

# Official Remnant Role Play Community Rules

Collaboration of:

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## General Rules

1. No LEO or Civilian Baiting.
2. Player Overhead Display and Maps off
3. If you Fail to properly Roleplay [FRP] once, you will receive your only warning. If you FRP again, it will result in either the RP Host or Co-host asking for you to leave the game session. Failure to comply will result in getting Kicked from the party and BANNING from future RPs.
4. If you are going to kill in a Roleplay, please make a story out of it. Make a story out of it, at least 3 scenes long in a spread-out duration. [That means no mass murderers or Hitmen]. Do not randomly shoot.
5. Do not create or use characters solely for revenge
6. Make a story. Do not do scenes for the sake of doing scenes.
7. Please keep in mind that fear factor is a thing, and it is a very real thing. Make sure you keep this in mind and use it to your full advantage.

## Common Courtesy

1. Listen when the Host, Co-host, Moderator or any other Staff Member is talking. Mute your mics and pay full attention to what they have to say.
2. Do not talk over others when they are speaking. One person talks at a time
3. If You Don't Have Money to Do Things In RP, You Should Not Have Those Things In RP. [Ex. Upgrading or Buying Sports Car]
4. Do not post any inappropriate or unsuitable links in any chat on our server or anyone else's server
5. Discrimination is against the rules in this community. Discrimination is when you treat someone unjustly or make predetermined notions

about them specifically due to their Religion, Race, Sex, Sexual Orientation, Age or Gender

6. Any member met with discrimination towards them will immediately tell the person discriminating them to stop the behavior. That member can then report the rule violation to a compliance staff member.
  - i. If you are disrespectful or extremely rude to any member of the server, especially staff members, you could be kicked or banned from the server.
  - ii. If you are disrespectful or extremely rude to any member of the server, especially staff members, you could be kicked or banned from the server.
  - iii. Do not argue with any divisional leadership members or owners regarding their judgment in-game and out of game. If you have a complaint, you must seek and ensure this information is provided in an informative and tactful manner. Please use proper complaint forms via the website and discord to appeal all judgements made.
  - iv. Malicious behavior is defined as someone who enjoys hurting or embarrassing others. This would constitute: Inappropriate links, Pictures that are not family friendly, uploading any type of file containing a virus or something that would hurt someone, Hacking, breaking or tampering with community property.
  - v. Bullying is not tolerated at all. Bullying is defined as the abuse and mistreatment of someone vulnerable. If you feel like you are being bullied by another member, approach one of the department/divisional leaders through direct messages with evidence and they will direct the issue to our compliance department for an investigation if need be.
7. Any violations of Common Courtesy Rules 1- 4 will result in removal from RP and a time out duration of 1 RP. Repeats of violation will double the penalty and are stackable up to 12 RP timeout duration. Any further violation will result in removal from Remnant RP entirely and your addition to #ban-list ☹.
  - a. Any violations of Common Courtesy Rules 5 and 6 are ZERO TOLERANCE and will result in the perpetrator getting removed from the Roleplay and Banned from the server and Community.

## Weapons

1. Weapons are as follows;

1b. Pistols - Pistol, SNS Pistol, Combat Pistol, .50 Pistol, Vintage Pistol, Ceramic Pistol, Heavy Pistol, Flare Gun [LEO only]

1c. Machine Guns- Micro SMG, Mini SMG, SMG, Assault SMG, Machine Pistol, Gusenberg Sweeper

1d. Assault Rifles - Assault Rifle, Advanced Rifle, Bullpup Rifle, Carbine Rifle, Special Carbine Rifle, Compact Rifle

1e. Shotguns - Pump Shotgun, Sawed-off Shotgun, Bullpup Shotgun, Double-barreled Shotgun, Musket

1f. Explosives - Jerry Can [Briefcase/Alt Fuel Source]

1g. Heavy Weapons - Homing Launcher [Camera], Firework Launcher [Camera]

1h. Bladed Melee Weapons - Knife, Antique Cavalry Dagger, Switchblade,

Hatchet, Broken Bottle

1i. Blunt Melee Weapons - Pipe Wrench, Flashlight, Pool Stick, Hammer Knuckle Duster, Nightstick [LEO]

8-2. Civilians can own up to Either

[2 pistols and a Shotgun]

[2 pistols and a Machine Gun]

[1 pistol, 1 shotgun and 1 Machine gun]

[1 Machine Gun and 1 shotgun].

