

Guild Charter & Code of Conduct

I. Statement of Philosophy

The Windswords Militia (hereafter referred to as Windswords) is a casual-gamer style, roleplay guild on 'The Scryers' server in the US Realm of World of Warcraft. We value camaraderie, assisting Guild members to attain their goals, and generally having fun in the world of Azeroth. We welcome (and have) members of ages 18+. Fair play and honorable conduct are highly valued. We seek to be a catalyst for growth, unity and collaboration in the Alliance by participating and organizing multi-guild activities and through low-level supporting efforts. Conversely, we seek to participate in high-level and end-game content through our alliances with similar-minded guilds whose philosophy matches our own. While the Windswords will participate in, and organize PvP events and raids, PvP is optional for our members.

II. Terms

A. Definitions

1. **Guild Bank** – *The general-access Bank found in all major cities, and most Goblin outposts. All members are able to view this bank, and can deposit into it. Each rank within the guild allows for increasing access to withdrawals.*
2. **Guild Gatherer** – *Someone who gathers items for professions within the guild, or collects gatherable items to sell at auction to support the guild.*
3. **Guild Producer** – *Someone who creates with a profession for guild members or to sell to support the guild in other ways.*
4. **IC** – *In Character. Used when a player is speaking, typing, or generally acting in the manner the character would.*
5. **Mun** – *A term used for the Mundane, or Typist, behind the keyboard of a particular character.*
6. **OOC** – *Out of Character. Used when a player is speaking, typing, or generally acting in a manner outside the realm of character knowledge and behavior.*
7. **PvP** – *Player vs. Player combat.*
8. **PvE** – *Player vs. Environment combat.*
9. **RP** – *Roleplay; used when characters are interacting IC.*

B. Resources

1. **Guild Channel (/G)** – *This is OOC chat for the Windswords. Please be respectful and appropriate to your fellow guild members.*
2. **Guild RP Channel (/O)** – *This is the IC chat channel for the Windswords. This is a voluntary channel (labeled Officer due to the limitations of the game interface.)*
3. **Ventrilo** – *A third-party, voice-chat interface program that allows communication between guild members and authorized allies. This is preferred to in-game chat due to computer and game interface limitations.*
4. **Website** – *An online resource for uploading and maintaining character information, Guild-related forum posting, scheduling, communicating, and other Guild-site practices. This is a mandatory resource for promotion within the Guild and consideration for activities.*

III. Activities

- A. **Roleplay:** As 'The Scryers' is a roleplay server, the Windswords are, at the core, a roleplay guild. As such, we do engage in roleplay in the Guild RP Channel, as well as in parties, in general chats, and other forums throughout the world of Azeroth. While roleplay is not enforced or required for promotion, roleplay participation is encouraged.
- B. **Instances:** One method for supporting one another is through the organization of Guild instance runs. We highly encourage members to organize these through the website. It is encouraged to involve our allied guilds in these runs when possible as well. Please report impressions of the instance run afterwards, particularly with stories of your performance, and your impressions of group members.
- C. **PvP Raids:** Larger scale attacks on less-common enemy targets provides many benefits. First, it allows a wider level range of Guild members to participate together. Second, it allows larger scale cross-collaboration among Alliance guilds. Third, it can alleviate some of the pressure the Horde faces due to constant raids. When possible, we shall avoid the common Alliance raiding areas so not to contribute to the constant mobbing of quest NPC's in Tarren Mill and the Crossroads. Please post your impressions afterwards when you organize a raid of this nature.
- D. **Homeland Defense:** Organizing and participating in the defense of Alliance territory is another way in which the Guild works together for the common good. In broad terms it is not just about accumulating Honor, but also to relieve some of the pressure on often-grieved areas so that questers can receive and turn in their quests. When possible, we shall avoid retaliation against the Horde in their own small cities rich with quest NPC's. Instead, we shall attempt to fight the opposing faction on neutral ground outside populated areas.
- E. **End game plans:** Because our commitment to our Guild culture requires that we grow more slowly, we are not a hard-core raid instance guild. While this means that we cannot do all of the content currently, it does allow us to discover and experience the game at our own pace. The Alliance has many smaller guilds that have some interest in this; through collaborative efforts with our current allies and other guilds with similar ideals, we have begun to enjoy the initial benefits of end-game content. As our members reach the required levels, this participation will grow.
- F. **Raid/ Participation points:** Points are awarded for scheduled events only and will not be awarded for PvP or PvE not scheduled through the website. At this writing, points are not actually used to purchase from the guild bank or to roll on PvE drop loot; however, we are currently in discussion with our allies in pursuit of a mutually beneficial system that is standard for all of us.
- G. **Guild Repairs.** The ability to repair from the Guild Bank funds carries with it a large requirement for responsibility, and will be one of the largest things weighed when considered for promotion. The daily Guild Bank Funds Withdrawal amount is directly related to how much you can repair using Guild Funds. If you take this money from the Guild Bank directly, you will be a) unable to repair that day from the Guild Bank, thus contributing to the Guild Achievement, and b) robbing other members of the Guild from repairing that day. (see section IV.2.6 for more information.)

