

Wolfpack Charter

1. About The Wolfpack

We are an association of players actively looking to play and have fun in Darkfall Unholy Wars. We work as a team to accomplish what we will and contribute to the common good of all members.

We are an elitist group and membership will always remain extremely low (preferably under 10)

2. Joining The Wolfpack

A new member looking to join The Wolfpack must be accepted and ratified by all current members of The Wolfpack as a unanimous vote. Typically this is done by running with The Wolfpack upon invitation and building relationships in good standing with all members involved.

We do not want any problems between members. Period. You can hate anyone we're affiliated with all you want, but if a problem arises between two members that cannot be resolved, one or both persons may be kicked.

Minimum requirements to join are as follows:

Greater than 60k prowess, full boosters in your specified class (maxed stat in your specified class preferred), and at least two weapon masteries (three preferred - 1 two handed, 1 one handed, and archery).

3. Payouts

a. Dredging or Trawling in Wolfpack Groups

- i. All participants in a run shall evenly split loots between people onboard each ship
- ii. If multiple ships are used, each ship is considered its own entity and all loots from each specific ship shall be divided between its crew.
- iii. In the event of being attacked, all party members will be expected to fight regardless of which ship they crew unless otherwise denoted by the voted battle caller.

b. Pirate Runs in Wolfpack Groups

- i. Loots acquired shall be split evenly amongst party members
- ii. In the event a ship is captured and is looted, the contents of its hold shall be evenly split amongst party members.
- iii. In the event of splitting a ship, the total value of the ship shall be estimated at market price rounded down to the nearest amount evenly divisible by the total party members and an 'Offer to Buy-Out' is initiated once the party returns with the captured ship to a safe area. Captured ships will be evenly split amongst all party members regardless of how many ships are crewed.
- iv. In the event that a personal ship is lost, there will be no guarantee of replacement; however, the person that lost the ship will have the ability to exercise a 'First Right to Buy-Out' on a captured like-kind ship on subsequent raids.

- v. If a ship is captured and no one exercises the 'Offer to Buy-Out', the ship will be donated to the clan for future raids guaranteeing no personal risk is involved in said raid.
- vi. In the event of fighting a losing battle, all party members will be expected to go down with the ship unless otherwise called by the designated battle caller.
- vii. Offer to Buy-Out
This is initiated when a ship is captured and a person in The Wolfpack wishes to purchase the ship from the party for personal uses in the future. The value of the ship is estimated at market value rounded down to the nearest amount easily divisible by the number of party members.

Example:

Sea Scraper market value - 21k, there are four party members and one wants the sea scraper.

21k rounded down to 20k for easy math, $20000/4 = 5k$ for each person. One person gives the remaining three party members 5k each for their share in the scraper resulting in that person acquiring a scraper for 15k and all members of the party getting their share for it.

- viii. First Right to Buy-Out
The person exercising a 'First Right to Buy-Out' supersedes any other individuals Offer to Buy-Out as the person exercising the right has lost a ship during Wolfpack activities. Offer to Buy-Out math still applies.

- c. PVP Map Running in Wolfpack Groups
 - i. During PVP map runs each person is responsible for their own maps, losses will not be replaced.
 - ii. Map treasure belongs to the owner of the map.
 - iii. Loots gained along the way will be evenly distributed among party members, unless otherwise agreed to amongst all party members (examples would be armor sets or specific weapons).
- 4. PVP Actions Miscellaneous
 - a. Battle Calling in Wolfpack Groups
 - i. A battle caller will be voted upon in the beginning of each pvp action, once the battle caller has been voted in, there can be no arguing with the battle caller during a fight. **DO WHAT THEY SAY UNTIL THE FIGHT IS OVER** - then if enough people are dissatisfied with the caller, another vote can be taken for designating a new caller.
 - b. Gearing
 - i. Gear is expected to be no less than r30's unless otherwise denoted by the pvp action. This could go either way depending on the action.
 - c. Gear will not be replaced upon loss.
- 5. Dispute Handling
 - a. Disputes of any kind will be handled by holding an all Wolfpack meeting and coming to a resolution.