

# 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 no suitable windowless structures are nearby, build an Old or Large Bunker using a building crate and place him there.
  - If Petros is left outside he may be killed by passing enemy patrols or errant air strikes, which eliminates all faction HR and funds.
  - 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's 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 (which we do not have).
  - 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](#)

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