

Forum/Discord Rules

1. Do not make irrelevant posts unless in Shit Posting.
2. Do not grave dig (do not revive old threads that haven't been replied to in a long time).
3. Do not disrespect players or staff.
4. Do not post in the wrong section of the forums.
5. Do not make double posts or double threads, please just edit the first post.
6. You may @ staff members when none are on, by going to the discord if assistance is needed on the server.
7. Do not spam anything on the forums/discord
8. Do not comment on reports/appeals that you were not involved in.

General Rules: Conduct

If you have a problem with the way a staff member handled a situation, or they are abusing their powers, contact a Head-Staff with proof.

1. Do not harass any players or staff.
2. Do not metagame, (Acknowledging "Hit Accepted" above hitmen, Drug Dealer, Job, etc.)
3. Racism is only allowed for RP reasons, but this does not mean you are allowed to be disrespectful/harass players or staff.
4. Do not expect staff to take any action without valid proof.
5. Do not be a troll or a minge.
6. English is the only language acceptable on the server.
7. If you feel as if a staff member is wrong instead of arguing with them, get a head staff member involved or report them on the forums.
8. Do not impersonate a staff member or a player.
9. Do not mislead players with false rules.
10. Do not try to use other server's rules on our server.
11. Do not advertise other gaming communities.
12. Do not encourage players to break the rules.
13. Do not try to avoid any punishments in any way. (LTAP)
14. You may have tags to other communities as long as you don't attempt to drag members to that community.
15. The Spawn Area is a neutral zone, therefore no roleplay or crimes should be done there.
16. To contact an admin, you must use " @ message ". Do not use this without a valid reason or needing to contact staff for a sit.
17. Do not request an admins assistance in unnecessary situations; only rule breaking or actual questions on our rules. Read the MOTD first before you ask your question to allow our staff to handle another sit in the event that your answer is in there.
18. Do not spam the admin chat, advert, or OOC.

19. Do not attempt to find loopholes in the rules that bypass other rules.

General Rules: Gameplay

1. Do not use lua scripts, hacks, exploits, or any other gameplay alterations.(This includes auto clickers and macros to break out of kidnaps!)
2. You must RP as the class is attended to be. (Contact staff if you have questions)
3. You may not spam job votes.
4. Do not abuse your job, do what your job is intended to do. Using a job for its resources, then changing is considered job abuse.
5. You may not counter-raid, counter-mug, or counter-kidnap. Party members, however, may defend each other, raiding a base that someone else is raiding would be considered countering their raid, along with mugging or kidnapping someone who is raiding, if someone is trying to raid a base you cannot try and do something that would stop them without a valid RP reason, and creating one by mugging would be considered counter.
6. You may only vote to demote someone for abusing or fail roleplaying as their job, (not RDM, or RDA, if so contact an admin)
7. You may not raid, mug, or kidnap someone that is clearly building.
8. You may not spam the camera flash.
9. You may not spam your flashlight.
10. You may not make a bomb out of any entities.
11. You may not put a camera anywhere but on your property.
12. You may not make a text-screen that is against another player or group.
13. You can only change your job name to be another role play character if it fits your set job.
14. You may not rope spam.
15. You must play by NLR (New Life Rule). New Life Rule is that you cannot return to your place of death or interact with anyone that is or was part of the RP situation. You forget everything that happened before your time of death. After death/rejoining, wait 5 minutes before returning to point of death, NLR is district wide, please do not return to the district that died at or re-enter the rp situation again until your nlr is over.
16. You may not break into (or attempt to break into) someone's base unless you are raiding, averted a raid, and a raiding class.
17. Do not use spoilers to make your adverts hidden.
18. You may not camp a base, you may take as much time as you need to raid it, but you may not just sit in it to camp it. This means you must leave the base once you have destroyed/collected all raidables.
19. You may only return to your base that was being raided after the raiders have called raid over. Only applies to people killed at their own base during the raid, a raider may not return.

