**New Rule Set**

**#======Admin Anounce=====**

On Join;Admin;Yell Admin %p% joining...

**#=====TANK RULZ=====**

On Kill;Damage VehicleHeavy;Teamsize 6;Yell No Tank Until Sides Are 6 v 6;Kill

**#=====AIR RULZ=====**

On Kill;Damage VehicleAir;Teamsize 6;Yell No Helicopters Until Sides Are 6 v 6;Kill

#=====TEAMKILL RULZ=====  
  
On TeamKill;Not Admins;Count 6;Ban %p% Banned for teamkilling  
On Teamkill;Count 3;Say >>%p%<< kicked for multiple team kills;Kick Kicked for teamkills  
On TeamKill;Weapon DEFIB;Say >>%p%<< killed for Defib teamkill;Kill 200  
On Teamkill;Damage SniperRifle;Say >>%p%<< sniper teamkill;Kill 500  
On Teamkill;Yell >>%p%<< Teamkilled %v% with %w% range %r%(#%c%)

**#=====SNIPER RULZ=====**

**# =====LIMITED ATTACKING SNIPERS=====**

Reason I belive if defenders have a Sniper he could stop a whole Attacking Team from Getting to Bombs So an Attacking Sniper Would Take Him Out.

Team Attack;Kit Recon 2;PlayerSay >>%p%<< sniper limit;Kill 500

**# =====NO KILLS BY NON SNIPER KITS=====**

Reason prevents WeaponLimiter workaround)

On Kill;Damage SniperRifle;Not Kit Recon;Say >>%p%<< Sniper Limit (%k%);Kill 500

**#===== LIMIT SNIPERS WHEN SMALL TEAMS=====**

Teamsize 3;Kit Recon;PlayerSay >>%p%<< No Snipers if team < 4 players!;Kill 4000

Teamsize 7;Kit Recon 2;PlayerSay >>%p%<< Max 2 Sniper if team < 8 players!;Kill 4000

Teamsize 15;Kit Recon 4;PlayerSay >>%p%<< Max 4 Sniper if team < 16 players!;Kill 4000

Teamsize 23;Kit Recon 6;PlayerSay >>%p%<< Max 6 Sniper if team < 24 players!;Kill 4000

**# =====NORMAL SNIPER LIMITS WHEN SERVER IS FULL=====**

Kit Recon 8;Count 3;Say >>%p%<< spamming sniper limit! (#%c%);Kick Spamming the sniper limit

Kit Recon 8;Count 2;PlayerSay >>%p%<< stop spamming sniper limit!

Kit Recon 8;PlayerSay >>%p%<< Max 2 Snipers!;Kill 4000