

## Factions Minecraft server mod

Posted by Tunes - 05 Jul 2011 23:40

---

### Factions

This plugin will allow the players on the server to create factions/guilds. The factions can claim territory that will be protected from non-members. Factions can forge alliances and declare themselves enemies with others. Land may be taken from other factions through war.

The goals of this plugin:

The players should be able to take care of anti-griefing themselves.

Inspire politics and intrigues on your server.

Guilding and team spirit!

The Chat Commands

The chat console command is /f

This command has sub commands like this:

/f alias,alias,alias [parameter] \*[optional parameter]

You may use any one of the aliases. They point to the same command

Here are all commands available:

/f help,h,? [page] Displays the ingame help pages

/f list,ls Lists all factions on the server.

/f show,who \*[faction tag] Show detailed information on a certain faction.

/f map \*[on|off]

Show an ascii-art map of the nearby territory. Per default it will render only when you use the command. If you specify on or off you will toggle if the map should render every once in a while.

/f join [faction] Join a faction.

/f leave leave your current faction

/f chat,c Switch faction only chat on and off.

/f home Teleport to the faction home

/f create [faction tag] Create a new faction with you as admin.

/f desc [desc] Change the faction description.

/f open,close Switch if invitation is required to join your faction

/f invite,inv [player name]

/f deinvite,inv [player name]

Invite / deinvite a player to your faction. If your guild is closed invitations are required to join the guild.

/f sethome Set the faction home

/f claim

/f unclaim, declaim

Claim or unclaim the land where you are standing. The area claimed is a minecraft "chunk". It is an 16×16 area all the way from bedrock to the sky. If you are claiming territory from another faction you must start at the border. Only faction moderators and admin can do this.

/f tag [faction tag] Change the faction tag

/f kick [player name] Kick a player from the faction. Faction moderators can kick normal players but not eachother. The faction admin can kick moderators though.

/f mod [player name] Give or revoke moderator rights to one of the members of the faction. You must be faction admin to do this.

/f admin [player name]

Hand over your admin rights to another member. Note that you are really handing it over. You will not be admin for the faction any longer. You will be turned into a moderator, but the new admin could kick you any time.

/f title [player name] \*[title]

Set or remove a players title. This serves special meaning. It's just fun and allows you to "promote" players.

/f ally [faction name]

/f neutral [faction name]

/f enemy [faction name]

Set which relation your WHISH you had to another faction.

This Read more about relations below.

/f version Which version of this plugin are you using?

/f safeclaim,safe Claim land for the safezone. Only server admins can do this.

Relations, Territory and War

The factions on the server have relations to each other. They can be ally, neutral or enemy. You choose your wished relation to another faction through a chat command.

If both factions wishes ally you will be allies.

If one faction wishes enemy you will be enemies.

You can never hurt members or allies (friendly fire is always off).

You can not hurt neutrals in their own territory.

You can always hurt enemies and players without faction.

Damage from enemies are reduced by 50% in your own territory.

Only faction members can build and destroy in their own territory. Usage of the following items is also restricted: Door, Chest, Furnace and Dispenser. Make sure to put pressure plates in front of doors for your guest visitors. Otherwise they can't get through. You can also use this to create member only areas. As dispensers are protected you can create traps without worrying about those arrows getting stolen.

Every player has "power". The power can at most be 10 and at least be -10. If you die you loose 2 power. The power will be restored over time. It takes 5 min for 1 power to be restored. Note that it doesn't matter at all how you die. You can be killed by an enemy or drown in sand. In either case you will loose 2 power.

The power of a faction is the sum of all member power. Every power grants the faction right to claim one land/chunk. You can claim land from a faction if it has to low power.

For example:

A faction with two healthy players, MrApe and MrCow, had a faction named SuperAnimals. The faction SuperAnimals had 20 power. This was because the members had 10 power each and  $10+10$  is 20. They claimed as much territory as they could (20 minecraft chunks that is). Then MrApe went and drowned in lava. As MrApe died he lost 2 power. After that he had only 8 / 10 power and the faction SuperAnimals had 18 power as  $8 + 10 = 18$ . At this time SuperAnimals had more land than they could handle (20/18). Then their enemy Bulldozer took the chance to claim some of their land. He managed to claim 2 chunks at the border of their territory. Then he could not claim more as SuperAnimals now had (18/18) land.

Note that if you claim land from another faction you must start at the border of their territory.

## Safe Zones

The server admins can create safe zones. These zones can not be claimed by other factions. PVP is turned of and monsters may not spawn or hurt players there.

## Tips and Trix

There are certain colors for certain relations in the chat messages:

Members are green, Allies are purple, Neutrals are white and Enemies are red.

Write f instead of /f. You can skip the slash when using console commands.

Faction admins should promote trusted members in the guild to moderators. This way the guild will have a leader even when the admin isn't there.

Faction moderators can set a home for the faction. You will spawn there on death. Teleport there using /f home

When using chat commands that takes a parameter faction name you can actually specify a player name instead. That players faction will then be used.

## Installing on your own server

=====

## Re: Factions Minecraft server mod

Posted by NEZ - 06 Jul 2011 11:03

---





=====

## Re: Factions Minecraft server mod

Posted by Zorninphel - 06 Jul 2011 19:24

---

This makes this whole concept a whole load easier to understand. Thanks 😄  
(gonna mod you soon, Nez)

=====