Default Laws

Please refer to the DOJ Laws on the website!

Vehicle Rules

1. NO VDM!
2. Do not materialize your vehicle.
3. Do not spam sirens/horn.
4. Do not hide inside of a vehicle. This means sitting inside of it like a prop.
5. Do not ram into people or run them over on purpose.
6. Do not prop push your car, if it is stuck, call for an admin. (if your car is broken don't prop push it, get a mechanic or leave it be)
7. Your car may not be propblocked or in a position that is not able to be stolen from.
8. Do not blow up other players cars for no reason. If this kills anybody it is considered RDM on your part.

Killing/Shooting Rules

1. (RDM) Random Death Match is not acceptable. (RDM is killing people without a valid RP reason)
2. You cannot fire at anyone without a valid reason. Racism, and rule-breaking are not valid reasons. Please call an admin for rule breaking.
3. You may kill anyone that advert to you killing them or having a firefight, but must be done away from other players and spawn.
4. You must advert a 10 second warning to leave the property before killing them if you do not have a KOS sign.
5. You may not kill any government official unless they attack you first, or are actively trying to arrest you, just because you are wanted does not mean you may kill all the police around you.
6. If someone is passed your kos line you may kill them while they are past it, and you may kill them if they stole something as well as if they are actively going in and out of it; however, once they leave it and if they did not take anything you may not kill them as they are no longer past your kos line and you have no reason to kill them.
7. DO NOT abuse the warn system (Warning someone then walking towards them and killing them) if you are caught abusing the warn system then this is RDM. You must have a valid reason to warn the player to leave the area.
8. If someone is shooting at you or your party member you may kill them.

Prop Related Rules

1. You may not have props in other people's property without their permission.
2. You may not spam props.

3. You may not fully prop block anything/anywhere; excluding windows. there must be a way into the base.
4. You may not prop kill in anyway.
5. You may not prop push/climb/surf.
6. You may not build in public unless you are a hobo (anyone can build in the isolated tunnels located at the edges of the map), or a CP setting up a checkpoint (see CP rules).
7. You may not mess with players creations/props.
8. You may not have floating props/bases, there must be realistic support of some kind.(Ropes cannot be a support)
9. You may not have invisible props (Cameras are excluded from this).
10. No fully black box bases/areas.. A black box is a box that your flashlight beam does not show up on.
11. One way visual props are allowed using the material tool, as long as bullets can pass through the prop from both sides or not at all from either. Footshot/Headshot bases are not allowed.
12. You can hide in no-collided props as long as they are see through, and damage can be dealt from both the raider(s) and the person basing, or damage can't be dealt at all from either side.
13. You may build on isolated roofs not normally accessible if you're a hobo, or you can build on your own roof top if you own it.
14. You cannot completely copy someone's base (Make your own designs, because copying someone's full base design will result in removal from the server). This does not apply to bases found online (Youtube, Google, ETC).
15. You may not advance dupe a player's base without their permission (Failure to comply will result in removal from the server).

Mugging

1. You must advert mug
2. You must give people at least 10 seconds to react to your mug
3. Max mug is \$5000, also you may not mug someone for undroppable amounts of money (\$1).
4. You may not mug/kidnap the same person for 10 min.
5. You may not kill someone that you mugged after they have dropped the money, and the person mugged can't shoot you after dropping the money (You must choose to either fight back, or drop the money.)
6. You may not kill a mugger unless the person that is being mugged is you, or the person being mugged is in a Party with you.
7. You must make sure the person being mugged is aware they're being mugged.

Raiding Rules

1. You must Advert Raid
2. You may raid as much as you please, but you may not raid the same person consecutively. (Consecutive raid cooldown is set at 10 mins)
3. You may not raid a base that is clearly empty. You may not raid hobos, since they cannot own any raidables.
4. You may not call raid inside of the base
5. You must be near the base to raid it(Half a street away)
6. You can kill anyone inside of a base that you are raiding, or that are shooting at you.
7. You may takeover the PD, when raiding the PD you must advert pd raid.
8. Raiding cool down applies to whole party.(If you raid a place die and then your party member comes and calls raid you must wait 10 minutes to assist not 5.)

