Consular and Temple Guard Leader.
11. There must be a mandatory trial for Jedi Padawan and Jedi Knight.

12. Padawans and Knights are not allowed to discuss about trials to others, doing so will result in punishment as it would exploit the trials allow others to cheat.
13. There must be a way to get Jedi Master.
14. There must be a Jedi Knight ranking system.
15. There must be a way for Jedi Masters to promote Jedi Knights.
16. There must be a way for Jedi Masters to get named Jedi Masters.
17. There must be a way for Jedi Masters to demote Jedi if needed without Yoda being present.
18. Lore Named Jedi Masters MUST be a part in events with their Lore Battalions when available.
19. If you are on LOA for more than 2+ weeks on a named Jedi Master you can be demoted from it.
20. There must be a system to punish Jedi that minge/ break the rules.
21. There must be a system of a tryout for Ahsoka Tano, Barriss Offee, Tiplar and Tiplee.
22. All past Yodas will stay as masters forever if they serve their full three-month term, and if *If Yoda resigns or removed from their position, they are no longer qualified for Master, even if they served a previous term.
23. ALL Jedi Masters must follow the rules laid down in Jedi Council, including Yoda and Mace Windu *If the rule is deemed arbitrary, then Yoda may overrule.
24. Approved classes: Consular, Guardians, Sentinel, Temple Guard, Shadows, Jedi Healer, Weapon Specialist, Sage.
25. Approved Advanced Sub-Classes: Librarian, Diplomat, Investigator, Recruiter, Instructor, and Peacekeeper.
26. No one, including Palpatine or any Jedi Generals+, Masters+, Windu, or Yoda may use the following abilities: Lightning & Flame.
 - a. This includes events, simulations, and event server events.
 - b. Using these abilities will result in an arrest for FailRP (25 minutes).
27. Jedi have the ability to move in and out of the FOB without permission, however, all Jedi except master+ require PTL and a party of two or more other Jedi to leave to another FOB.

Master Abilities

1. Yoda: Promote and demote anyone. Ban any Jedi from a trial. (Has executive ability to deny or accept anything with reason)
2. Windu: Promote anyone to master and demote masters and below. Ban any Jedi from a trial. Can assume power that Yoda has if no Yoda is present.
3. Council Members: Promote up to master and demote knights, padawans, and younglings. If demoting a knight to padawan must tell Yoda and/or Windu why. Ban any Jedi from a trial.
4. Jedi Masters: Promote up to knight. (Must stop at Knight six can't go any higher) Can't demote any ranks. (Unless someone breaks a major rule)
5. All Jedi Generals: Have the power to promote and demote any position Jedi or Republic related.

Droid Rules

1. Must follow all server rules.
3. Must be Donator.

4. If the gamemaster needs a slot for an event you MUST get off the job.
5. Must be serious at all times.
6. Cannot advert.
7. Can use comms.
8. Cannot promote, demote, give PT, or claim.
9. The name must be "Service Droid ####" the 4 numbers are up to you. Cannot have anything with 69, 420, 666, or 911 in it.
10. Droids cannot hold any rank in the republic hierarchy.
11. Can speak on your mic. (NOT ASTROMECHS)
12. No mic spamming. (Global rule)
13. No spamming sweeps. (Global rule)
15. Droids must get permission to enter bunks.
16. Droids can be assigned to a battalion or Jedi Master+ at the battalion's commander or Jedi Master's+ request and by the decision of the player who is the service droid.
17. 3-day cooldown upon applies upon selecting a battalion or Jedi Master+.
18. Droids are assigned to Fleet until they are assigned to a battalion.
19. If no one in their battalion or Jedi Master+ is on the droid must ask Fleet for a temporary assignment (during events only)
20. Once assigned to a battalion or Jedi Master+ then can put that in their name. Ex. "501st Service Droid 1234" or "Luminara's Service Droid 1234".
21. Cannot use a weapon as a droid.
23. No mail droids.
24. Must become a Service droid before you can apply for a named droid position.
25. In-game the droid slots are first to come first to serve (an infinite amount of people can have the whitelist).
26. Can use fists/slappers to defend yourself.
27. Names must be Medical Droid ##### must be 4 numbers containing no letters or battalion/Jedi Master tag unless programmed to.
28. Role-playing droids can be assigned for no more than four hours to a person.
29. Are allowed to use mic for Medical and Service RP purposes only.
30. Cannot be another role-playing droid.

