

# CMRC Law. CMRC Ethos.



## Preamble

In order to uphold our founding values, progress our cause for existence and secure an egalitarian, open and safe community we chose to orient ourselves on these rules. We strive to be dedicated, fair and kind to all, who value and respect the values we hold dear. We strive not to overreach, abuse our power and to never impact personal freedoms should they not be in direct conflict with following rules.

Rendering aid, anywhere, anytime to help our allies defeat our enemies.

## Section 1 - General Rules

Applicable to every member of the CMRC Discord Server and Members of the Regiment, which are not on our Discord Server, without exception.

1. As one of our *founding values*, members are urged to **be respectful, including** (among other findings) **refraining from purposefully instigating arguments, causing general disturbance to the peace or posting graphic content** (of any nature, be it auditory or visual or both).
  - 1.1. Failure to comply with this rule will result in a time-out, based on the severity of the offence.
  - 1.2. Should the offender have shared graphic content of any nature by accident (this has to be verifiably the case), the time-out will be at least 1 hour.
2. A further *founding value* is the **strict punishment of harassment or hate speech**, in order to grant a safe and inclusive environment for all our members. This includes the punishment of racist, sexist, xenophobic, anti-LGBTQ+ or ableist speech (among other findings). We shall grant everyone a safe space, where they will not judged or talked down upon. Members should refrain from instigating or engaging in political or religious debates.
  - 2.1. A case of hate speech always results in a kick or ban from the server, depending on severity.
  - 2.2. Should the member of the server also be a member of the Regiment, a discharge from the Regiment shall be handed out only in the case of sufficient severity, one that would also result in a ban from the server.
3. In the interest of fairness and justice, **using alt-accounts/cheats will be punished severely**. The use of alt-accounts has to be verifiable by means of evidence. This evidence does not have to be corroborated by a secondary piece of evidence.
  - 3.1. Should alting/cheating be suspected- and verified by a single piece of evidence, the server member is to be kicked from the server.
  - 3.2. Should alting/cheating be suspected- and verified by a single piece of evidence, by a member of the Regiment, the Member is to be discharged from the Regiment and the server.
  - 3.3. Should alting/cheating be suspected- and verified by two separate pieces of evidence, by a member of the Regiment, the Member is to be discharged from the Regiment and banned from the server as well as reported in-game.
4. In the interest of open and fair communication, members of the server are instructed to **use English in communications**.

- 4.1. Should English not be used repeatedly (3 recorded instances or more), the member shall be notified of this rule.
  - 4.2. Should English not be used after 1.4.1 has been enacted, for 3 recorded instances or more, the member shall be timed-out for 1 hour or more.
  - 4.3. Shall the time-out not have been effective in apprehending the activity, the member shall be kicked from the server after another recorded offence.
5. In order to alleviate administrative hardship for CMRC staff and members alike, **Regimental Ambassadors and Shoppers shall carry their Regiment's tag after reading the Rules.**
    - 5.1. Should the person in question not carry their regiment's tag, they shall be notified of Rule S1-5
    - 5.2. Should the person in question not carry their regiment's tag one day after being notified, they shall be prohibited from being promoted to a *Vetted Diplomacy Partner* (or any similar /following higher tier diplomacy role until they have added their Regiment's tag.
6. To ease communication and coordination further, all members are required to **set their time zone in the respective channel.** (Currently: *set-time-zone-required*)
    - 6.1. Should the person in question not have set their time zone, they are to be made aware of rule S1-6
    - 6.2. Should the person in question not have set their time zone one day after being made aware of rule S1-6, they shall be barred from being promoted to a *Vetted diplomacy partner* (or any similar /following higher tier diplomacy role until they have rectified the absence of their set time zone.
7. All members are instructed to **use tools, easing time coordination.** Tools like these shall be any form of program, which generates custom time-stamps, that automatically show time based on the readers' device time zone. (*Hammertime*, etc.)
    - 7.1. Should the person in question not use these methods, they are to be made aware of rule S1-7
8. **Sharing information pertaining to friendly (Colonial) operational information as well as map intelligence** (among other findings) **is prohibited.** Should map-material or photographs be shared, using the *secure map more* or taking photographs, which obscure location data as well as the chat window is indicated in channels which are marked as *unsecure* or should have a lock symbol missing from their channel descriptor on the server.
    - 8.1. Should the person in question post sensitive information, the post can be deleted by any member authorised to do so (Commander, Officer, Staff); furthermore,
    - 8.2. Should the person in question again disregard rule S1-8 a timeout shall be launched for a minimum of 10 minutes
    - 8.3. Should the person in question again disregard rule S1-8, an intervention is to be held in a voice chat. Should the offender not be present at the set date or ignore the warnings stated in the intervention, the CMRC withholds the right to kick them from the server. This is to protect Colonial intel and prevent alting. Should the offender also be part of the regiment, they shall be discharged from the regiment.
9. **Members of the Warden faction are to receive the Warden Role.** The *Warden Role* ensures optimal operational security and safeguards the Colonials' hard work. This is to happen without exception. In the interest of fairness, all members shall report their faction status upon being asked.

