

Conduct Rules

● **CONVEYOR JUNCTIONS**

- **Conga lines of conveyor junctions are BANNED (no more than 2 in a row allowed). You should have no more than 60 per capital ship, USE THE MODDED CONVEYOR TUBES INSTEAD!!!**
- ****ALL GRIDS MUST HAVE A BEACON OR THEY WILL BE WIPED AUTOMATICALLY****
 - THE BEACON DOES NOT NEED TO BE BUILT OR POWERED.
 - Grid backups are run every 3 hours, so there is a high chance any accidental deletions can be restored by an admin if notified.
- **Weapon Classification**
 - CIWS = All Gatling variations, anti-fighter turrets and anti-missile turrets, Point defense lasers
 - Medium Bore = Light Laser weaponry and all ballistics over 102mm under 260mm
 - Main Bore = Heavy Lasers, and all ballistics over 260mm
 - Capital Ship Weaponry = Ultra Heavy lasers
- **LARGE SHIPS**
 - Should be stored in !hangar or parked as a Temporary Station when not in use!
 - BLOCK CAP 100,000 BLOCKS
 - Capital Ship 30,000+
 - Battleship 15,000+
 - Cruiser 8,000+
 - Destroyer 6,000+
 - Frigate 4,000+
 - Patrol Ship 2,000+

2 GAMEPLAY RULES

- **2.1 MECHANICS**

- 50,000KM Km from the GPS coordinates 0, 0, 0 is the world border - anything outside of this border can be deleted by staff at any time.
- No using respawn ships in any form of PvP combat. Respawn ships are a tool to help get new players into the game, they aren't there to be used as weapons.
- Cryopods are banned to allow concealment to function properly. Make sure you empty player inventory before logging off as all players are auto deleted 15 minutes after logout. You are required to log out. This means you cannot sit in a cockpit either.

- **2.2 GRIDS**

- A grid whose owner has been offline for 14 days without notifying staff can be removed, or have it's coords released publically.
 - Public coordinate releases for inactivity must follow the same guidelines specified in [section 5.1](#)
- Supergridding (placing small and large blocks together) is banned to secure performance.
- A grid that does not have a beacon (blueprint or complete) present will be deleted.

- **2.3 SHIPS**

- A ship (a grid that is listed as a ship on it's info tab and can move) may only have 100,000 blocks.
- Capital Ship
 - 30,000+ Blocks
 - May have up to Tier 5 Gyros
 - No limit on the Enhanced, Proficient, or Elite Gyros
 - May have up to 50 Point Defense Armaments (CIWS)
 - May Have up to 25 medium Bore fixed Cannons
 - May have up to 20 Main Bore fixed Cannons
 - May have 10 Series 8 Bore Fixed Cannons
 - May have up to 20Medium Bore Turrets
 - May have up to 25 Main Bore Turrets
 - No BARS allowed in combat ships
- Aircraft Carrier / Resupply Ship
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- Battleship
 - 15,000+ Blocks
 - May have up to Tier 4 Gyros
 - No limit on the Enhanced, Proficient, or Elite Gyros
 - May have up to 35 Point Defense Armaments (CIWS)
 - May Have up to 15 medium Bore fixed Cannons

- May have up to 8 Main Bore fixed Cannons
 - May have 2 Series 8 Bore Fixed Cannons
 - May have up to 15 Medium Bore Turrets
 - May have up to 15 Main Bore Turrets
 - No BARS allowed in combat ships
- Cruiser
 - 8,000+ Blocks
 - May have up to Tier 3 Gyros
 - No limit on the Enhanced, Proficient, or Elite Gyros
 - May have up to 25 Point Defense Armaments (CIWS)
 - May Have up to 8 medium Bore fixed Cannons
 - May have 3 Main Bore fixed Cannon
 - May have up to 10 Medium Bore Turrets
 - May have up to 7 Main Bore Turrets
 - No BARS allowed in combat ships
- Escort
 - 7,000+ Blocks
 - May have up to Tier 3 Gyros
 - No limit on the Enhanced, Proficient, or Elite Gyros
 - May have up to 15 Main Bore Cannons
 - May have up to 6 Point Defense Turrets
 - May have up to 2 Large Turrets
 - May have up to 4 Medium Turrets
 - May have up to 6 Small Turrets
 - No BARS allowed in combat ships
- Destroyer
 - 6,000+ Blocks
 - May have up to Tier 3 Gyros
 - No limit on the Enhanced, Proficient, or Elite Gyros
 - May have up to 20 Point Defense Armaments (CIWS)
 - May Have 5 medium Bore fixed Cannons
 - May have up to 10 Medium Bore Turrets
 - May have up to 2 Main Bore Turrets
 - No BARS allowed in combat ships
- Frigate
 - 4,000+ Blocks
 - May have up to Tier 2 Gyros
 - No limit on the Enhanced, Proficient, or Elite Gyros
 - May have up to 12 Point Defense Armaments (CIWS)
 - May have up to 4 Medium Bore fixed cannons