Door/Property Related Rules

1. Keypads must have a minimum of a 5 second hold delay.
2. You may build around your door(s) if it's not obstructing public walkways.
3. You may build on isolated roofs not normally accessible but only if you are a hobo, or if it is your roof top to the base you own,
4. You may claim the sidewalk that is in front of your base, but you may not make it impossible for people to pass by your base in order to access a public area.
5. You must own all doors of a base to be considered owner. This excludes hotel classed buildings, as for these buildings one person cannot own the whole thing without it counting as a mega base.
6. You may not buy every door in a large building unless you are using every room behind the doors you own.
7. You may not prop block all the doors of a building. One must be raidable.
8. Your base must be able to be raided by every class, without any climb sweeps or spiderman sweep.
9. You may have double fading doors.
10. The space between your fading doors must be wide enough for one player.
11. All bases must be raidable by the police/swat.
12. You must be able to shoot from both sides, or neither side of your base.
13. You may not have more than 5 fading doors linked to keypads in your base.
14. Loitering signs are not allowed. Being "near" a base is not a reason for KOS.
15. You must have keypads/Buttons that are connected to fading doors, within reasonable distance, and visible from the door. (E2 Auto-doors for personal entrance, aka not for raiders, do not need a keypad).
16. You must have all doors/fading doors able to be keypad cracked.
17. You may not take multiple buildings as your own personal base.
18. You may not use multiple world-buildings for one unified base as this is considered a mega base which requires a Party of five or more players who are online at the time, and you require a person per building as one person can only own one base, and you

also must be actively basing in all bases used in a mega base. (This excludes bases made COMPLETELY of props.)

19. You may not buy doors and block other people off from their bases.
20. You may not block off npcs from other players with your base.
21. All members of a mega base must actively be basing inside of the area.
22. If you split a building up for two bases you and the other player may negotiate terms for what parts of the base will go to who.
23. You can not have a KOS sign and a building sign.
24. You may not reuse the same fading door to require people to have to keep opening the door, if you have five fading doors they should not need to go through them more than once to get to the center of your base, so you may not use multiple levels in order to reuse your fading doors.
25. In arguments on who owns a base, the person with the most doors inside the base will own it.

Wire Rules

1. Using e2 or wire exploits or breaking e2 or wire rules can result in a permanent ban from the server. (Staff discretion/judgment).
2. Do not use wire trails/Wings.
3. Do not use lag intensive e2's or lag intensive wire tools/options (Staff discretion/judgment).
4. Do not exploit wire, or e2's, some examples being, but not exclusive to: teleporters, jails, esp, invisibility (Staff discretion/judgment).
5. Do not use e2's or wire to bypass server rules.
6. If a staff member tells you to remove something involving wire you must comply (if you feel wronged make a post on the forums).
7. If you feel the wire option or e2 setup you are using gives you an unfair advantage, DON'T USE IT!!!
8. If you are not a vip, DON'T USE WIRE (you can use users for auto printers!) (permanent bans will be issued).
9. Do not use e2s to spam music or mic spam unless your job allows for it. (Alarms are fine as long as they are not constantly playing.)
10. Do not put any e2's down that move around or follow any players on the servers.
11. Do not use any e2 that effects the player model of any player on the server.

Kidnapping Rules

1. You may hold someone for a maximum of 10 minutes (If rp entitles it, this hold may last longer but is under a staff members discretion).
2. You may charge a maximum of \$100,000 for a persons release and paying for release must be offered.
3. You may kidnap as criminal jobs.

4. You can pay for your own release.
5. You must advert kidnap.
6. Do not kidnap the same person for 10 minutes.(Includes if someone from your party kidnaps Them.)
7. You cannot kidnap someone just to hang them somewhere.
8. You may not demand anything other than money for someone's release.