- Providing an F1-Menu Screenshot may be required in order to confirm the player's faction status at any time.
  - Members of the Regiment are to report a faction change at the beginning of each war.
  - Members with the *Warden* Role are to be barred from receiving diplomatic ranks or the *Verified* Role until their Colonial faction status has been re-verified.
    - 9.1. Should the person in question not specify their faction status upon request, the CMRC holds the right, to automatically assign the *Warden* Role. The request to reveal faction status may be made once, every two days.
    - 9.2. Should the person in question lie about their faction status in any way and by any means, the member shall receive a time out of 1 week or shall be kicked/banned from the server, based on the severity and the effort behind the disingenuous behaviour
    - 9.3. Should sufficient evidence be produced, implicating the offender as a *Warden*, the CMRC holds the right to automatically distribute the *Warden* Role.
10. **CMRC Members have priority and right to use Regiment internal resources.**
- Exception 1: On any and all facilities and queues marked *public*, CMRC personnel do not have priority.
    - 10.1. Should theft occur, it is the responsibility of CMRC Regiment staff, to contact the perpetrator's regiment and launch a formal complaint.
    - 10.2. Should the perpetrator be on the CMRC Discord Server, the CMRC holds the right to intervene of its own volition. Should theft occur repeatedly, the CMRC holds the right to report the perpetrator in-game and kick the person in question from the CMRC Server.
11. Non-Regiment members **shall not reveal sensitive information.**
- 11.1. Should sensitive information be revealed, the offender should receive punishment ranging from an intervention in a voice chat (Should the offender not be present at the set date or ignore the warnings stated in the intervention, the CMRC holds the right to kick them from the server immediately) to a ban depending on severity
  - 11.2. Should the offender accidentally have revealed sensitive information, the information should immediately be recalled (if possible). Should revealed information be able to be changed in-game (such as stockpile codes), the relevant information is to be changed immediately. Should the person in question reveal sensitive information accidentally a second time, a time-out of at least 10 Minutes is to be placed on the offender. Revealing sensitive information accidentally for a third time will result in being kicked from the server.

## Section 2 - Regiment Member Rules

These rules only apply to Regiment Members, be they Server members or not, Without exception.

1. **Committing War Crimes shall be prohibited.** This includes shooting *verifiably* unarmed enemy medics, withholding medical assistance to the enemy or taking and keeping hostages (among other findings).
  - Exception 1: Due to poisonous gas being a core gameplay mechanic, only *Medics* may not utilise Gas grenades.
  - Exception 2: Medics may utilise secondary firearms and emplaced weapons in a defensive manner
  - Exception 3: *Combat Medics* and *Backline-frontline Medics* may use primary weapons in an offensive manner

