# UNMCF RULES OF ENGAGEMENT

These rules are to be followed at all times by all members engaging in combat.

Updated 2019-12-5

## General Raid Rules

* No Spawn Killing ( from the fortification) spawn rumbling is permitted
* No Spawn Trapping (Suppression of respawns from anywhere not in spawn)
* No loadout level req weapons unless specifically allowed for the raid and agreed upon by both sides
* Player must spawn with an assault rifle and a magnum with at least one frag grenade
* A planned raid must start with the same number of players on each team
* All attacking forces must remain at spawn until the raid leaders have messaged for the game to start
* The raid may have a planned time limit and must be followed by both parties

## Map Regulations

* A raid fortification must be a single structure with no vantage points that circumvent cover
* No bridge can exceed more than 3 96mby96m walls in length
* No box turrets
* Attacking forces must have cover (no less than 3 per 3 96mby96m walls)
* No more than 3 soft kill boundaries
* No tait zones ( unless are used for jail cells)
* No kill boundaries
* Raid fortification must be accessible to attacking forces
* Entrance to fortification should be accessible to fit a mongoose and sprinting through
* No Safe Zones

### Weapon Restrictions

* No more than one active rocket launchers or fuel rod cannons active at a time.
* No more than one sniper rifles up at a time.
* No beam rifle (Shouldn't even be on the map)
* No Binary rifle (Shouldn't even be on the map)
* No incineration cannon (Shouldn't even be on the map)
* No power weapon Reqs under any circumstances

### Vehicle Restrictions

* No more than one gauss hog turrets
* No more than one scorpion tanks
* No more than one rocket hogs
* No Req Vehicles
* Non-Navy Maps may not contain more than one aircraft

## Important Match Ending Scenarios

* If the host boots a player from the other team whoever the host team is will forfeit
* If more than 50% of the game lobby lags out the raid will result in a draw.
* If a team violates any of these rules they will automatically lose the raid
* If the time limit is reached, and there is at least one attacker in the fortification, the game will go into overtime and a team must completely overrun the base the team that does this first wins immediately
* If the game is ended while the base is contested the raid will result in a draw