

Game Type: Full Class

Teams: 3 Even Teams, 2 Attacking and 1 Defending

Respawn:

- Defenders: Waves every 60 seconds
- Attackers: Waves every 60/70/80/90 seconds based on number of active "Respawn Enhancers."

Refresh: Between Rounds (When teams rotate)

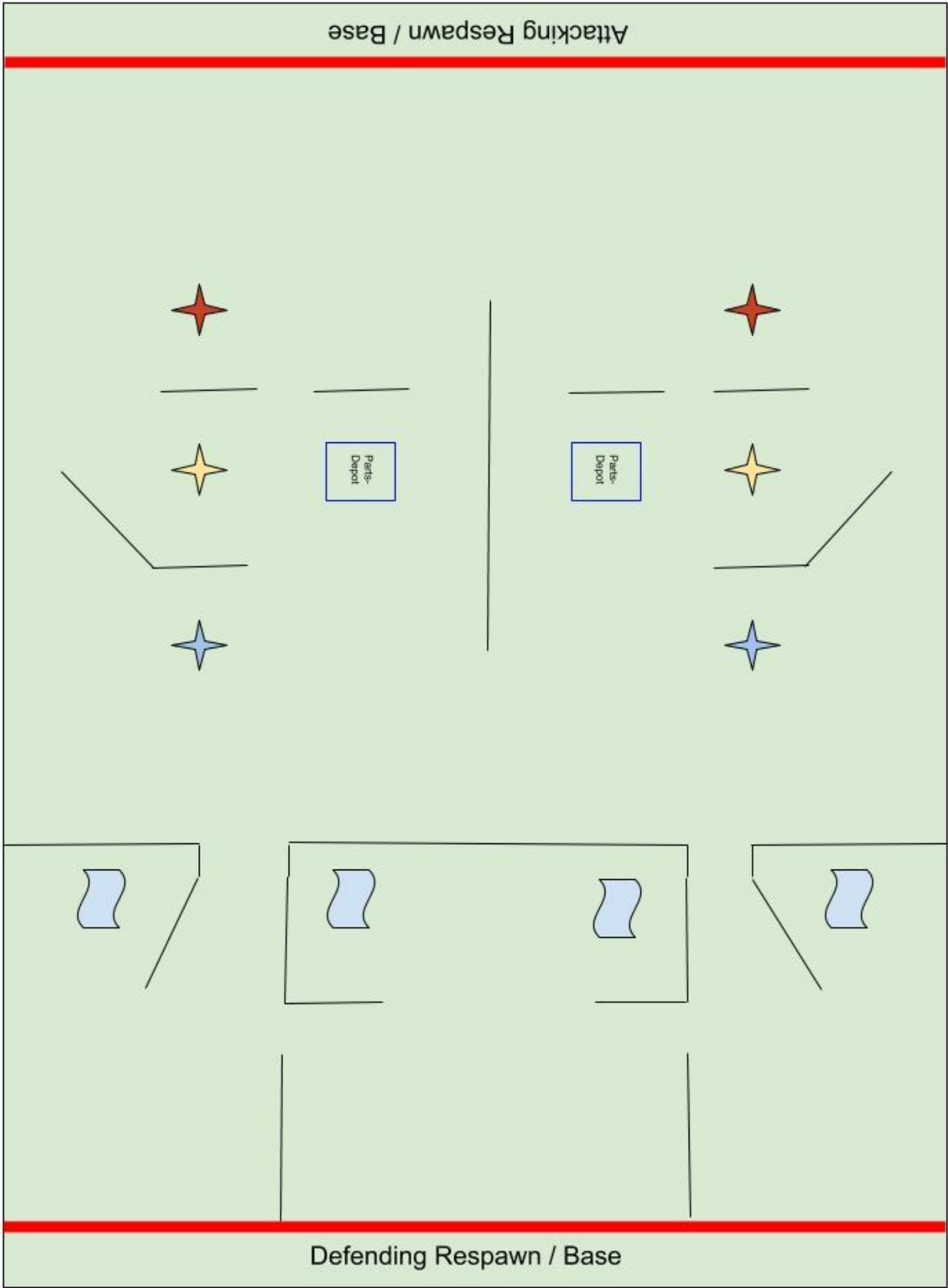
Win Condition:

- Defenders: Hold out for 15 minutes.
- Attackers: Raise 4 flags in the Defenders' territory before time runs out.

Special Rules:

- The Defending team may carry "torches" (small red/orange flags) out to the "Respawn Enhancers" (flag posts) found outside of their fort. The Defending Team must place 3 torches simultaneously into the holders at the base of one Respawn Enhancer to disable it. 3 pairs of Respawn Enhancers will be placed in the battlefield outside of the Fort, progressively further from it. For every pair disabled, the Attacking Team's respawn timer will increase by 10 seconds. Pairs must be disabled in sequence, beginning with the pair closest to the Fort. Two Reeves will be dedicated to monitoring for simultaneous torching, and will place a flag at the top of a Respawn Enhancer's post after it has been properly torched.
- Respawn Enhancers may not be re-captured by the Attacking team.
- Attackers must assemble 4 "War-Banners" at a "Parts-Depot" and deliver War-Banners to 4 clearly marked posts inside of the Defenders' Fort.
- War-Banners must be carried with two open hands. War-Banners may be passed between players (never thrown or dropped). A player that dies while carrying a War-Banner must immediately return the War-Banner to the nearest Parts-Depot regardless of any effects, spells, or abilities, and may not pass the War-Banner to another player unless they are inside of a Parts-Depot.
- War-Banners may not be carried, moved, removed, or otherwise manipulated by the Defending team.
- Walls (rope) extend upwards indefinitely and block line of sight for projectiles and spell casting.
- Insubstantial players may pass through walls. Teleport may draw line of sight through walls.

Attacking Respawn / Base



Defending Respawn / Base