- 1.1. Should the Member in question disregard Rule S2-1 for 3 recorded instances, an intervention is to be held in a voice chat. Should the offender not be present at the set date or ignore the warnings stated in the intervention, the CMRC holds the right to kick them from the server and discharge the offender from the regiment.
2. **Causing disputes of any fashion with other Regiments is prohibited.**
  - 2.1. Any dispute caused is to be immediately reviewed by a panel made up of staff members.
  - 2.2. Should sufficient evidence be brought forward, implicating the member in question, they are to receive a time out of at least 1 Day, depending on severity.
  - 2.3. Should the offender continue the problematic behaviour, they shall be discharged from the Regiment, as well as kicked from the Server.
3. **Withholding medical assistance in exchange for Commends, or demanding commends for services rendered is prohibited**
  - 3.1. Should the offender take action prohibited by this rule, they are to be made aware of rule S2-3.
  - 3.2. Should the offender repeat the behaviour after being made aware of rule S2-3, the offender shall be discharged from the regiment and kicked from the server.
4. **Revealing sensitive Information is prohibited.** This may include any and all information, which is not accessible without the *Verified* role. Stockpile Codes fall under special protection. As they shall not be revealed to *anyone* (Stockpile Codes are on a need-to-know basis).
  - 4.1. Should sensitive information be revealed, the offender should receive punishment ranging from an intervention in a voice chat (Should the offender not be present at the set date or ignore the warnings stated in the intervention, the CMRC holds the right to kick them from the server and discharge the offender from the regiment) to a ban combined with discharge from the Regiment depending on severity
  - 4.2. Should Stockpile Codes be revealed, the stockpile code should be changed immediately. The offender shall be removed from
  - 4.3. Should the offender accidentally have revealed sensitive information, the information should immediately be recalled (if possible). Should revealed information be able to be changed in-game (such as stockpile codes), the relevant information is to be changed immediately. Should the person in question reveal sensitive information accidentally a second time, a time-out of at least 10 Minutes is to be placed on the offender. Revealing sensitive information accidentally for a third time will result in being kicked from the server and discharged from the regiment.
5. Members shall carry their **in-game name as their Discord Server name.**
  - 5.1. Should a member not carry their in-game name as their username, the member is to be made aware of rule S2-5
  - 5.2. Should a member not have changed their Discord username to be their in-game name after 24h, they shall be barred from receiving further verifications or higher tiered roles until their Discord Name matches their in-game name.
6. Members are asked to **lock and/or secure vehicles in possession of the CMRC.** This includes any and all reservable vehicles, upgraded vehicles, gifted vehicles (among others).
  - Should a vehicle have been lost, the party responsible for the loss should deliver supplies in the appropriate quality and amount as compensation or reclaim the stolen vehicle.

- Should resources have been inside the vehicle, the stolen goods shall also be reclaimed or reproduced.

## **Section 3 - Tribunal Process Law.**

Applicable to any tribunal proceedings- the CMRC guarantees fair and just treatment in case rules shall be broken or ignored. These rules shall guarantee a safe and expedient process.

- 1. Tribunal proceedings shall be the a just exchange of true facts pertaining to a dispute situation.**
  - The Proceedings shall be presided over by the *Commander* who is also allowed to function as a prosecutor while presiding. Generally the *Commander* shall act as a moderating influence for both sides.
  - The Defendant shall be directly involved in the process, together with their defender, a *Community Moderator*, gathering evidence and arguments on order to protect the Defendant.
  - The *Staff* shall function as prosecutors, gathering evidence and arguments on order to convict the Defendant.
  - Should no consensus be formed by the defender and prosecutor, the *Commander* may decide the result of the case.
    - 1.1. Should any party fabricate false evidence or other untrue circumstances, or otherwise lie in any way in order to further goals on their own side, the case shall immediately be decided for the countering side, as well as the fabricating party be banned from the Server (in case the member is part of the Regiment, they will be discharged in addition to the ban).
    - 1.2. Should any party manipulate the proceedings or trick any other party leading them to lie or falsely fabricate circumstances, the original *deceiving* party shall be banned from the Server (in case the member is part of the Regiment, they will be discharged in addition to the ban).
- 2. A proceeding shall be opened by a staff member in a separate channel/forum post.**
  - 2.1. Should this not happen- and the proceeding be carried out in any channel, to which more people, than the parties directly involved have access, the proceeding is invalid and its results should be annulled.
- 3. Consequences resulting from a case are to be dealt immediately after the conclusion of the proceeding.**
- 4. Should a case not follow Tribunal Process Law, the case is to be dismissed or retroactively re-evaluated.**
  - Exception 1: Any case concluded before the creation of the Tribunal Process Law shall not be reviewed.
- 5. Should a member have been kicked from the regiment and/or the Server due to any process, the previous member has the right to reapply for Regiment membership one war after the removal has taken place.**
  - Should the removal have occurred during an ongoing war, the removed member shall wait for the end of the war and another full war.
  - This extends to any rulings made by the tribunal, also those which are not related to a kick or a ban.
- 6. Verifications shall be only available to members of the Regiment, who are part of the Discord Server and the in-game Regiment**