Party Rules

1. If you see a Party member killed you may kill the killer.
2. All members of the Party must advert raid (No Party raid adverts).
3. You may not mix different classes into a party that are not allowed to base together.(Ex. Cops and Criminals, Dealers and Criminals)
4. Criminals may only base with criminals and medics, non criminals may not base with criminals.

Job Specific Rules

Police/SWAT/Secret Service(Government)You DO have a gun license by default.

1. You are allowed to have a gun out in public, and in PD.
2. All arrests MUST be preceded by a verbal warning, unless the circumstances are necessary for an instant arrest.
3. You are allowed to shoot players who pull a gun and shoot your fellow officers.
4. You are NOT allowed to be corrupt. (Buying Money printers/aiding criminals)
5. CP are allowed to make checkpoints to check for weapons (If they are illegal as stated on a law board by the mayor.) or illegal items.
6. Cops do not have NLR for bank raid or pd raid/pd takeover;however, for everything else they still have the NLR time of Five minutes.
7. You may not random stun stick/weapon check people.
8. You may not RDA. (random arrest)
9. You may not do criminal actions as this labels you corrupt. (See above)
10. You must have valid proof to warrant someone, you may not warrant someone for hearing printers.
11. You may not base outside of the PD.
12. You may not kos/aos or block off or deny access to the front of the P.D. it is a public space and anyone must be allowed to enter.
13. Only S.W.A.T commander and mayor can build in PD.(You can only build inside no props outside/blocking off door!)

Mayor (Government)

1. You DO have a gun license by default.

2. You may not make unrealistic laws (admins will decide this).
3. Mayor may not have laws that are ridiculous (admins will decide this).
4. The Mayor may not help defend the PD as this is the Civil Protections job.
5. The Mayor is entitled though to defend himself, but only if needed.
6. You may not make laws that contradict server rules.
7. You may not base outside of the PD.
8. You may not do criminal actions as this makes you corrupt. (See above)
9. Mayor can make weed legal. (beer and cigarettes are legal by default)
10. Mayor cannot do the police departments job. (This means they cannot raid with the cops, or help the cops uphold the law).
11. You may not kos/aos or block off or deny access to the front of the P.D. it is a public space and anyone must be allowed to enter.
12. If there is a lockdown there must be a valid reason for it. Such as a P.D raid or other things of that nature.

Dealers (Gun/Black Market Dealer)

1. You MUST have a shop that is advertising the sale of your item(s) and you must use it to sell your merchandise to other players.
2. You MAY self supply if the weapons are for defending your shop, (Buying singles only) but you may NOT self supply friends or a base.
3. You MUST have realistic and reasonable prices for every item being sold.
4. You may NOT scam.
5. You cannot refuse to sell to someone.
6. You may not base with criminals (This is still in effect even if you are in a Party with). You may however base with other non-criminal dealers or a hired guard, as a drug dealer you may base with criminals.
7. YOU MAY NOT HAVE PRINTERS!!!

Drug Dealer/Meth Cook

1. You may not base with dealers as you're a criminal class.
2. You may have printers

Guard

1. You must base with someone (Gun Dealer, etc.)
2. You may not abuse your stun stick/stun gun (Spamming either.)
3. Only use your gun to defend the base/person you are paid to guard.
4. You may not do criminal actions.

5. You may defend the person who paid you outside of their base but you need to make your job (<The persons name your defending > Guard).

Hitman

1. You may not pick and choose specifically who you want to do hits on. It's up to the customer. (If you do, you are subject to demotion.)
2. You may not commit/accept free hits or hits on On-Duty Staff members.
3. You CAN be arrested for accepting and attempting hits because murder is illegal, but do keep in mind that the cop must have proof other than the "Hit Accepted" sign above your head!
4. You may own a base.
5. You do not have to advert hit over/accepted.
6. You may raid but ONLY if your target is in the base, you can not steal from the base for any reason while inside.
7. When accepting hits, make sure that it pops up as accepted and is on your screen before killing the player. If you did not actually accept the hit or it glitched then it will be considered RDM.
8. You may not carry out hits on players that are obviously building or in spawn.