IV. Personnel

A. Recruitment:

1. *We are looking for players that have a similar philosophy (see I. above), and that are mature enough that they do not feel the need to express themselves in text chat or Guild voice systems with vulgarity and off-color jokes. Any member that has attained a rank that grants invite privileges should be able to tell pretty quickly if a prospect is suitable or not. **No one will be invited into the Guild until they have applied for membership at the web site, are a family member or trusted friend of an existing member, or are referred by a Katana or Officer. This is non-negotiable.***
2. *Do not hesitate to recommend an un-guilded player whom you feel would be a good fit with our Guild. **Do talk to that player and see if they are interested. If they are, direct them to our website.***
3. *You can (and should) talk with those you group with about what you like about our Guild. However, **DO NOT** attempt to recruit a guilded player away from his/her guild. If a player you are hunting with expresses dissatisfaction with their current guild, try to find out what is causing the problem. If this person expresses an interest in our Guild, report your findings to an Officer, and refer the person in question to our leadership.*

B. Promotion/Demotion:

It is important to understand that simply meeting a time in grade requirement will not lead to promotion. Furthermore, a member who does not meet the minimum website participation requirement or utilize an Authenticator will not be promoted above Gladius. All new members begin as a Bokken.

1. Rank Structure

- a. **Bokken:** entry rank to guild. This is a probationary rank where we evaluate the new member's ability to mesh with guild members. This rank confers no Guild Bank access, and requesting items at this rank from the Guild Bank can be grounds for dismissal.
- b. **Bokken -> Gladius** (Req. Level 20+): min. 30 days in Guild; active at least 4 hours per week or 1 day or night session (see C-2 below) per week. This rank confers the following privileges:
 - i. Guild Bank General Tab access.
 - ii. View Officer Note (Alt/Main Info).
- c. **Gladius -> Sabre** (Req. Level 30+, Authenticator on account): min. 60 days in Guild; active at least 8 hours per week or 2 day/night sessions per week; utilizes website; assists guild members in quests and by sharing gear. This rank confers the following privileges:
 - i. Guild Bank General, Armor, Accessories, and Training Tab access.
 - ii. View Officer Note (Alt/Main Info).
 - iii. Consideration to fill slots for Heroic Dungeons.
- d. **Sabre -> Rapiere** (Req. Level 40+, Authenticator on account): min. 90 days in Guild; active at least 12 hours per week or 3 day/night sessions per week; utilizes

website; assists Guild members as well as provides to the Guild Bank or Guild Producers. This rank confers the following privileges:

- i. Guild Bank General, Armor, Accessories, Training, and Materials Tab access.
 - ii. View Officer Note (Alt/Main Info).
 - iii. Guild Bank-funded repairs.
 - iv. Consideration to fill slots for Heroic Dungeons & Raids.
- e. **Rapier -> Khopesh** (Req. Level 50+, Authenticator on account): min. 120 days in guild; active at least 16 hours per week or 4 day/night sessions per week; utilizes website regularly and contributes to posts; often contributes to Guild through Bank or providing for Guild Producers; continues to be helpful to guild members; participates in Guild PvE instance runs and/or PvP activities. This is a Veteran Militia rank, and grants additional website privileges and consideration for Guild activity requests. This rank confers the following privileges:
- i. Guild Bank General, Armor, Accessories, Training, Materials, and Gem/Glyph Tab access.
 - ii. View Officer Note (Alt/Main Info).
 - iii. Guild Bank-funded repairs.
 - iv. Slots held for Heroic Dungeons & Raids, preferred consideration for Guild Events.
- f. **Khopesh -> Katana** (Req. Level 60+, Authenticator on account): min 150 days in guild; active at least 20 hours per week or 5 day/night sessions per week; utilizes website regularly and contributes to posts often; regularly contributes to Guild through Bank or providing for Guild Producers; continues to be helpful to guild members; assists in organizing and running Guild PvE instance runs and/or PvP activities. Must not have been demoted in the last 45 days. This is a Class Leader position, and is considered an officer for that class only; this grants the ability to promote, demote, and invite new members to the Guild of your class (due to current limitations in the Guild interface, please do not abuse this). This rank confers the following privileges:
- i. Guild Bank General, Armor, Accessories, Training, Materials, Gem/Glyph, and Requestables Tab access.
 - ii. View Officer Note (Alt/Main Info).
 - iii. Guild Bank-funded repairs.
 - iv. Slots held for Heroic Dungeons & Raids, preferred consideration for Guild Events.
 - v. New Member Invite abilities, including editing Public and Officer Note.
 - vi. Event Creation permissions, to coordinate class or Guild events.
- g. **Katana -> Scimitar** (Req. Level 70+, Authenticator on account): min. 180 days in guild; must have maintained all the requirements of Katana position, as well as demonstrate a higher standard of leadership and contribution to the Guild. Must lead by example, both in-game and on website; must be an effective representative of the Windswords and our ideals. Must not have been demoted in the last 90 days, and must be recommended for position by a Falchion. There will be no more than six Scimitar(s) at any time. When an opening occurs, the Zweihänder and

