

RAID RULES

Planning

Raids are planned, organized and announced from the Raid Leaders of guild. They are responsible for posting the events in the site calendar with all the necessary information like Date & Time, place, etc. The raids will be announced at least 3 days before and preferable on standard days when the majority of the guild can attend them. Members **MUST** check the site for new events in daily base, and if they wish to attend them they **MUST** sign up in the Calendar using the **ATTEND** function (pic.1). Members that have sign in the calendar will have priority against those that haven't.

Event Date:	Friday, October 21, 2005	Start Time:	08:00 PM
End Date:	Friday, October 21, 2005	Ending Time:	11:45 PM
Max Number of Attendants:	20		
Who has sign:	eldrinis X Blot X Mordarim X meat X sfikas X cyberstyx X Sign Event		
Category:	PvE Raids		
Description:	----- Official Guild Raid at ZG DKP award: 4 The raid will be held only if we have enough people & classes signed up in the event. Calendar If we dont we will cancel it and we will announce it in the event post by 17:00 of day of the Raid.		

The members that have signed to attend an event **MUST** be on time inside the game for the raid. That means that at the time the raid starts they must be in front of the entrance of the instance, with Team Speak and CTraid Configured and with all their supplies (potions, mana food etc). Coming late for the raid means that you will not get the full DKP award.

NOTE: Remember that you are not alone and you must respect other people time. It is rude and impropriety to have 39 members waiting for you. Make your best to minimize the breaks for different reasons.

General Raid Rules

1. At the beginning of raid instructions will be given and roles will be assigned to certain classes (Main Tank, Secondary Tank, Main Healers etc). Pay attention to those instructions.
2. During the Raid additional instruction might be needed. For this reason **NOT SPAMMING** the raid channel. Try sending tells or speaking in party than talking in raid channel especially for trivial things. If you need some resources (like water) or you need buffs whisper for them. Recommendations and comments in particular raid breaks can be expressed, but the directions of the raid leader are the ones that will be followed. After raid the site can be used for constructive dialog but in-raid the final decision and last word are the ones of the raid leader.
3. Be prepared with potion, bandages and whatever alternative equipment if possible.
4. Players should have already read relative articles about the encounters they are going to confront and have at least an idea of what they are going to face.
5. **Must** install and ready for use TS and Ct_Raidassist installed (You can direct download them from our site).

DKP Awarding

The Raids will have a starting and ending time. Members must do their best to attend the whole raid. Leaving early from the raid means that you will not get the full DKP award. Read our [DKP Section](#) for more information.

Raid Leaders Of Shadows