- May have up to 4 Medium Bore Turrets
 - No BARS allowed in combat ships
 - Patrol Ship
 - 2,000+ Blocks
 - May have up to Tier 1 Gyros
 - No limit on the Enhanced, Proficient, or Elite Gyros
 - May have up to 10 Point Defense Armaments (CIWS)
 - May have up to 3 Medium Bore fixed cannons
 - May have up to 4 Medium Bore Turrets
 - No BARS allowed in combat ships
- **2.4 STATIONS**
 - 120 Weapons Max.
 - Should not have more than stabilization thrusters
- **2.5 RULE EVASION**
 - Any action that is used within reason to circumvent any rules or loopholes within the rules is strictly forbidden.
 - Whether or not an action is an evasion of the rules is at the discretion of the members of staff. If players are unsure whether or not something they plan to do would be rule evasion, please contact a member of staff about the specific plan to ensure it would be legal.
 - If a staff member provides clearance regarding a particular act that is later discovered by another member of staff and found to be rule evasion, the violator will not be punished, and the staff member should be brought up to date on the rule.
 - This does not apply to references to the rules themselves. Players are responsible for staying up to date on the rules as they are always available to them.
- **2.6 Hangars**
 - Hangars should be used as much as possible to keep as few ships in the world as possible to keep server sim speed as high as possible.
 - !hangar save while looking at grid exports to a file.
 - !hangar list shows you what is stored and your storage limits 4 normal and 12 for scripters.
 - !hangar load # restores the indicated saved grid.
- **2.7 Trade**
 - Thanks to Blue Mining Co. we have a fully enabled trade server.
 - Type /ehelp in game for command summary]

- Congratulations on joining the "Blue Mining Inc" trading network. Blue mining Prides itself for being the largest mining company in the frontier, and we welcome you to our family.
- What can your new trading system do for you?
- Below we have compiled a quick list of the benefits of joining the Blue Mining Inc Trade Network -
 - As a miner - it allows you to easily sell your mined ores, and negotiate the purchase of much needed supplies.
 - As a trader - it will streamline the process of making money buying and selling commodities.
 - As a mercenary - makes it easier to get paid then safely refuel, repair, and resupply your warships quickly.
 - As a contractor - it allows you to easily requisition building materials and supplies to build your ships and bases and minimising inconvenient distractions such as running out of air or the lights going out.
 - As a shuttle operator - it allows your clients to easily pay you for transporting passengers and goods with a minimum of fuss.
 - Install today, and Blue Mining gives all space pioneers a complimentary 100 credit for all new installs. Just issue the command /bal to your trade system to get started.
- Blue Mining Inc thanks you for your business.
- Please refer to the attached manual for details on how to service and operate your Trade system.
- <https://steamcommunity.com/sharedfiles/filedetails/?id=481264606&preview=true>

3.0 BLOCK RULES

- **3.1 ALL TURRETS**

- Must have "Idle" set to "Off" in the block's config. This should be done by default.
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Not in effect at the moment

- **3.2 ASSEMBLERS (Any type)**

- Restricted to 4 per player in Faction, regardless of size or type.
- Are INTENTIONALLY set to "Off" after every reset. Just turn it back on manually.
- Please monitor build que's and remove items that can't immediately be built. Do not let these stack up or simspeed can be adversely affected.

- **3.3 ARTIFICIAL MASS BLOCK**

- Restricted to 10 per grid.
- **3.4 DEFENSE SHIELDS**
 - Must have “Visible on hit only” checked in the controller’s config.
- **3.5 DRILLS (Any type)**
 - Restricted to 10 per grid.
 - Restricted to 20 per person.

Not in effect at the moment

- **3.6 REFINERIES (Any type)**
 - Restricted to 8 per player in Faction
 - Are INTENTIONALLY set to “Off” after every reset. Just turn it back on manually.
- **3.8 PROGRAMMABLE BLOCKS**
 - There is a PB limiter plugin in effect - any program that uses an excess of the server’s resources will automatically be terminated.
 - Using programmable blocks to negatively and maliciously affect another player’s ability to play the game properly is not allowed, this does not mean that they can’t be used to provide an advantage within reason.
 - Using scripts to circumvent the assembler/refinery deactivation on cleanup is not allowed.
 - TIM / ISY script is forbidden for performance reasons.
- **3.9 PROJECTORS**
 - Projectors can only be used with 14 people or less in the game (hit F3 to check).
 - When using a projector, you must check “Show only buildable” in the block’s config.
 - Sim Speed Exception - Projectors are allowed to be used over 14 people ONLY if Sim Speed remains above .6 (hit Shift+F11 to check) If Sim Speed drops under .6 all projectors need shut off.
- **3.10 SAFE ZONES/KSH ECON UPDATE**
 - Completely banned from the server to protect performance.
- **3.11 TIMER BLOCKS**
 - Using timer blocks to circumvent the assembler/refinery deactivation on cleanup is not allowed.