Falchion(s) will decide if a replacement is warranted; if so, they will confer with the remaining officers and make a selection from the Katana ranks. This is considered a Jr. Officer position, and grants the ability to promote, demote, and invite new members to Guild. This rank confers the following privileges:

- i. Guild Bank General, Armor, Accessories, Training, Materials, Gem/Glyph, and Requestables Tab access.*
 - ii. View Officer Note (Alt/Main Info).*
 - iii. Guild Bank-funded repairs.*
 - iv. Slots held for Heroic Dungeons & Raids, preferred consideration for Guild Events.*
 - v. New Member Invite abilities, including editing Public and Officer Note.*
 - vi. Event Creation permissions, to coordinate class or Guild events.*
 - vii. Currently, those promoted to this rank will continue to fulfill the Class Rank role for their class until the guild is large enough to warrant otherwise.*
 - h. Scimitar -> Falchion (Req. Level 80+, Authenticator on Account): must have maintained all the requirements of Scimitar position, as well as demonstrate the highest standard of leadership and contribution to the Guild. Must lead by example, both in-game and on website; must be an effective representative of the Windswords and our ideals. Must not have been demoted in the last 180 days, and must be recommended for position by a Falchion. There will be no more than four Falchion(s) at any time. When an opening occurs, the Zweihänder and Falchion(s) will decide if a replacement is warranted; if so, they will confer with the remaining officers and make a selection from the Scimitar ranks. This is considered a Sr. Officer position, and grants full Guild control, access, and permissions; including the ability to remove members from the Guild.*
 - i. Swordbreaker: Currently, there is a rank for Bank Alt(s) that manage the Guild Bank. This is a clone of the Zweihänder rank without being the Guild Leader.*
 - j. Zweihänder: Guild Leader. This position is only attainable when the previous Zweihänder steps down and hands control to the Senior Falchion.*
- 2. Promotion will occur:**
- a. When all requirements of the next rank are met.*
 - b. When warranted by exemplary activity within the Guild.*
 - c. When Officers feel the character contribution far outweighs any character burden on the Guild.*
 - d. When Officers feel the promotion is warranted for an unlisted reason.*
- 3. Demotion may occur:**
- a. As a disciplinary action from any rank to a lower rank appropriate to the disciplinary action. **Bokken that are demoted are automatically removed from the Guild.***
 - b. As a result of abuse of the Guild Repair and Funds Withdrawal system. **Bokken that are demoted are automatically removed from the Guild.***
 - c. As the result of a significant unexplained reduction in activity level; this results in a reduction to lower rank. **Bokken that are demoted are automatically removed from the Guild.***

- d. For failure to maintain minimum requirements for the rank currently held; this results in a reduction to lower rank. **Bokken that are demoted are automatically removed from the Guild.**
 - e. For failure to notify of any absence longer than 1 month, to the rank of Bokken. Return from an absence will cause a rank review to determine new rank position. **Bokken that are inactive for one (1) year are automatically removed from the Guild.**
4. **Removal from Guild often will result from any of the following:**
- a. Use of an exploit or 'hack'.
 - b. Serious or ongoing non-conformance with guild policies.
 - c. Continuing to use unsuitable language in guild chat after one warning.
 - d. Refusal to contribute to the Guild at all in the form of items or participation.
 - e. If an active character remains Bokken for more than 3 months.
 - f. If a character's 'Last Logged In' goes over the one (1) year mark in the Guild Display without notice to the guild.

