

# Capture the Beacon Modern

## Rules and Guidelines - Rev 7

This document outlines the specific rules used on the Generic Brand Name server to ensure, or at least promote, fair play while using the Capture the Beacon modpack. This, by no means, is the only way to play the game, it's just the game-mode that the pack was designed around.

### **Basic Overview**

Two teams are decided before the server, and the map is split into three zones, a third of the map each. Spawn must be set at the center of the map, preferable zero/zero. There should be a middle zone, and then two others, either North/South or East/West. The middle section is the safe zone, no combat allowed. The other two zones are owned by their respective team, and only the team that owns the land is allowed to break/place blocks and attack other players on said land. When you are on enemy land, you might as well be in adventure mode for all you're allowed to do.

The server will last for a specified amount of time, and in that time both teams will build bases, manufacture weapons, and stockpile resources to be used in the war.

When the war comes, both teams will try to destroy the other team's beacon. Last beacon standing wins.

# Rules

Preface to the following information, NO RULE SYSTEM IS A GOOD REPLACEMENT FOR A GROUP OF PLAYERS THAT RESPECT EACH OTHER AND HAVE A SIMILAR SENSE OF ETHICS. To avoid the rules here getting too overly specific, the most important thing to remember is that the spirit of the rules matters more than the rules, not to punish, but to guide. For every rule in the following list, an "intent" specifier will exist on a mirrored version of the list below. The intentions are just as important to follow as the rules.

1. If something is an exploit, unintended part of the modpack, or feels like cheating, while not being so explicitly, please refrain from doing it.
2. Deals are sacred.
3. The middle third of the map is neutral, blocks can be broken and destroyed by anyone, but it is a safe zone.
4. The nether is special. Each team is only allowed to make two claims. The first is the chunk that their nether portal is in, the second is one nether fortress. Inside of these claims, it's the team's land just as their overworld land is theirs. Outside of these claims, the nether is fair game for PVP.
5. When on enemy land, or interacting with enemy land, you may not:
  - 5.1. Place or break blocks, entities, vehicles, or liquids. Including by explosions.
  - 5.2. Harm any mob or enemy player.
  - 5.3. Apply potion effects to enemy players.
  - 5.4. Teleport, except by use of waystones.
6. When an enemy is on your land, you may arrest them. The imprisonment may not last more than 18 hours before you have to let them go. You are allowed to confiscate any items held by prisoners.
7. No placing down "reinforced blocks", meaning the reinforced versions of the vanilla blocks, from security craft, for any reason at any time.
8. War policy
  - 8.1. Last beacon standing wins.

- 8.2. For the war to begin, both teams forces must be on their own land.
  - 8.3. Only items allowed by the "weaponry notice", later in this document, are allowed to be used during the war.
  - 8.4. You may not break blocks on enemy land unless you are doing so using the items allowed by the "weaponry notice".
  - 8.5. All rules apply during the war unless they are conflicted by the "war policy", at which point the policy takes precedent.
  - 8.6. You may not take items from enemy's corpses during the war.
  - 8.7. No using mobs for attack or defensive purposes during the war.
  - 8.8. No combat logging during the war.
  - 8.9. No tunneling.
  - 8.10. If the path becomes impossible due to damage, and explosives aren't effective, you may use real tools sparingly just to make the area passable.
  - 8.11. If you have multiple bases, you must specify which base the beacon is in to the enemy team prior to the war. The base your beacon is in MUST have an above ground component.
  - 8.12. Don't excessively use Artillery Support past the first few waves of attack.
  - 8.13. You must wear your team's assigned armor type(s), and are not allowed to wear the other team's armor type(s).
9. Base design policy
- 9.1. The base should, to the best of your ability, be fun. Fun for your team and fun for the enemy team.
  - 9.2. There must be a "path" from world spawn all the way to your beacon. "Path" is defined as follows:
    - a) A continuous path, not requiring teleportation, to be completed by only walking, no sprinting or jumping.
    - b) Possible with a completely empty inventory.
    - c) Possible in adventure mode.
    - d) Possible without vehicles.
    - e) Possible WITH all security systems active.

- f) The path forward must always be identifiable as a path.
- g) The path cannot be fragile and must be designed to last through the war.
- h) Elevators are allowed, but cannot be required as part of the path.

9.3. Waystones must be placed in intervals of the equivalent of 20 seconds of travel at walking speed through the base along the path, starting at the point at which the base becomes "inside". They cannot be trapped in any way. Waystones must be named the following convention, where number is how far into the base it is, and branch to specify if two waystones are equally far into the base but on different paths:

- a) --- (Team) (Number) (Branch) "(Name)"
- b) Eg. Green 4A "Warehouse"
- c) Eg. Red 2B "Security hallway"

9.4. You may not use liquids as part of your defense, or put liquids in places that they may interfere with the path. You may still use them for decoration.

9.5. Your beacon must be placed in the overworld, above Y=-60, and be inside your base.

9.6. Blast proof blocks are only allowed:

- a) Immediately under doors.
- b) To the sides of doors as shielding, at most being 1 block thick, and only as wide as the door itself is.

9.7. No rapidly pulsing pistons.

9.8. Piston door rules:

- a) No more than 5 blocks thick worth of piston door per waystone section.
- b) The blocks pushed by the pistons cannot be blastproof.

9.9. No dispenser based traps or defenses.

## Rule Intentions

These are my general thoughts as I had when I wrote the rules. If the wording of a rule is confusing, or allows/denies more than I intended, look here for further instruction.

