

Class System

If somebody commits a crime, they will be punished for their past crimes, opposed to their current crime. Their class will advance, corresponding to the crime they have committed. If a person does not commit a crime for one week, they shall move down one class.

- Class A = Written Warning
- Class B = 5 minutes in jail
- Class C = 10 Minutes in jail
- Class D = Ranklock for 1 week
- Class E = Demotion by 1 rank + 1 week ranklock (Ranklocked for [O1] for officers, may not join a branch or division).
- Class F = Demotion by 2 ranks + 1 week ranklock (Ranklocked for [O1] for officers, may not join a branch or division).
- Class G = Demotion to Armed Forces Recruit
- Class H = Not allowed to join a division/branch for 1 week, declared a troll, 1,000 word jail, ranklocked at [E3] for the week.
- Class I = Not allowed to join a division/branch for 1 month, declared a troll, 5,000 word jail, ranklocked at [E3] for the week. (Word jail is a jail where the person is given different words at a time to type out)
- Class J = Banned from all USAF games for 2 months, demoted to militia, ranklocked at [E3], 10,000 word jail, declared a troll

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