Minecraft Factions Tutorial

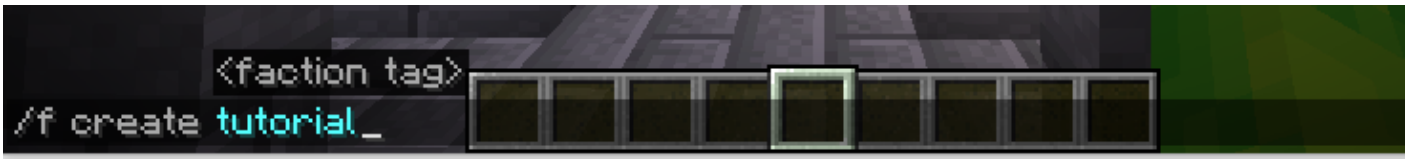
The Tutorial Section with everything you have to know about Factions

- Getting started with Minecraft Factions
- Claiming your Factions Territory
- Minecraft Factions Commands
- What is Factions Power
- Faction Diplomacy: Faction Ranks
- Faction Warps

Getting started with Minecraft Factions

How to create a Faction? Creating a Faction is the first thing you do, it's super easy.

To do so, you can use the command, **/f create** [faction name goes here]



After doing so, you should see the following message, "You created a new faction "name goes here"



Well done! This means you are now ready to start claiming some land to build your Faction's base!

There is much more to Factions! There are rules and you better learn about **Factions power** before another Minecraft Faction claims / steals all your land! So make sure you read the book on that!

Note: In order to do these commands, you will need to be in the Factions Worlds!

Rather watch a video?

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<< Back


Next Page >>

Claiming your Factions Territory

In order to claim some land, you will have to go to the wilderness, often called by veteran players, "the wild". The wild is located on the Factions map server! More on the wilderness, read about it here.

Once you arrive in the wilderness, you can start claiming a chunk. "A chunk is a 256-block tall 16×16 segment of a Minecraft world. Chunks are the method used by the world generator to divide maps into manageable pieces." (Minecraft Wiki)

Claiming a piece of land:

Simple just type **/f claim**



After typing this command in the Wilderness, you should get a message in your chat;



Congratulations you have claimed your first piece of Factions land!

This means, that when you claim a chunk, (piece of land) no one other than yourself and your faction members will be able to built, grief or take anything from inside that land. It's your so-called protection.

Beware! There are many ways in which another Faction can still lay its hand on your land and valuables, by shooting TNT at your Faction land from the Wilderness around your land for example. **This is called raiding**. You are completely allowed to do this in the Factions Server and vice versa! This is what makes Factions in Minecraft such an interesting competitive game mode!

You have to work together with others, socialize, defend, organize raids and so on! Welcome to Factions Minecraft player, I hope your ready!

Made a mistake?

No worries! Happens to the best type **/f unclaim** to remove the chunk of your Factions Territory!

Rather watch a video?

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Minecraft Factions Commands

Here you find a list of all the commands relevant to Minecraft Factions.

Faction Territory	Faction Management
/f claim claim land **/f unclaim** unclaim land.	**/f create** [faction name] create a Minecraft Faction
/f power get your current faction power stats in chat.	**/f invite** [player name] invite player **/f kick** [player name] kick player. **/f deinvite** [player name] withdraw outstanding invite.
/f sethome set faction spawn location for **/f home**	**/f admin** promote player to Faction role admin.
/f tag set faction message when a player approaches faction territory.	**/f demote** demote player from Faction role X.
/f flag set faction flag for faction land.	**/f desc** [description] set Faction description.

Faction Diplomacy	Faction General
/f ally [faction name] become an ally with another faction	**/f help** will give you all the help with commands, in game.
/f enemy [faction name] siege war with another faction.	**/f list** will give you a list of all the active factions on the server.
/f neutral [faction name] become neutral with another faction.	**/f map** will give you a map of the current claims around you.
	/f status [faction name] will give you information about a faction.

Faction Players	
/f join [faction name] join Faction / accept invite	
/f leave leave Faction	

/f near show nearby Faction members.	

Advanced commands

If you are a little more experienced with Factions these commands might be useful to you!

Faction Management	Faction Management
/f showinvites Show pending invites for your faction.	**/f disband** delete faction! warning, removes all members and claims.
/f status shows status of all players within faction.	**/f open** allow anyone to join faction **dangerous** not recommended.
/f owner [player name] deligate a chunk within your faction to certain faction members, allowing only them to access and interactions within this chunk.	**/f map** will give you a map of the current claims around you.
	/f status [faction name] will give you information about a faction.





What is Factions Power

Faction power, is the power you require to be holding claims.

The more claims you make, the more power you will require! Each claim requires 1 power to defend. Each individual player has 12 power. This means, you can technically hold 12 claims without an enemy Faction being able to claim your land!

But if you die, or get killed you temporary loose 3 power points! This possibly could result in you losing 3 out of the 12 claims!

During an attack / raid from another Faction you could get killed, and they could over claim your base! Therefore, it's important to have a threshold of max power / claims.

This is why having a few more members / players in your Faction can allow you to create a larger base without necessarily creating a vulnerability to your base.

You gain 1 power per 5 minutes. Meaning that you'd need 15 minutes before you regain the lost 3 power from death.

- To show your Faction's current power you can type **/f show**
- To show your own current power you can type **/f power**

- To show another Faction's power you can type **/f show** [faction name]

You can see your current power / faction power / stats by holding the TAB key on your keyboard!

Handy to know during an attack / raid

- Claims can be overtaken at any point, not just the edge of your claims! So beware of hostile enemy Factions killing you and keep track of your power.
- Power can become be a major game changer to who will win a raid / attack.

A successful defending strategy can stop a raid in its tracks. A successful raid can cripple a faction and weaken them for days!

Remember there are rules!

One of these rules is that you can not keep on to land you have claimed during your raid after you finish raiding. You cannot force the faction you attacked to move their base due to some awkward claim you have made. If this happens to your faction, you can report it with /report and an admin will come to assist you to resolve this.

More rules can be found at unitedfactions.net/rules

Rather watch a video?

https://www.youtube.com/embed/Q4xfqicTrH8?start=346





Faction Diplomacy: Faction Ranks

Within every Faction diplomacy is a thing. Not just external diplomacy is real, allies, enemies and neutral Factions will come upon your path. But internal diplomacy is also happening!

This happens with Faction Ranks. Faction ranks allow you to set permissions for individual Faction groups within your Faction. This option is optional and very advanced.

Players who join your Faction are by default added as a member. We do this to make the user experience easier, Factions is too complicated for many young players.

- If you want to change this for your Faction, you can use the command **/f defaultrole recruit** e.g.

We encourage Factions who invite new members into their Faction to experiment and try Ranks to enhance the security of their Faction.

There are 4 Faction ranks you can set for members in your Faction:

- Recruit
- Member
- Moderator
- Co Leader

You can set each group's permissions on what they are allowed to do and what not, by typing **/f perm**

After typing /f perm you will see the following gui:



When you right-click on the group you can set individual permissions for that group. E.g. you can deny the use of levers by recruit members. Or the access of chests for example. This way you can invite new players without having to worry about them stealing your valuables or griefing your Faction!

Rather watch a video?

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Faction Warps

Need additional homes? You can have 1 personal /set home but in case you need more, you can use Faction Warps.

Every faction can set a maximum of 3 faction warps!

You can use **/f setwarp!**

1. Go to the location you want to have as a warp, needs to be claimed territory.

2. Type **/f setwarp [warpname]**

3. TP to warp with **/f warp [warpname]**