C. Activity Level

1. We have light activity requirements for Bokken and Gladius. Most of us have full-time jobs, and understand if you cannot devote large amounts of time to the game. If you're going to go more than two weeks without logging in however, please post about it in the forums on our website. As rank increases, there are greater requirements for participation. This prevents us from having Veterans/Officers that are not around when militia members need them.
2. Day session is defined as logging on between the hours of 6am and 6pm, when the majority of players are at work/school, for a period of at least 3 hours to assist those members of the guild that are unable to play during evenings.
3. Night session is defined as a logging on between the hours of 6pm and 6am, when the majority of players are home for the evening or sleeping, for a period of at least 3 hours to assist those members of the guild that are unable to play during the day due to work/school.
4. Characters un-played for over one month, without notifying the Officers (through the website) about the reason for the absence will be demoted.

D. Alts

1. If you have one (1) character in the Windswords, we consider that your **Main** character in the game and expect you to participate in guild activities and meet activity level requirements with that character primarily. If you have multiple characters in the Windswords, each one is considered for promotion on its own merits. You may have characters in other Guilds and in the other faction, but as far as we are concerned your primary loyalty is to the Windswords with any character you have within.
2. Alts may not be promoted past the level immediately below the level of your Main. In a case where your Alt levels past your Main and satisfies all other requirements of your Main's rank, your Alt can then become your Main and your previous Main will become an Alt. Subsequent promotions and demotions to correct their placement in the hierarchy will follow. For example, Joe has a Main (EL1) and an Alt (EL2). EL1 is

level 55, and Rapier. EL2 is level 55, and Sabre. If EL2 levels to 56 before EL1, EL2 is eligible to become the new Main and is promoted to Rapier, where EL2 is demoted to Sabre.

E. Website Participation

1. All potential members of the Windswords (player, not each alt) are required to join the [Windswords Guild Site](#) prior to being invited into the guild. Website participation is required for promotion beyond the lowest rank. For Sabre and higher ranks, regular visits to the website are required to maintain the current rank of your character(s). If you do not meet the minimum website participation requirements, you will receive a warning via in-game mail and given 7 days. At 14 days and every 7th day thereafter your character(s) will be demoted 1 rank until they are demoted to the lowest rank their current website participation merits.
2. Each character you have in the guild can be claimed from the Guild Roster on the site; then, it is a simple task of maintaining and updating your separate characters. This is easy to do and a guide is on the web site.
3. All characters set up under your log in must have a current profile in the Roster. All character profile information should be updated every time you level; if your character profile information is more than 5 levels out of date, then you will be sent an in-game mail to remind you to update it. If it remains more than 5 levels out of date, subsequent demotion may occur. Updates are done via the [GuildLaunch Profiler](#) add-on program.

V. Conduct

A. Guild Chat (OOC)

While we are all adult (18+), and have likely heard all the colorful language in the world, we are also all mature enough to find different ways to express ourselves.

1. Use of inappropriate language (excessive cursing, hate speech, etc.) will result in one warning. Failure to heed the warning will result in appropriate disciplinary action as defined above.
2. 'LEET-speak' and constant whining are frowned upon and if continued after multiple warnings will result in disciplinary action.

B. Guild RP Chat

While every character has a colorful and detailed backstory, including prejudices, loves, hates, etc, please keep in mind that the IC language in the RP channel should be characteristic of your current avatar.

1. Please use full sentences, non-truncated words, and diction that would be characteristic of your current avatar.
2. The use of 'TXT' words, 'LEET-speak', and other forms of shorthand that is commonly used in Trade chat and OOC channels is highly discouraged in the RP channel.

C. Ventrilo

For members, we maintain a Ventrilo server, allowing real-time voice communications during the game. Members are strongly encouraged to make use of this service, as it is much faster/easier than typing in game, and provides a way for members to get to know

each other better. The conduct rules for chatting on Ventrilo are essentially the same as for guild chat. Use of inappropriate language will get you banned from our Ventrilo server. The channels used by the Windswords are structured as follows:

1. Guild House Grounds (channel for discussion with members from allied guilds.)
2. Public Instance and Public Party (channels for groups made of members from allied guilds.)
3. Guild Commons (channel for general discussion with Guild members)
4. Guild Instance and Guild Party (channels for groups made of Guild members)
5. Guild Council (channel for discussions between Officers)
6. Private Council (channel for private singular Officer discussions during an Officer meeting)
7. GuildMaster Private (Private channel for the GuildMaster)

D. **PvE Conduct**

When adventuring with others, remember that you are always a representative of the Windswords. Because we are working towards building cooperative relationships with other guilds, our reputation is even more important. Pay all Alliance members the same respect with which you treat your fellow members of the Windswords.

