Class System

If somebody commits a crime, they will be punished for their past crimes, opposed to their current crime. Their class will advance, corresponding to the crime they have committed. If a person does not commit a crime for a week, they shall move down one class.

- Class A = Written Warning
- Class B = 5 minutes in jail
- Class C = 10 minutes in jail
- Class D = Ranklock for 1 week
- Class E = Demotion by 1 rank + 1 week ranklock. (Ranklocked to Lieutenant for officers, may not join a regiment)
- Class F = Demotion by 2 ranks + 1 week ranklock. (Ranklocked to Lieutenant for officers, may not join a regiment)
- Class G = Demotion to Militia
- Class H = Not allowed to join a regiment for a week, declared a troll, 1,000 Word Jail, ranklocked at Lance Corporal for the week
- Class I = Not allowed to join a regiment for 2 months, ranklocked to Lance Corporal for the 2 months, declared a troll, 5,000 Word Jail (Word jail is a jail where a person is given different words one at a time to type out)
- Class J = Banned from all CA games for 2 months, demoted to Militia and ranklocked at Lance Corporal, 10,000 Word Jail, declared a troll

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