Arma 3 Antistasi Rules

⚠️ These rules are complimentary to — and do not supersede — our Community Rules.

Please take a moment to familiarize yourself with our Arma 3 Antistasi server rules before joining.

① Limit Friendly Fire ⚔

- **Your bullets are every bit as deadly to friend as they are to foe!**
- **Always 🔊check your backblast with launchers** and use caution when tossing grenades!
- Know roughly where your shells will land before firing mortars/artillery/etc.

② Base Conduct 🏠

- If you are the first to spawn at HQ, ensure Petros is safely sheltered indoors!
  - If Petros is left outside he may be killed by passing enemy patrols or errant air strikes.
  - Petros being in cover also gives him a fighting chance in the event Defend Petros is triggered and no one can reach him in time.
- Do not engage in disruptive behavior at friendly locations. This includes:
  - Damaging structures
  - Stealing or moving equipment/emplacements without approval
  - Hindering other players' activities

③ Vehicles & Equipment 🚗

- **Please use vehicles and equipment responsibly.** They are expensive!
- **Never remove source vehicles (repair, fuel, ammo) from the garage!**
- You may notify admin of assets destroyed due to bugs, though we cannot guarantee their replacement.
- **Do not waste resources or leave vehicles unattended** in vulnerable areas.
  - When finished striking an objective, make sure to gather up your belongings and garage them if it' safe to do so!

④ Explosives Etiquette 💣

- Refrain from leaving unattended explosives lying around!
- Minefields should be clearly marked on the map!
- Commanders should seek to minimize usage of minefield supports.

⑤ Be a Team Player 🫱

- Limit operations to a single objective at a time. Reasons being:
    - Teamwork makes things easier and more fun.
    - The engine itself can only handle about 200 AI total without HC clients.
    - Once this limit is reached, server FPS craters and AI behavior becomes wonky.

⑥ Please, Report Issues! 🛠

- Use our Discord #⃣support channel to let staff know of any problems encountered.

⑦ Cheats and Exploits 🚫

- Cheating and exploiting are not allowed.
- This includes using bugs or glitches to gain an unfair advantage.

⑧ Respect Others 🤝

- Treat other players with respect.
- No harassment, bullying, or toxic behavior.

⑨ Staff Roles 🧑‍⚕️

- Staff and administrators are here to help.
- They have the authority to make decisions and enforce rules.

⑩ Penalties 🚷

- Warnings may be issued for minor infractions.
- Temporary or permanent bans may be issued for repeated or severe infractions.

⃣ Updates and Changes 🔄

- Rules may be updated or changed at any time.
- Changes to rules will be posted here and on Discord at the discretion of staff.

Related Content

- [Community Rules](#)

From:
https://thecollectivegc.com/wiki/ - **The Collective Gaming Community**

Permanent link:
https://thecollectivegc.com/wiki/arma_3:server_rules?rev=1745661686

Last update: **2025/04/26 10:01**