



***DAMN Battle League Rules v3.9(1)**

by *DBL Admin Team

***DAMN Battle League (*DBL) :** Clan ladder for Mac (Apple Macintosh) clans and players operating in GameRanger. IP joining as well as multi-platform players (PC & Linux) are only allowed if both clans agree. These rules may be used for other competitions and/or ladders as long as *DAMN is given credit. You will find the following topics addressed in these rules:

Table of Content:

I. Battle League Organisation & Rules

1. *DBL Command Structure	Page 3
2. Seasons	Page 3
3. Tournaments	Page 4
4. Ladders	Page 4
5. Cheating	Page 5
6. Warning Point System – Penalties	Page 6
7. Ranking/Scoring	Page 7
8. Clan & Clan Member Managment	Page 7

II. General Game Rules

1. Clanbattle (CB) Setup	Page 9
2. Rules of Gameplay & CB Submittal	Page 10

III. Specific Game/Ladder Rules

1. Free For All (FFA)	Page 12
1.1 <i>Ghost Recon</i>	Page 12
1.2 <i>Raven Shield</i>	Page 13
2. Ghost Recon (GhR)	Page 13
2.1 <i>Team</i>	Page 14
2.2 <i>Advanced</i>	Page 14
2.3 <i>CQB</i>	Page 15
3. Raven Shield (RvS)	Page 15
3.1 <i>Team</i>	Page 16
3.2 <i>Advanced</i>	Page 16
3.3 <i>Athena Sword – Capture the Enemy (CTE)</i>	Page 17



3.4	Coop	Page 17
3.5	CQB	Page 18
4.	Battlefield (BF) & BF Demo Ladder Rules)	Page 18
5.	Close Combat - First to Fight (FtF)	Page 19

IV. Tournament & Challenges, Cheat Tests (GhR) (seperate .pdf)

V. *DBL FAQ (seperate .pdf)

VI. Season Appendix – Season settings (seperate .pdf)



I. Battle League Organisation & Rules: In the following chapter you are going to find information about the general *DBL administration, the season structure and each kind of ladder, as well as a chapter about cheating and our warning point system.

I.1. *DBL Command Structure

Chain of Command - (Mauti <=> Elandrion) <=> Admins <=> Community

The *DAMN Battle League (*DBL) – Led by *DAMN Mauti and *DAMN Elandrion. *DAMN Mauti is the founder of the *DBL. *DAMN Elandrion is responsible for the *DBL scripts.

The Administrators (Admins) – They are the center of the *DBL. Their responsibilities include enforcing the *DBL rules, solving CB-related issues, helping with script questions, and more. The *DBL Admins can also be found playing in the *DBL, so you will often find them online in GameRanger. If you have any questions or problems, please ask in the *DBL Forums. **DO NOT** send questions about CB's or rules directly to Mauti or Elandrion. They will not be answered. Also, the Admins reserve the right to handle violations of these rules on an individual basis, which may contradict the printed consequences outlined in these rules.

The admins are handpicked by Mauti on the basis of experience, reputation, admin suggestions and volunteers.

The Community – You are playing in the *DBL, which means you are also part of the *DBL. If you have any questions or suggestions for improvements, please post them in the *DBL Forum.

If you think an Admin is **misusing** their powers to alter facts or discussions in their favor or their clan's favor, please report their behavior to another Admin, along with a **detailed** explanation what happened. Such problems will be discussed and solved amongst the Admins.

If there is more than one participating Admin from the same clan, their votes will be **combined** to count only as one vote in any and all rules-related discussions. This helps in keeping the *DBL representation balanced.

I.2. Seasons

Season length: **app. 6-8 weeks**(*may vary, see Season Appendix*)

Registration period: **from 1 week prior to start, until 3 weeks after start**



Registration of you and all your clan members required: **YES**

Adding new clan members after registration closed: **NO**

Time inbetween seasons: **app. 4 weeks**(*may vary depending on necessary adjustments*)

A clan battle (CB) must be completed, and submitted, before the end of the season. Clanbattles submitted after the end of the season's timer(shown on the *DBL website) will not be counted.

