Admin Privileges

Enforcement of the Military Law and execution of duties may require admin commands to be used. Therefore some people will be trusted with admin privileges. Corporal+ may be given admin by an officer and Master Sergeant+ gets admin automatically. The rule of thumb is to use the least amount of admin commands to accomplish your goal. This means that if there is ever a situation where you are required to use admin in a way that is not listed in here then it is allowed if you can explain your reasoning and why you couldn't use alternatives. We can't prepare for everything but the guidelines below should be followed as closely as possible, to prevent confusion. Please note that you can't use these commands just because you're allowed to, you need to have a valid reason for executing any admin command. **In a case where an admin command is used where it doesn't cause any harm to the CA and follows good reason, no punishment shall be served.**

I. Following commands may be used by anyone

- :n / :h - Announcements during an event. May use to tell people to go out of the fort and fight or leave the opposing side's respective spawn point. (*When used during events on places such as skirmishes :h is used to warn people and communicate to another team or thing accordingly, :n is used of the conclusion of an event as of for example saying GG, or having to pause a match.)*
- :team - Team someone during an event. Officers may use on BH to switch teams.
- :temp (Corporal+ may be given admin training, they must ask to be given admin first however.)
- :pm / notify - To tell someone where to go or contact during an event.
- :unff
- :clear - Clear clones
- :re
- :recruitmenttraining / rt
- :to - To get behind a barrier into a RT. Must have a reason to do so and consent from the other party.
- :name - To be able to name clones or name a Civilian cleared (If they have a pass or cleared by HQ)
- :alert (may only be used to get the attention of an AFK player) If overused or abused, can be classed as Admin Abuse.
- :health

II. The following commands may be used during training.

- :heal - Heal damage during an event.
- :change - To change leaderboard stats in events.
- :resetstats

- :god - god a clone or user during an event
- :give - Only for regimental tools or a regimental flag.
- :clone - Use as a target in some events
- :bot - Use for moving targets
- :name - To name clones during events
- :pff / :dlff / :drff - Used during recruitment trainings
- :to / :bring
- :health - Used to health people or clones during an event
- :view / :watch / :rv - To see where someone is on the map
- :startergive - Only startergive yourself tools that you would need. **NOT WHAT YOU WANT!**
- **:**music - Only on skirmishes during an event that is on a private server. Also may be used during a CA wide event with HQ's permission.
- :fly may be used in Skirmishes or Training Camp for Training Purposes.
- :setmessage may be used in trainings in Skirmishes.
- :rteam may be used for selection of teams in trainings. **NOT TO BE USED IMMEDIATELY AFTER A PR / IPR.**

III. The following commands may be used for law enforcement purposes. (MP and Officer+)

- :view / :watch / :rv -To watch another person to see if they are committing a crime.
- :track - To locate a possible criminal or exploiter.
- :track - To locate where said user is on the map to track them down.
- :warn - To warn them to stop doing what they are doing.
- :alert - If user can use it. To warn someone to stop what they are doing if they didn't stop with :warn (**ONLY ON SKIRMISHES)**
- :kick (Felonies only) - Only necessary when you have told them to stop repeatedly and have jailed them.
- :ban - Only used when someone is exploiting, trolling, or when the person you have kicked came back to the game and is still committing crimes.
- :jail - To create a box around someone to stop them from moving. Used if you have two people you need to detain or if someone is running from you.
- :bring - To bring someone if they are across the map or running from you.
- :to - Teleport to someone when they are breaking the law.
- :chatlogs / :joinlogs / :remotelogs / :exploitlogs / :killlogs / :klogs/ :guilogs - Self explanatory (NCO+ may use these logs)
- :temp may be used by CPT+ in Skirmishes only (In Training Camp with very specific exceptions).

IV. The following commands may be used by an HQ

- :setmessage (on bunkerhill)
- :fly may be used in all CA games.
- :removetools
- :shutdown

- :startergive

Revision #32
Created 2021-03-30 08:16:35 UTC
Updated 2025-07-13 21:17:20 UTC by Bast2k