

# **CHERNARUS LOST SERVER RULES**

## **DISCLAIMER**

All players on the *CHERNARUS LOST* game server are expected to adhere to the rules detailed in this document. Failure to do so may result in being reported and/or excluded from the server/community.

The server owner may at any time, for any reason, change or modify the rules detailed in this document. Unauthorised editing or changing of the rules is strictly prohibited.

## **1. Hacking & Cheating**

- 1.1 Anyone found to be hacking, cheating, or exploiting will be reported and face permanent bans.
- 1.2 Anyone found to be complicit in, or enabling any of the above mentioned transgressions will face permanent bans.
- 1.3 Should a player witness or find evidence of the above mentioned transgressions, they are expected to immediately report it to server moderators, admins, and/or the server owner for further investigation.

## **2. KOS (Kill-On-Sight) & PVP (Player-vs-Player)**

- 2.1 KOS is freely allowed while inside the walled perimeters of the designated *KOS zones*:
  - I. *Pavlovo Military Base*
  - II. *Vybor Airfield / North-West Airfield / NWAf*
  - III. *Tisy Military Base*
  - IV. *Kamensk Military Base*
- 2.2 Both you and your opponent(s) must be within the walled perimeter of a KOS zone to freely kill-on-sight.
- 2.3 You are allowed to pursue and kill any already engaged opponent(s) who leave the walled perimeter of a KOS zone.
- 2.4 Killing a player on sight outside of the designated KOS zones may result in the offender having a bounty placed on their head. Continued instances of wrongful KOS will result in

the bounty reward being increased. Should the offender be killed or die, the bounty on their head may not necessarily be removed.

2.5 The bounty on an offender for KOS may be removed once a sufficient apology for their transgression(s) has been submitted to the admin staff, the server owner, and/or the victim(s) of the transgression(s).

2.6 Offenders of the rules for KOS may face time-outs or bans from the server/community if deemed necessary by the admin staff.

2.7 Instances in which KOS is allowed outside of the designated KOS zones:

- I. *In self-defence, such as when being taken/held hostage, physically threatened, robbed, ambushed, etc.*
- II. *In defence of others being taken/held hostage, physically threatened, robbed, ambushed, etc.*
- III. *When encountering players who are already engaged in active combat*
- IV. *When encountering players with bounties on their heads tagged with 'Wanted Dead' or 'Wanted Dead or Alive'*
- V. *Once war has been successfully declared between yourself (or your group/faction) and at least one other opponent or opposing group/faction*

2.8 For players, groups, and factions to freely engage in KOS outside of the KOS zones, all parties involved must declare war. Unrestricted KOS will only be allowed between the parties that accept the declaration of war.

2.9 Once war has been successfully declared and accepted, the involved parties are allowed to do the following:

- I. *Engage in combat with each other with impunity (except within the official trader zones)*
- II. *Raid each other's bases at all times (normally only allowed on Saturdays and Sundays)*

2.10 The end of a war may be declared by one or more victors through either the capitulation or total defeat of their opponent(s).

2.11 Unprovokedly attacking, knocking out, wounding, and/or incapacitating other players is always allowed (except within the official trader zones). Keep in mind that killing a player on sight outside the KOS zones, whether intentionally or accidentally, may still result in a bounty being placed on your head.

### **3. Player Bases & Base-Raiding**

- 3.1 “Organic” player bases may be built anywhere (except within the official trader zones).
- 3.2 Base-raiding is only allowed on the weekend, specifically on Saturdays and Sundays (based on the individual player’s time zone).
- 3.3 Players, groups, and factions engaged in war may raid each other’s bases at any given time.
- 3.4 Any territory outside of a flagpole’s influence is not considered part of a player base.
- 3.5 A player base without a flagpole may be raided at any given time.
- 3.6 A player base where the flag is inactive/lowered all the way down may be raided at any given time. For player bases with multiple flagpoles, this applies if a single flag is inactive.
- 3.7 Players may not lower the flags of other players’ bases in order to then raid them.
- 3.8 Using glitches, bugs, or exploits to infiltrate a player base is not allowed; in short, if it wouldn’t work in real life, don’t do it in-game.

### **4. RP (Roleplay)**

- 4.1 When organically encountering and engaging with each other in-game, players are expected to roleplay as their designated role/chosen character.
- 4.2 While your character may grow and develop over time, totally changing their behaviour and personality on a whim is not allowed. Upon death, you may change your character entirely if you wish to do so.
- 4.3 RP does not absolve you of responsibility: Acts of violence and depravity may be inherent to the game, but hate speech and genuinely offensive behaviour will not be tolerated.

### **5. Trader Zones**

- 5.1 The official trader zones are as follows:

- I. *Green Mountain Traders*
- II. *Kumyrna Traders*
- III. *Klen Traders*
- IV. *Svetloyarsk Boat Trader*

- 5.2 All official trader zones are to be respected as neutral grounds by all players at all times.
- 5.3 Killing, fighting, or any such activities are not allowed within the official trader zones.
- 5.4 Should a player be found to steal from others within the official trader zones, the offender will have a bounty placed on their head until they reimburse the victim(s).
- 5.5 Any unclaimed or abandoned items at the official trader zones may be freely looted.
- 5.6 While ambushes and robberies near the official trader zones are allowed, making the official trader zones totally inaccessible or impossible to leave is not allowed.

## **6. Factions**

- 6.1 To create a player faction, a request must be submitted to and accepted by the admin staff and/or server owner.
- 6.2 Factions must be original, have clearly defined goals and motivations, as well as at least 4 members in order to be made an official part of the server lore.
- 6.3 Just as with player characters, factions may change and develop over time, but sudden unwarranted changes in goals and motivations are not allowed.
- 6.4 Established player factions may be given their own private text and voice channel on the Discord server through which to communicate internally.

## **7. Admins**

- 7.1 Listen to server admins; they have final say.
- 7.2 You are welcome to respectfully bring up concerns through the proper channels.