I.3. Tournaments

Tournaments will be held from time to time. For the tournament rules please read the seperate Tournament & Schedule Rules pdf.

Higher ranked clans from previous seasons will be preferred over lower ranked ones if there are not enough starting spots available

I.4. Ladders

Free For All (FFA) ladders: are free for everyone to join, no matter if you are a clan member or not. Feel free to play as many FFA CBs as you want.

Ranking/Scoring: ***DAMN FFA Elo System**

Challenges: **NO**

Winner Entry into the Hall of Fame(HoF): **YES**

Team Ladders: are limited to clan play only.

Max. amount of cbs vs. same clan: **8**

Max. amount of cbs vs. same clan in a row: **2**

Ranking/Scoring: ***DAMN Elo System**

Finals: **YES** (depends on activity, see Season appendix)

Winner Entry into the Hall of Fame(HoF): **YES**

Advanced Ladders: are limited to clan play only. Advanced Ladders may be **scheduled(see Season Appendix)** and feature a classical 3 – 1 – 0 (win – tie – loss) ranking schema.

Max. amount of cbs vs. same clan: **2**

Max. amount of cbs vs. same clan in a row: **2**

Set Number of Games/Rounds: **YES** (see Game Specific Rules; all games/rounds **MUST** be played)

Ranking/Scoring: **3 – 1 – 0 System**

Finals: **(see Season appendix)**

Challenges: **YES, twice at a time**

Winner Entry into the Hall of Fame(HoF): **YES**

CQB Ladders: are limited to clan play only.

Max. amount of cbs vs. same clan: **NONE**



Max. amount of cbs vs. same clan in a row: **2**

Ranking/Scoring: ***DAMN Elo System**

Challenges: **YES, 1 at a time**

Winner Entry into the Hall of Fame(HoF): **NO**

CTE Ladders: are limited to clan play only.

Max. amount of cbs vs. same clan: **NONE**

Max. amount of cbs vs. same clan in a row: **2**

Ranking/Scoring: ***DAMN Elo System**

Winner Entry into the Hall of Fame(HoF): **NO**

Fun Ladders: are limited to clan play only. All ladders that are not designated as something else are considered a Fun ladder.

Max. amount of cbs vs. same clan: **NONE**

Max. amount of cbs vs. same clan in a row: **2**

Ranking/Scoring: ***DAMN Elo System**

Challenges: **YES, 1 at a time**

Winner Entry into the Hall of Fame(HoF): **NO**

Coop Ladders: Ladders where you play together with your clan or other players against the AI and you have to beat set missions in the shortest possible time.

Max. tries per mission: **UNLIMITED**

Ranking/Scoring: **Best overall(total) time wins** (In the case of a tie, the outcome of each single mission will be compared.)

Winner Entry into the Hall of Fame(HoF): **YES**

A winner icon and/or an entry into the Hall of Fame **will only be made if at least XX active clans participated during the season and at least XX clan battles were played overall.** (XX: Actual numbers can be found in the Season Appendix)

I.5. Cheating

Cheating is not allowed, which is why it is called cheating. Cheating won't be tolerated, any use of hacks, long distance view cheats, night vision cheats, etc, will end in a **total ban** from the ***DAMN Battle League** and all parts of the ***DAMN R6 website** for at least 1 year. Further we will **forward your IP address and GameRanger account number to the GameRanger Multiplayer Service.** **Glitching** is also a form of cheating, but may be penalized differently.

Cheating will affect the complete clan. So it is in yours and the clan leaders interest to double check that everyone plays by the rules.

If the accusation of glitching has been proved (replay, screenshot, etc.) that specific game will be turned into a win for your clan. If the CB ends in a tie



as a result of cheating, your clan wins the CB. If the proven glitching accusation does not affect the result of the CB, only the score will be modified. If a clan is caught glitching twice in a CB, the non-cheating clan will win by way of a forfeit win with a score of 6 - 0.

If you think you glitched, and gained an advantage (specifically winning that game), you can immediately nullify that game and replay it without any penalty or warning points.