1. I wasn't able to think of everything, so if something seems like I would ban it but didn't know about it, then just tell me so we can work out whether it should be allowed or not.
2. If you make an agreement with the other team, a resource trade, a ransom for a prisoner, anything, you must honor it.
3. No comment.
4. Allowing each player at least one nether portal that the enemy can't access easily, plus one nether fortress where you can farm mob kills. By the way, placing a nether portal in the nether that ends up creating a portal on enemy land DOES COUNT as placing blocks on the enemy land. This also means no taking or placing mobs on enemy land using the cage.
5. When on enemy land, or interacting with enemy land, you may not:
  - 5.1. The idea is that I don't want any griefing, or players gaining access to places they shouldn't in the enemy base by doing anything other than sneaking. That means no doing stuff to their land from outside their land. Creating a nether portal in the nether that spawns OR CONNECTS TO a nether portal on enemy land, or visa versa, isn't allowed.
  - 5.2. Don't hurt the enemy or kill their mobs/animals. Again, no like, killing them from outside your land while they're on their land. Or neutral for that matter, that's supposed to be safe.
  - 5.3. No comment.
  - 5.4. You may stealthily claim waystones in the enemy base.
6. Hopefully you'll be willing to let the enemy go in a shorter amount of time after the other team pays a ransom or something. This also means NO USING HANDCUFFS OR STUFF FROM THE CUFFED MOD outside of your land or on anyone outside your land. Also when the prisoner is released, you can't re-arrest them until they've left your land. The easiest way to ensure this is executing them.
7. No comment.
8. War policy

- 8.1. It is intended that you use a "bismuth beacon" as the beacon and the "flag checker" underneath it, so that when one team wins, the message inside says something like "Blue wins!" or "Red is eliminated..."
  - 8.2. No being in neutral land, or the nether, when the war starts.
  - 8.3. No comment.
  - 8.4. Using flint and steal counts as placing a block.
  - 8.5. No comment.
  - 8.6. No comment.
  - 8.7. No comment.
  - 8.8. No comment.
  - 8.9. Okay so tunneling gets really complicated... The idea is that you're not burrowing into solid material using explosives or otherwise. This means you can blow up the walls around stuff, because you're blowing up stuff that was exposed to the air before the demolition already. The tunnel created by the explosion isn't hidden, it's in plain view, across it's entire length.
  - 8.10. Meaning you can destroy a few blocks with a pickaxe or something if you get stuck in a hole, or if there's a deep pit with no way around.
  - 8.11. When you're making a base, you must make a significant above ground, on the surface, structure or compound, visible from the sky, that the entrance to your base is located within.
  - 8.12. They're pretty laggy and cause bad FPS drops, and they're mostly only useful for destroying surface structures. So once they accomplish that job, I'd appreciate if you stopped spamming them.
  - 8.13. Since usernames are hidden, the easiest way to designate team alignment at first glance is by wearing a different uniform! This is intended to prevent impersonation via covering yourself in armor, but impersonation via using a different skin is totally fine and good.
9. Base design policy
    - 9.1. It doesn't have to be easy, but when designing, think about spacing out doors and traps, and designing a cool

base with cool rooms that are fun to play in. Think of it like you're designing a map in a first person shooter. Half life is a great example for base design!

9.2. There must be a "path" from world spawn all the way to your beacon. "Path" is defined as follows:

a) No comment.

b) No comment.

c) No comment.

d) No comment.

e) No comment.

f) This is special, as bases should, throughout, look like a base. There can be multiple branch routes and dead ends, but the way forward must be obvious, at least by process of elimination.

g) If the path is "fragile", and quickly becomes inaccessible, then the enemy team should be allowed to use real tools sparingly, and lots of explosives, to make it accessible again.

h) Elevator blocks should NOT be used to create fancy doors, have pistons do that.

9.3. When I say waystones must be placed along the path, I mean along THE path. As in the one true path. There can be more waystones than the minimum, but at the very least you need them on THE path.

9.4. As long as the decoration doesn't end up flooding something that shouldn't be flooded.

9.5. As "inside your base", I mean that it must clearly be inside the structure, the structure must be clearly defined, and it must be part of your path.

9.6. Blast proof blocks are only allowed:

a) As in THE block under the door.

b) No comment.

9.7. Pistons that push back and forth too fast cause lag, and may interfere with C4 and other similar stuff.

9.8. Piston door rules:

a) That means you can't require the enemy to go through more than 5 blocks worth of piston doors, either one

door that's five thick, 5 doors that are 1 thick, or anything in between, between each section of waystones along THE path.

- b) The piston door must be destroyable using normal C4, not requiring obsidian C4.

9.9. No comment.

## Weaponry Notice

The notice is broken into three sections. Intended items, blacklisted items, and exceptions to the blacklist. This notice only takes effect during the war. Being on the intended list means it's definitely legal, but any items not named at all are a gray area, and must comply with all other rules.

### 1. Intended items

#### 1.1. Guns

#### 1.2. Frag grenades

#### 1.3. C4 and Obsidian C4

#### 1.4. Artillery Support

a) The only block you are allowed to place on enemy land.

#### 1.5. On your land only, TNT, Compressed TNT, and DNT

a) Pre-placed, as placing them would count as placing blocks

#### 1.6. Vanilla tools, rarely

### 2. Banned items

#### 2.1. Tinkers construct items

#### 2.2. Supplementaries cannon (for attack or defense)

#### 2.3. Supplementaries slingshot

#### 2.4. Any explosive that is not on the intended items list, including but not limited to:

a) Point blank grenade launchers

b) Supplementaries bombs

c) EFLN

#### 2.5. Anything enchanted

#### 2.6. Potion effects on yourself or others.

#### 2.7. Potions of instant harming and instant health.

#### 2.8. Totems of undying

#### 2.9. Shields

### 3. Allowed exceptions

#### 3.1. Taser