Donator Rules

YOU MAY SWITCH TO THESE JOBS AT ANYTIME. Unless in a roleplay situation.

If a job is not listed here, do not switch to it, unless authorized.

1. Jedi.
2. Custom Class
3. Do NOT switch to any "EVENT JOBS" when not in an event.
4. Just because you are a donator, it does not mean you are immune to the rules. You will be treated and dealt like any other player.
5. If you are trolling as an event job in an event you can be removed from the event and/or banned from being event jobs.

Fail RP

1. Standing and sitting on players.
2. Talking about Out of Character (OOC) things in RP.
3. The only location where you can speak Out of Character (OOC) is in the OOC lounge or in Discord (Unless designated as not OOC by the commander in that channel)
4. Do not salute/bow during combat situations, only salute on the Venator or at a Republic Forward Operation Base.
5. No FailRP names or lore names (Unless you are the lore person).
6. Can't jump into the large elevator when the platform is on the bottom.
7. Can't be on top of Air Traffic Control (ATC)
8. You CANNOT sit or stand on anything you normally would not in real life, such as holograms, lamps, people, ect...
9. You CANNOT have the visor body grouper on, EXCEPT if you have the helmet on.
11. No severely anti-lore actions/activities can happen. Ex. A Jedi randomly decides to run into the forbidden section and "go to the dark side", or a clone blows up a ship filled with 80+ civs. And no repercussions.
12. Event jobs cannot be lore clones or jedi characters.

Staff Rules

1. Cannot break our server rules
2. Just because a ticket is made and you can't handle it doesn't mean you don't take it. Take it and go up CoC
3. Do not disrespect players while in a sit (or anytime for that matter)
4. Do not take bribes
5. Do not go to a higher ranking staff member without permission
6. Do not use your staff abilities in RP situations
7. Do not spawn weapons or entities in RP ever. (Except for events by permission of Gamemaster)
8. Do not Administrate your own situation when you are RPing, contact another staff member to deal with the problem. (If no other staff is present and the player is repeatedly breaking rules, you can handle the situation.)
9. When you are staff you don't have "friends." Meaning you do not show favouritism toward your friends. (ex. Giving them ammo, failing to punish them for their misdeeds, defending a fail for your friends/faction etc.)
10. Do not whitelist yourself to jobs/roles in which you are not trained for or approved to use. (ex. Making yourself a commander when you are not)
11. Any staff caught on any other server breaking their rules or overall being unprofessional will be demoted.
12. No one shall staff more than one server, executives are exempt from this policy.

13. No staff can spawn themselves arrest batons to arrest or unarrest. The only time they can is when there are NO active Shock Troopers on.
14. Before banning a staff member a staff member must have another staff member present who is unbiased to the situation. The third party staff member must be Elder Admin plus. This rule does not apply if staff member is RDMing, mass banning, kicking or muting.
15. Elder Admin must get approval from a Head of staff before permeability propping things outside of bunks or sim areas.

Prop Limits and Whitelist

1. Each bunk can have up to 30 props. This includes text screens.
2. Each high command bunks and jedi may only have up to 40 props.
3. Commando can have up to 35 props.
4. Special Forces can have 25 props, Medical bay can have 50 props. Armory can have up to 40 props.
5. Bigger Bunks get to have up to 65 props.
6. No Half Life 2 props or props that are larger than 65 x 65 units (about 1/4 of the room).
7. No fog editors, sky editors, or any turf editors of any kind are ever allowed inside of bunks. These are already blacklisted from anyone below DD.
8. No expansions can be made to bunks or conjoining of bunks of any kind (putting in a large prop and cutting the prop into another bunk.)