If you are not sure of what glitching is, read this thread:

<http://www.damnr6.com/yabbse/index.php?board=3;action=display;threadid=3784>

If you think someone glitched or cheated please don't post anything in the public *DBL Forum(any posts will be immediately moved). Contact a BL admin directly(email, forum private message) with all necessary information, like involved persons, screenshots, replays,.... It will then be discussed in the *DBL Admin Zone and all involved persons will be contacted by admins. This is to prevent any reputation damage that may arise from wrong accusations.

Ghost Recon Specific Glitching: Try not to lie down in craters. Even though the actual lying down is not a glitch itself, so many instances regarding craters and lying down have arisen in concerns to glitching. Avoiding lying down in craters might avoid misunderstandings about glitching.

I.6. Warning Point System – Penalties

If your clan breaks any rules you will receive **warning points** from our Admins. If you exceed the limit of 3.0 warning points per season your clan, including all players, will be suspended until the end of the season and maybe, after an Admin vote, for the next season.

A sticky thread is posted at the *DBL forum where you can see how many warning points your clan has received and why. **Whenever your clan gets warning points the clan leader will be contacted by email.**

If you repeat a rule violation you will get an additional 1.0 warning points added to the original amount of warning points.

Some issues may not be covered by the rules or need to be treated individually by admins.

The warning points apply per clan and not per ladder.



Infractions of any and all rules will result in 0.5 warning points, unless otherwise stated by the following rules or ruled differently by the Admins.

Infractions and their associated warning points.

Clan battle is posted with a clan member not registered on the *DBL site: 0.5 warning points.

Clan does not appear to a scheduled CB in the main season: 1.5 warning points.

Clan does not appear to a scheduled CB in the Finals: 4.0 warning points.

Clan aborts a clan battle: 1.5 warning points.

Clan gets caught glitching once per clan battle: 0.5 warning points.

Clan gets caught glitching twice per clan battle: 1.5 warning points.

Replay is not sent in time (up to one hour later than required else it will be counted as not sent): 0.5 warning points.

Dismissed challenge(e.g.: not accepting or responding to a challenge,): 0.2 wps – 3 dismissed challenges cause a removal from the related ladder

Missing an accepted challenge: 1.5 warning points + automated loss

Replay is not sent at all: 2.0 warning point.

Screenshot of a cheat test not sent in time (up to one hour later than required else it will be counted as not sent): 0.5 warning points.

Screenshot of a cheat test not sent: 2.0 warning point.

Player crashes during a cheat test: 1.5 warning point.

I.7. Ranking/Scoring

*DAMN FFA Elo System: Each player starts with a set number of Elopoints. Depending on the skills of his opponents he wins/loses a certain amount against each player he beats/loses against.

The more Elo points a player has the better. More information about the Elo System in general can be obtained here: http://en.wikipedia.org/wiki/ELO_rating_system

*DAMN Elo System: Each clan starts with a set number of Elopoints. Depending on the skills of his opponents the clan wins/loses a certain amount against each clan he beats/loses against. A clan wins/loses Elopoints for each single round as well as for winning/losing the entire cb so a close win will be less rewarded than a clear to zero win. In the case of a tie the latter do not apply. For more information about the Elo system in general use the link above. **IMPORTANT – each single game/round will be rewarded with points, not only the cb outcome.**

3 – 1 - 0 System: The 3 – 1 - 0 System is used by many real sports ladders worldwide. You get 3 points for a win, 1 for a tie and 0 for a loss. The clan with the most points after the season is the winner. XX top ranked clans may continue to play in finals(see Season appendix).



I.8. Clan & Clan Member Managment

All players must be registered on the *DBL website. Members of registered clans may participate in a CB, but these members must be registered with the clan, and approved by the clan leader. A player cannot be a member of two clans that are registered on the same ladder.

*DAMN reserves the right to remove or ban any clan or player.

Your clan name may only consist of characters from normal or shift+keyboard combinations. Any combinations requiring the option or option+shift combination will not be accepted.

The clan's leader is responsible for the acts of the clan's members.

If a CB is played without the leaders consent, it will still be counted. On individual violations, it is the responsibility of the clan leader to punish his their members. If suffice punishment is not given by the clan leader, the clan will be held responsible for the act.

If your clan disbands, the clan leader should remove the clan themselves in their clan management options on the *DBL website. This action will release all clan members from the clan.