- A Verification is to be designated by the *Verified* Role.
  - A Verification only lasts for one war. After each war, a Member shall be un-verified. (Up to 1 day post War End)
  - Within a one week grace period, a member can seek to regain their verification by sending an F1 Menu and Map Screenshot into a thread in the *Verification-Retention* channel or joining the official CMRC in-game squads.
- 6.1. Should a member have been unjustly un-verified or verified, an investigation into a possible breach of S5-7 should be launched.

## Section 4 - Sales Law.

These rules concern any staff and perspective customers of any sales process being offered by the CMRC.

1. **Sales should be carried out by a regulated process.**
  - The Sales shall be carried out with the help of a Discord Bot, designed to make the sales experience as expedient and easy as possible for the customer.
  - Customers shall get the Shopper role, which will grant access to the *CMRC-fulfillment* channel. They may open two tickets at a time.
  - After a Shopper has opened a ticket, a Sales representative, with the role of *CMRC-Fulfillment-Team* has to claim the ticket.
  - Once the ticket is opened and claimed, the sales rep should use a command to initiate the sales process.
  - Once the buyer has selected a sales option, and confirmed their order.
  - Should the buyer select more than packages, than the maximum amount specified, the sales representative should only regard and charge the last options they have selected.
  - It is good practice to add the prices and give the buyer a concrete number of the entire cost in a small message.
  - The moment a sales representative has started to prepare an order, they should send the next command into the Ticket channel, which specifies, that their order is now being produced, intended to give the buyer an update as to the state of their order.
  - If the order is completed, please a third command should be sent, intended to give the customer the confirmation, that their order is indeed finished. A sales representative now have to provide them with a pickup location and a 6-digit passcode made up of numbers and letters at random (example: Yd7v9G). The buyer should not share this code with anyone. Before the sales representative hands over the items, the customer shall whisper the specified code to the sales representative to confirm their identity.
  - After the handover has been achieved, the sales representative has to close the ticket "with reason". This should automatically send a sales evaluations form to the buyer, who can then rate the service.
  - *Emergency clause*: Should an immediate emergency occur, which requires the CMRC to utilise any equipment currently in production, the CMRC holds the right to only use the equipment in question, after gaining approval from the original customer and a favourable outcome of an emergency Officer Vote.
    1. Should a sales process not have been carried out under stated process guidelines, the sales process is to be declared as invalid and reversed.
    2. Should the customer hand over payment *before, a considerable time after* the equipment has been handed over *or not at all*, the CMRC holds the right to cancel the order, return the payment (if issued) and use the produced equipment for their own purposes.
    3. Should equipment have been utilised by any member of the Fulfillment Team or regiment in general, before reaching both conditions warranting its use, the member and his actions

in question shall be investigated by a panel of Staff members. Should the panel conclude, that the emergency clause was not to be triggered, the member in question should be removed from the Fulfillment Team. In case of an officer abusing the emergency clause (or in any way asking/forcing another member to abuse the emergency clause) Rule S5-7 shall take effect.

2. Should a customer break any Regiment rules, or have broken any rules in the past, **the customer can be banned from CMRC sales programs for one war.**
  - Should the ban have occurred during an ongoing war, the banned member shall wait for the end of the war and another full war.
  - The CMRC does not hold the right, to dictate usage of purchased equipment after a successful sales process has concluded.
    - 2.1. Should an attempt be made to dictate usage of purchased equipment, the person trying to dictate or dictating its usage shall be removed from the Fulfillment Team.
    - 2.2. Should a ban have happened unjustly, the banning party shall be investigated for possible breach of Rule S5-7.

## Section 5 - Staff Guidelines.

These rules are only applicable to Server and Regiment Staff.