Hobo

1. You may build in public if it does not obstruct public walking ways.
2. You may not obstruct the streets with stuff, even if your props are no-collided.
3. You may not have floating bases. (Make "supports")
4. Spamming obscenities will get you demoted.
5. You may not own any map doors as a hobo.
6. You may only claim public property if it doesn't obstruct the public.
7. You may micspam, and use radio, but if an admin says to stop or remove radio you must comply.
8. You may not do criminal actions. (This includes printers, but you may have guns and knives.)
9. You may not own entities. (Printers/Bitminers/Cars/Etc)
10. You may not build on other people's property without permission.
11. You may not have a KOS sign.
12. You may own guns.

Banker

1. You may not do criminal actions.
2. You may store players printers legally inside of your base.
3. You may not be corrupt.

4. You may not scam players but can charge a fee/percent for storage.

Criminal Jobs

1. You may commit criminal actions, unless you're kidnapper than you cannot raid/mug.
2. You may mug players for a max of 5k.
3. You may mug, and steal, you do NOT need to advert steal.
4. When committing a crime you must advert it, unless it's stealing,
5. You may steal items in the open that do not require raiding.
6. You may own printers.
7. Only the things above are considered criminal actions, things like owning a gun without a license or breaking some dumbass law the mayor made would not be considered fail rp, you may break the law. Classes that aren't criminals may break any laws the mayor puts up, but may not print, mug, steal, raid or kidnap.

This is the end of the standard user rules; continue down to review the staff rules.

STAFF Rules

If you are staff on Liberty RP you are expected to represent Liberty RP, we ask nicely that our staff members keep other server tags other than Liberty RP out of their steam names and ingame names! If there is a tag that you see fit to adding to your name please talk to a higher staff member to confirm that the tag you are adding is not affiliated with Liberty in a bad way! Be sure to represent Liberty RP in good way when both on Liberty servers, or any servers in general. Liberty RP should maintain its positive standpoint.

1. If you change your name, you **MUST** make a post on the forums including your previous, and new name.
2. Do not disrespect the players for any reason.
3. Do not argue with players over rules or punishments, send them directly to the forums or discord to report it.
4. Do not be in god mode off duty.
5. Do not engage in ANY type of RP situation while you are a staff on duty OR dealing with a admin sit.
6. Do not abuse your staff powers. this includes but is not limited to your physgun, keypad checker, slay, ban, kick, and jail.
7. Do not set anybodies HP unless you have a valid reason. (Attempted RDM)
8. If you are on the server, you **MUST** go to sits.
9. There must be at least one staff member on duty when the server is half full.
10. If you are going to be inactive, you must tell a head staff member, or make a post on the forums, or you will be demoted.
11. If you are uncertain of any rules, ask a higher up to clarify.
12. You may be demoted without receiving a strike, depending on the rules broken.

13. Do not unfreeze/unweld a player's props.
14. You may not advance dupe a player's base without their permission.
15. Do not use "@" to contact other staff, use "///" or Discord.
16. Do not make up or give players false rules.
17. When applying for staff follow the directions in the staff handbook and also set your font of ingame name to a custom color other than black to prove you read the rules here and the staff handbook.
18. If you have a Party channel that is locked you are not allowed to stay in it without being in a Party operation.
19. DO NOT RDM EACH OTHER ON DUTY!
20. Do not AFK as staff on the server for any reason.
21. If you have a question ask the rank above you before you before asking headstaff.
22. We have a ranking system and it works like this T-Mod>Mod>SMOD>Admin>S Admin>HA>Sector Leader>Division Leader>Executive Director>Chief Of Operations>Chief Executive Officer, Failure to follow the Ranking system will result in a strike.

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