- **3.12 WELDERS (Any Type)**

- Only 10 welders may be used per grid, per build.
 - Multiple ships consisting of more than 10 welders may be docked together, but only 10 may be utilized at any one time.
 - If someone is found to be using more than 10 welders at once, they will no longer be allowed to have more than 10 welders connected to a single grid at any time.
 - Only 10 welders may be used at any time while printing a grid. This means only 1 welding ship/wall with 10 welders may operate at one time.
 - If you are using Elite Welders they should be mounted on a welding ship or by a means that only 1 is used at a time if more than 5 people are online.
 - Sim Speed Exception - Ship Welders / Ship Grinders can only be used if Sim Speed remains above .6 during use. (hit Shift + F11 to watch) If you are causing Sim Speed to drop during use you must stop and engineer another way.

- **3.13 CONVEYORS**

- 6-way Junctions should be used as little as possible for performance reasons. Redundant paths are encouraged especially for warships but they can be done with a single junction and multiple pipes.
- Please ensure Sorters do not form a loop that pulls components from cargo and pushes it back in constantly.

- **3.14 Build and Repair Systems**

- BARS are limited to a per player limit
- Maximum number of overlapping BARS build areas is 4 overlapping Bars (two set to help other two normal)

- **3.15 MAXIMUM LIMITS**

- **Interior Lights = 100 Per Grid**
- **Survival Kits = 4 Per Grid**
- **Oxygen Farms = 5 Per Ship or 20 per Permanent Station**
- **Drills = 10 Per Grid**
- **Batteries <Power> = 40 Per Grid**
- **Welders = 4 Per Grid**
- **Grinders = 4 Per Grid**
- **No More than 120 Weapons allowed on ANY Permanent grid combination.**
- **Build and Repair Maximum of 8 per player.**

- **3.16 Gravity Drives/Weapons**

- Gravity weapons/Gravity drives are no longer allowed. If found, these will be deleted from your grid.

4.0 FACTION INTERACTIONS / PvP rules

● 4.1 NEW PLAYER PROTECTION

- Don't pick on the Bambis
- If a new Player is repeatedly harassing others to the point that encourages attacks or the new Player attacks first then the New Player grace period is void and they are free to be attacked by anyone.

● 4.2 RECURRING RAIDS

- Players may raid whenever they want. There is no cooldown period between raids. If you somehow know where all of someone's bases are, you can attack them all at once or one at a time with no delay between raids.

● 4.3 PLAYER INTERACTION

- Toxicity is allowed but not encouraged. If a player is growing exceedingly hostile towards others, or is utilizing racial slurs, hate speech, or directly assaulting the character or the people in the chat, they may be instructed to cease their harassment.

5.0 DISCIPLINARY RESPONSE

● 5.1 SIMULATION SPEED VIOLATIONS

- A simulation speed violation is an action that violates established rules and causes a noticeable drop in sim speed.
 - *Ex:* Welding from an incorrectly configured projector, using a ship outside of the 10 welder limit.
- Responses to simulation speed violations may include:
 - GPS coordinates of the offending grid may be posted in the global chat.
 - Disciplinary coordinate releases are immediate and will be announced ONLY ingame and in #announcements.
 - Staff members are not allowed to provide prior warning or notice to anyone about any potential coordinate releases.
 - Temporary ban of 2 days for the violator(s).
 - Deletion of the offending grid.
 - Written warning (depending on the severity of the offense).

- Rules quiz (for first time offenders).
- Which response to utilize is up to the admin responding to the offense.
 - Admins will give one warning per player, the warning will be documented. After that point, any punishment may be given out.
 - Admins may not decide the punishments for their faction members, friends, enemies, or faction allies.
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- **5.2 BLOCK RULE VIOLATIONS**

- A block rule violation is building or using a grid that violates block rules, including but not limited to:
 - Too many assemblers
 - Too many refineries
 - Too many guns
 - Incorrectly configured projector.
- Responses to block rule violations may include
 - Admin will give one warning and directions on how to fix the rule violation
 - If there is another violation, or the first violation is not corrected, the offending blocks may be deleted.
 - After sufficient violations from the same player, the entire grid may be deleted.
 - This is up to the discretion of the admin.

- **5.3 WARNINGS**

- Warnings will be manually inserted into a warning sheet. Each player will receive one official warning per offense, either simulation speed violation or block rules violation.
- Once official warning has been given, no further warnings will be given to that player.

- **6.0 ADMINS**

- Admins reserve the right to answer calls for help as they want. Our only obligation is to handle game glitches and issues and not to help build / repair / engineer better ways for you to do what you want. Admins can and have helped in these ways but at their discretion / choice.
- Admins also have the right to show up un-announced for spot inspections

- We are here to help, please don't be afraid to ask!

**Any threats of DDOS or if you
are caught DDOSING you will be
given a permanent ban**