

# 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 Ensign for officers, may not join a regiment)
- Class F = Demotion by 2 ranks + 1 week ranklock. (Ranklocked to Ensign for officers, may not join a regiment)
- Class G = Demotion to Militia
- Class H = Blacklisted for 1 week
- Class I = Blacklisted for 2 months
- Class J = Game ban for 2 months

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