A clan founder may not create a new clan in a given season if the clan they founded disbanded in that same season. They may only join an existing clan. All other members of the disbanded clan may create or a join a new clan.

*DAMN reserves the right to participate at any ladder with *DAMN staff members as players, although they are maybe signed up with another clan at the same ladder. However no *DAMN player is allowed to play versus their own clan.



II. General Game Rules: In the following chapter you are going to find information about general game rules and settings, like player tradings, who starts hostings,...

II.1 Clanbattle (CB) Setup

Any **CB** is only official if both clans agree that it is to count on the official ladders. Also only clanbattles between clans and players registered with the *DBL and on official ladders will be counted, and these CB's must be played in locked rooms(**FFA Rooms have to use the daily password visible on the *DBL main page, which is only visible to registered users**).

The higher ranked clan may choose to host or defer hosting to the opponent.

Modifications (mods) are only allowed when both clans agree to use the mod.

Game settings can be modified if both clans agree to it (except NUMBER OF PLAYERS).

A clan battle consists of the two clans **alternating the host equally** to comprise an equal amount of games. *DAMN suggests to play the whole CB on one, agreed host, but European-U.S. connectivity issues may lead to split hosting by default. In the case the host crashes and is unable to host anymore, another team member can host with the same settings including team color/slot. If no other team member can host, the other clan may host. Team color/slot(depending on game rules) will be chosen as usual by the guest clan.

If both clans agree, you can decide anytime to stay on one host for the entire cb.

Before a CB begins, the first host can setup a **Lag Test**. A lag test is considered a warm up in which a maximum of 2 games may be played with random teams. After these games are finished, the host must ask if all players agree with the quality of the connection. If the players do not agree, another member of their clan can replace the host. **A lag test must**



be performed with each new host. During the season, clans are encouraged to test both hosts before agreeing to the clanbattle. During the finals, pretesting of all hosts is required. In the end you have to pick one host or nullify the CB.

If you refuse a host during the lag test games, you cannot be forced to play on this host.

If a host is accepted after the lag test, that host cannot be switched. The only time a host may be switched is in the event of a **split-hosted** CB. This is when one clan hosts 50% of the default number of games to be played (2/4, 3/6, 4/8), and the other clan hosts the other 50% of the default number of games.

A CB officially starts when you have completed the lag test games and agreed to the host. That means if you do not find a good host you can still drop the CB, but once you have agreed to a host and have played all lag test games the CB counts towards the ladder.

Each player must hit the ready button before the match begins. The host cannot force the match to start, but does not have to wait longer than 5 minutes.

Roger Wilco, NetFone, KDX, Ventrillo, or any other kind of voice communication is allowed. It is up to you to secure your line of communication from unwanted players. Most, if not all of the software listed above, has a way of keeping you in contact with the players you want, while keeping out the players you do not.

II.2 Rules of Gameplay & CB Submittal

A CB must be started and finished in one session. The CB cannot be delayed midway through. If a team is not able to finish the CB, they must forfeit. The Administrators of this Battle League are only interested in completed clan battles. If your clan and the other clan agree to delay a CB, which is against the Admins suggestion of completing a CB in one session, you are responsible to complete the CB on your own. Your decision to agree to a delay is still your decision. You have the right to disagree to a delay.

Ties count as regular played games and will be submitted with the final score. A game that is replayed is exactly that. It is a replay of a game that was never finished, or was disputed. A game that is not finished or is disputed is not counted as a tie. It is simply replayed. **Only for tournaments:** in the case of a tie after the default number of games has been played, you continue to play on the current host until one clan leads



with one game.

Any clan that **forfeits**, or has to abort the CB automatically, loses by a score of DEFAULT NUMBER OF GAMES-0. The clan that did not forfeit must submit the CB as a DEFAULT NUMBER OF GAMES-0 win.

The winner of a CB has to **submit** the result within one hour of completion.

If a player **crashes** during the game, the game continues. An AI Player counts as regular player, in the case the crashed player gets replaced with an AI player by the game.

