

# #9 - Admins will not step in for personal issues

Generally includes lost or unclaimed vehicles, players who have permission to a safehouse and loot it, or loot removed from player corpses. If it's not claimed, it's not yours.

This also includes any loot or items lost to server jank i.e. disappearing backpacks and items eaten by cleanup - **we all suffer together.**

This is quite a wide rule that covers a series of issues including but not limited to:

- Losing items during server restarts, typically caused by moving items between containers in the lead-up to a restart
- Losing player corpses and items during events or other times
  - If two players kill a zombie in the same moment, there is a very high chance the corpse will just disappear forever
  - If a player attempts to pick up your corpse to keep it preserved for later, there is a very high chance the corpse will instantly disappear when dropped later. DO NOT pick up corpses for body recovery, the best solution is for the player who owns that body to come and collect the items in person.
- Losing an unclaimed vehicle under any circumstances
- Losing items from an unclaimed safehouse under any circumstances
- Losing dropped items or Placed items to server cleanup
  - Some recipes will pick up and Drop an item as part of the recipe, so while you may have initially Placed the item, a recipe could undo that tag, allowing the item to be cleaned up on next pass.
- Trade windows can poof items if the trade offer is placed before the other player accepts the offer
  - i.e. you can right click > trade with player which creates a trade window on your client, but only an offer on their client (X wants to trade with you, accept?) and if you offer your item before they click Accept, it will show in the trade window but likely poof when the deal is accepted. My god that is wordy.

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