1. **Be active.** Officers of this Regiment should be active in order to guarantee work is being done and Divisions are not slacking off. We are active, so our members don't necessarily have to be.
  - 1.1. Should an Officer plan on becoming inactive for a consecutive 2 weeks, they have to notify the staff of their planned absence.
  - 1.2. Should the Officer be inactive without prior notification, the other Officers and the Commander shall hold a vote on making the absent officer honorary
2. **Officers should actively oversee operations in their Division.** Officers have the responsibility over the actions of their Division. Should the Division fall inactive, it is the Officer's job to resurrect the Division.
3. **Recruiting or delegation of Recruitment is the Officer's responsibility.** Growing Divisions or developing strategies to do so, should be handled by officers, since they are the experts in the matters their Division deals with.
4. **Officers should help create a safe environment for everyone.** Upholding the founding principle of creating a safe environment in which our members can enjoy themselves is also a responsibility of the Officers.
5. **Decisions, which concern the regiment as a whole, shall be decided by means of a vote among staff or the Officers (+Commander)**
  - Officers as well as the Commander should follow basic democratic principles to determine the direction of certain decisions. Topics for vote shall include (among other findings):
    - Staff changes (promotion/demotion)
    - Appointment of new Officers
    - Election of heroes of wars
    - Changing Server Structure
    - Officer inactivity role (honorary Officer)
    - Officer regaining active status
    - Fundamental rule/ethos changes

- Fundamental maintenance of diplomatic relations (Coalitions, partner regiments,...)
  - A vote is to be held for a duration of *24hrs* and in emergencies for a duration of *4hrs*. Every officer and the commander have one vote each. They who don't cast their vote within the given time automatically abstain from the vote.
  - Should a *tie* occur in any of the votes, among the Officer Staff, the other Staff should be involved in the vote. Should any officer hold one of these titles as well, they still only hold one vote. The vote is to be cast in the *Management-Chat* channel.
6. **The election of *Community Moderators* should follow a regulated process, that ensures community participation, moderated by existing *Staff* members.** To that end, following process is to be followed:
- Every 50 new members, a new Community moderator will be added. The vote to determine these moderators should be democratic.
  - The *Officer of Outreach* will announce the opening of the new position in the *Secure-Announcements* channel.
  - The grace period for application shall be *5 Days*.
  - The *Officer of Outreach* will then seek to hold a short interview with the moderator candidates, to determine their communication style and moral compass among other qualities.
  - The candidates, the *Officer of Outreach* deems to be unproblematic, will then be running against each other in a vote - at first - among all Staff (in the *Management-Chat*), be advised, that this vote should run for 24h, while multiple candidates should be selectable in the vote.
  - The winner and first runner up will then run in a second vote *accessible to all members* in the *Secure-Announcements* channel.
  - The winner of this vote will be made *Community Moderator*
  - Exception 1: Should no candidate arise from the membership pool, the *Officer of Outreach* will propose a candidate, which whom they have cleared their consideration in from of a Officer Vote, as regulated under Rule S5-5.
- 6.1. Should a new Community Moderator not have been elected by any of the above mentioned processes, the vote shall be annulled, with no role being handed to the appointee.
7. **Abuse of Power is prohibited.** This may include punishments or titles and roles, which were handed out without consent from a vote, a designated electoral process or as a result or Tribunal proceedings among other findings.
- An abuse of power has to be proven by providing evidence.
  - The finding of an abuse of power is not extended to snap emergency decisions, which were taken to verifiably deter or prevent the disregard of any of our rules. Any snap emergency decision has to then be reviewed by a panel of staff members.
  - In certain cases, this Rule can be applied to Members, who are not part of Staff
- 7.1. Should any Member abuse their power, they shall be discharged from their position and/or banned from the Regiment, as well as kicked from the Server.
8. The election of new staff members shall **follow a regulated process.**
- Officers or the Commander can start a poll for the election of a new staff member (as regulated in S5-5).
  - Elected personnel should be given all appropriate roles immediately after the vote has concluded.
  - Elected personnel should be shown and agree with the rules.
  - Elected personnel should be ready to uphold the rules and values the CMRC represents.
- 8.1. Should the elected person not have been elected by the stated process, the election is to be annulled.



- 8.2. Should the elected person be given wrong or overbearing roles, the roles are to be removed and the party handing out the roles is to be investigated for breach of S5-7.
- 8.3. Should the elected person not agree to our rules or values or fail to uphold them, their roles are to be removed and the vote is to be annulled. A new vote is to be called at the earliest convenience.