1. **Looting Rules**

- a. Always follow whatever looting rules the group leader has set. If you're not sure, then ask. It is much better to know what is expected beforehand, than to try to guess what people are doing. This is particularly important when in instance groups, where good items drop more often. Few activities can sow as much frustration as a looting dispute. When running a group, particularly when it includes non-guild members, discuss your looting rules, and make sure everyone agrees to them. If you run groups often, you may even want to make a macro for stating your looting rules. Try not to loot bodies until the end of combat. Be extra careful with BoP items.
- b. **Need** means that the character you are playing that is in the group at that time will equip the item. It's alright if you need a couple more levels, or to enchant the item, but you must have the intent to equip it. Only roll Need if the above applies.
- c. **Disenchant** is for those times when you cannot use it, and cannot or do not wish to sell it. The dust should go to a Guild Enchanter when possible.
- d. **Greed** encompasses all other uses, whether it is for your alt, for a guild member, roleplay, or if you want to sell it.
- e. While it is not a requirement, it is also worth considering "best-use". For example, if you're a warlock and a dagger drops with a slight dps increase, but has a good boost to agility, you may want to let a rogue, hunter, or shaman in the group have it; vice-versa if the dagger boosts int.
- f. If all else fails, use Master looter to gather the BoE loot and lotto off with /roll at the end of the instance/group. This also makes the instance go faster, but will require at least one or two open bags on the part of the Master looter. One useful variation on this system is as follows: for blue BoPs where everyone states greed, allow a group enchanter to disenchant the item, and then the group rolls for the

result of the disenchant result. This item is usually more valuable, and can be sold at the AH rather than only at a vendor.

2. **Looting Types**

- a. **Group Loot:** this is the looting method that is most common, and is the recommended method to use when running groups. Whenever a green or better quality item drops, everyone should need only if the item is an upgrade at the moment, or soon; greed items should never be need rolled. Again, be extra careful with BoP items.
 - b. **Need Before Greed:** another very useful looting method. The loot algorithm will only let those players roll on an item that could use it. Remember, sometimes an item may be 'okay' for you but 'great' for a party member. Be sensitive to these times as something better for you might drop later on.
 - c. **Master Looter:** recommended when running an end-game raid group that has non-guildies in it, and for higher end instances where combat can be lengthy and time may run out to call need/greed and use the roll/pass system the game puts up. For BoE's it is recommended that you collect them and after the instance is over distribute them per need/greed. BoP's of course have to be taken care of then and there when it is safe to do so.
 - d. **Round Robin:** as the name implies, it rotates the looting of higher level items based on the same algorithm that the basic looting is based on, without considering need or greed.
 - e. **Free-for-all:** as the name implies, this is a looting system where everything is fair game to everyone. This is best used when running lower characters through low instances, or when everyone is simply grinding for reputation and gathering purposes.
3. Please keep in mind that you are the face of the Windswords to the public eye. Please make sure that you are representing our Guild and our ideals in the best light. Loot in groups is the greatest common reason for disagreements and bad feelings between players. If you find yourself in that sort of situation, please notify an Officer.

E. **PvP Conduct**

Participation in PvP is at the member's discretion. If a member does choose to participate in PvP, the following applies:

1. **No Griefing.** Griefing is defined as the continued ganking and killing of certain members of the Horde, especially one that is obviously not your match in PvP. "They were doing it to me" is not justification for us doing it. This is a cycle of hate and frustration we do not need to perpetuate.
2. **No Corpse Camping.** Kill and move on. Killing them on the resurrection does not yield any honor, and everyone should have an honorable and fighting chance in PvP. "They were doing it to me" is not justification for us doing it. This is a cycle of hate and frustration we do not need to perpetuate.
3. The use of exploits or tricks to get an opponent's PvP Flag to come on is contrary to our culture and is absolutely prohibited. Ignoring this provision will not only get you kicked from the guild, we will report you to Blizzard.

4. *The repeated and reported killing of Quest NPC's and Civilians, as well as a high number of reported honorless kills will result in disciplinary action.*
5. *Participation in Battlegrounds is highly recommended over random PVP in questing areas, especially with the new content for Battlegrounds with the 4.0.3 launch.*