

Rules for Maras @ Stararmy Roleplay

Section Zero: Foundation Rules & Clarification

1. **General Foundation: StarArmy.com Rules**
2. **Intellectual Property:** In the event you wish to leave the site, you may take your intellectual property with you but we lease the rights to use the object or character in such a way that coincides with the wishes of the original creator: If a particular unit, character or piece of technology is "taken away", we retain the right to use it but we are unable to create any additional units. The rights of sub-technologies and newly announced skills or races must be declared while leaving, to decide whether or not we are allowed to continue using them and on what basis: Do they fade away or do they still have active usage?
3. Political correctness has no place here. We believe in liberty of the individual and happiness of the group over arbitrary standards. Speak your mind but do not offend others. We are open and we are honest. We will listen if you have a problem and we will be there for you if something goes wrong because we're as much friends as we are roleplayers.

Section 1: General Behavior

1. You will be kind to those you work with, even if they grate on your nerves. Don't be afraid of being honest but do not offend them.
2. Want to achieve or do something specific? Contact us and we'll see if we can make it happen.

Section 2: Cross-Plot Roleplay

*The majority of the rules below do not apply to the majority of plots. They may at the discretion of a GM be called into consideration depending on the circumstances which unfold and are designed to provide a framework for which GMs may prevent meta-play and abuse of the system. These rules exist to **PROTECT** you from potential malicious roleplayers and GMs when interacting with a faction or plotship larger than they are. Feel free to use these rules yourself for your own plot.*

Sub-Section 1: In Character Events

1. Passive action between plots is allowed if in preparation for actions.
2. If you are a GM from another plot and wish to interact with us, you **MUST** contact us first.
3. Actions which are to take place which cross multiple plotships or entities outside of the Maras must be agreed OOCly and proof be provided.
 1. At the GM's digression, GMs can demand that the forces which will be used must be stated. This is especially true if a large entity (such as the UOC or Yamatai) wishes to interact with the Maras.

2. Changing the action to take place last minute and posting it as canon will result in total ignorance of the action posted and those involved with attempting to skewer events will be banned from all future participations and interactions with the plot unless an exception is defined by a GM.

Sub-Section 2: Assumptions & Scenario Building

1. When no reaction or response is posted, it is assumed the response is “no” in all cases, in duplex.
2. “Meta” actions which would take control of characters or the plotship via an external entity are strictly prohibited without explicit permission of the plot's GMs.
3. In the even a GM acts in a way which may be called upon as meta-gaming or abuse of the system to create a favorable outcome. **(which includes, is not limited to...**
 1. Using items which remain unapproved by the community at large,
 2. Acting on intel which should be unavailable, or has been acquired via meta-gaming or an unapproved system
 1. Congregation of forces without knowledge or consent of GMs involved in the attacks which will follow
 2. An ambush which has not been planned with GMs aware of the outcome prior to the event taking place (who/what will survive, what conditions, etc)
 3. A strategy to counter a strategy, method, technology or system before the given system is demonstrated. We retain the right to continue using this given function on a non-lethal basis upon Character-Plotships an a lethal-basis on Non-Character Vessels at our own discretion.
3. Ignorance of the ongoing conditions of combat or strategy (firing an aetheric weapon within a denial zone, for example),
4. Acting in a way which is unfavorable for any given GM or is un-realistic.

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