LEO can own up to 1 Taser and either

[1 pistol and a Machine Gun]

[1 pistol, 1 shotgun and 1 Machine gun]

[1 Machine Gun and 1 shotgun].

Assault Rifles are NOT legal for Civilians.

## Vehicles

1. Vehicles; Realistic Super Cars, Realistic Sports Cars, Realistic Motorcycles. Obviously, nothing with the capability to use guns unless it is the decommissioned JBW. Keep super and sports cars to the asphalt.

2. No vehicles from Elitas, Dock Tease or Arena War. Nothing from Warstock that is weaponized, armored or able to fly. This also means no Dump Trucks or Monster Trucks.

3. Window Tint, under glow and Drag Equipment on asphalt roads are SECONDARY offenses, meaning you cannot be pulled over for it BUT can be ticketed once primary pullover reason is established.
4. Red, blue, yellow, orange and Amber under glow is illegal as they resemble emergency units. Colored headlights, unless the color is the STOCK color, is illegal.
5. These speed limits are the same for Blaine County and Los Santos County.
  - a. In town: POSTED 35MPH
  - b. Outskirts of town, backroads: POSTED 45MPH
  - c. Main Highways: POSTED 55MPH
  - d. Interstate: POSTED 65MPH

## Police Specific

1. To combat civilians using high-speed vehicles, police will be able to use the following:
  - a. For less than 7 People; 1 High Speed Pursuit Unit
  - b. For 7 - 9 people; 1 Undercover Unit and 1 High Speed Pursuit Unit
  - c. - For 9 - 11 people; 1 Undercover Unit, 2 High Speed Pursuit Units
  - d. - For 11 - 13 people; 2 Undercover Units, 2 High Speed Pursuit Units, and 1 Air Unit
  - e. For 13+; At least 2 Undercover Units, 2 High Speed Pursuit Units and 1 Air Unit. Any additional units at your discretion.
    - i. Air Units have an operating time of 7 minutes and a 5-minute cooldown as it will need to return to base for fueling.

## 911 and 311

1. Do not flood 911 with calls. There is most likely only one designated operator to take calls.
  - a. In an Xbox Party, a maximum of 2 calls every 7 minutes is set in place to help the operator.
  - b. When Signal 100 Is in Affect, No Civ May Come into Party Chat Except For The Civ(s) That Is Part of The Scene.
  - c. Maximum of 1 priority call per 7.5 minutes, 2.5 min cooldown timer.
  - d. While priority is in play, 911 is disabled and cannot accept calls during the duration of the priority.
  
2. 311 is to be used for business calls ONLY. Buyable buildings are as follows.
  - i. Sandy Shores
  - ii. Inside SS - 24/7, Barbershop, Ammunition, Liquor Ace, Boathouse, Tattoo Parlor, Junkyard, Pizza Building [Next to Police Station], Gas Station, Mechanic Shop [Next to Gas Station]
  - iii. Outskirts - Recycling Center w/ Plane Yard, 24/7 Palmer-Taylor Power Station, Yellow Jack Bar, Mechanic Shop [By Airfield], Gas Station [By Airfield]
  - iv. Harmony - 2/7 x2, Gas Station, Discount Clothing Store, Suburban, Redwood Lights Track, Los Santos Customs Gas Station by Great Ocean HWY1, Rebel Radio Station, Junkyard
  - v. Grapeseed - 24/7 + Gas Station, Wonderama [ Must own]
  - vi. Paleto Bay - Ammunition, Discount Clothing Store, Beeker's Garage, Junkyard, Gas Station, Tattoo Parlor, Barbershop, Lumbermill, Cluckin' Bell Farms, Paleto Bay Inn, Diner, 24/7 + Gas Station on US HWY 13