

War Thunder - Code of Conduct

When playing as a division there are some rules we must follow to function better as a team.

War Thunder - Team Speak Conduct

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- While engaged in a combat, we must keep comms clear.
- Hijacking the channel with unnecessary chatter is not permissible in battle as players will need to be free to communicate quickly between each other, such as asking for assistance or spotting an enemy, without having to wait for another player to finish what they are saying that isn't related.
- This is not to say you cannot chat while in-game, that would be ludicrous. But when in a competitive battle that requires our full attention you must keep comms clear.
- However I must encourage all members to keep up the comms while ingame, there is nothing worse than not knowing what is going on around you and you cannot see what your team mate can.
- Your comms must be on a hot key, no voice activated or open comms.
- It is too distracting to your mates.

YOU MUST BE IN THE CORRECT TEAMSPEAK ROOM WHEN IN GAME

Battlefield Conduct

When in battle you must always operate as a team. Do not go lone wolf. Stick together and fight side by side. That is not to say you cannot deviate from the group if you think it is tactically advantageous and will yield better results in the current fight, such as flanking an enemy who you have seen is approaching. But you cannot run off by yourself without reason for the entirety of a battle.

World of Tanks Asia - Code of Conduct

Everyone who is within WolfPack and plays World of Tanks either socially or competitively must adhere to this code of conduct at all times.

Failure to do so will see disciplinary action taken against those who willingly choose not to follow.

TEAMSPEAK / VOICE COMMUNICATIONS

Please be aware that it is advised that in-game chat feature is turned off. While this is not a necessity it does greatly assist with removing unwanted elements from the game.

While on TS, you must follow all applicable rules of WolfPack that you agreed to upon joining the clan.

It is a requirement that you are logged into TeamSpeak whenever you are in game. If you cannot speak or use a headset for some reason, use the grinding room as this is a non-talk channel.

When using the WoT TS channels, please restrict conversations to either Tank related matters or general chat. If you are using WoT Channels for voice comms on another game you will be asked to leave.

****U18****

Even though we are an 18+ group/clan, please also be aware that there is U18 members and restrict your conversations to be appropriate for the relevant company. Failure to do so will result in a warning, repeat offenders may be kicked from the channel and/or server.

****Battle Comms****

When involved in Clan Wars or Tank Companies the only person talking should be the Field Commander, unless you are responding to the FC, or providing feedback. No non-match talk is permitted at these times and will see you removed from channel if it is not abided by.

CONDUCT on the BATTLEFIELD

This includes but is not limited to your actual physical performance and the use of in game messages.

As a member of WolfPack, you must always uphold RESPECT, HONOR, PRIDE.

Members should always conduct themselves in a professional manner as the reputation of WolfPack lies in your hands ever match you go into.

As a gesture of good will, you should salute (o7) friendly and allied clans whenever they are encountered.

When platooning with others, remember to work as a team. You are permitted to platoon with non-WolfPack members, but it is advised you get them onto our TeamSpeak for voice communications.

Above all else, listen to the Division Officers, especially the Field Commanders when in battle. Disregarding orders and going 'YOLO' will see you left out of future important battles.

While frustrations do boil over sometimes, you must refrain from swearing and abusing members of either friendly or enemy team members.

If caught you will be seen as non-compliant with this code and appropriate action will be taken.

This also goes for the aspect of game play. Do not shoot or damage allies. If you come under friendly fire, you are permitted to defend yourself but DO NOT be the instigator of the incident.

Remember, this game is rated PG, with an official age rating of 7+, so behave appropriately and set the example.

OTHER NOTES

Be aware. This code may be updated occasionally without warning. It is your responsibility to make sure you are up to date and understand your responsibilities.

As ALL members can see the forums there is no excuse for not been able to see this therefore there is no excuse for not being aware of the code.