Clans are allowed to **substitute** players with the following conditions: A player who crashes during a game may be substituted. A player who leaves during a CB, but not during a game, may also be substituted. The player who is leaving must be replaced within 5 minutes. Once the 5 minutes has expired, the clan with the player who left must play the next game short handed.

If you have problem with a CB or are not sure if a CB counts or not, post it at the Battle League Forum as a new thread. Please do not type your subject in all CAPS. Your subject should be simple and should reference your problem. The Admins will find a solution.



III. Specific Game/Ladder Rules: In the following chapter you are going to find information about specific game rules and settings for each game and ladder.

III.1 Free For All (FFA)

If a player crashes he is dead for the round. Every missed round after that will be recorded as a loss.

A player cannot join a match already in progress. The host may want to set the allowed players inside the game to how many are currently in the room, to avoid players joining in the middle of a game, and causing lag.

Any suicide, intentional or not, will be subtracted from your kill total. In cases that kill totals become a tie due to subtracting suicides; the person with a higher accuracy percentage wins the place.

Host **MUST** take screenshots of every round. If match scores are in question, *DBL Admins will ask for them. Host is responsible for submitting the score.

III.1.1 Ghost Recon (FFA)

Host chooses first map and kit restriction, after that the person in last place chooses map and kit restriction. *

Each map can only be chosen once.

FFA CB Length: **4 GAMES**

Number of players: **3 - 8**

Required Mods: ***DBL Final Map Pack 1.0**

Game Type: **SOLO**

Game Rules: **SHARPSHOOTER, LMS, HAMBURGER HILL**

Respawns: **INFINITE or 3 respawns for LMS**

Respawns Time: **0|30|3**

Threat Indicator: **OFF**

Random Insertions: **ON**

Time Limit: **5 MIN**

Auto Timer Start: **OFF**



After Action Timer: **30 secs.**

Kit Restrictions: ***DBL - FFA** (All variations are allowed)

Record Game: **ON**

Friend or Foe Indicator: **ON (NAMES)**

Available Maps: Only MP (Multiplayer) Maps are allowed:

MP01 - MP06

Training

DP03 Creekbed

MAPS DECLARED „(CQB)” AND „(FFA)”

* The host may decide to make the whole cb a particular game type or kit restriction for the entire FFA match - which should read on his/her room as e.g. "FFA MATCH - SHARPSHOOTER- PISTOLS ONLY" In this case the loser of each round can only choose the next map.

III.1.2 Raven Shield (FFA)

The lowest ranked player chooses one map for the entire FFA CB.

Only the match outcome will be submitted not the rounds.

FFA CB Length: **1 MATCH**

Rounds per match: **4**

Number of players: **3 - 6**

Game Mode: **ADVERSIAL**

Time per round: **5**

Force first person weapon: **ON**

No Death Cameras: **ON**

Kit restrictions: **HBS OFF**

Available Maps: **All**

iGuard required: **YES** (see RvS Rules III.3)

III.2 Ghost Recon (GhR)

In the first game of a CB, the guest clan, which is the clan that is not hosting, chooses the map, team color/slot, and game mode (applies to GhR ladders where different game modes are available). In all subsequent games of the CB, the clan that lost the previous game chooses the next map and game mode (applies to GhR ladders where different game modes are available). In the case of a tie, the map and game mode selection goes to the clan who did not choose the previous map and game mode.

Team color/slot cannot be changed as long as the same clan hosts. If the other clan starts hosting the guest clan can choose a different team color/slot.



A single map may only be chosen once during the entire cb, regardless of which clan chooses said map.

For games of 9 vs. 9 and less, the host must setup the following: Slot 2 with red uniforms, and slot 3 with yellow uniforms. If you play larger clan battles, slots 1 and 2 are red, and slots 3 and 4 are yellow.

Required Mods: ***DBL Final Map Pack 1.0**, WAR gametype for some ladders

Friend or Foe Indicator: **ON (NAMES)**

Victory Conditions:

In Last Man Standing mode (LMS), a win is when one team eliminates the entire opposing team, or is the team with the most people left alive when the game timer expires.

In LMS, a tie is when both teams have the same number of players left alive at the end of the game. This includes when both teams have been eliminated, leaving no one alive.

In LMS, a loss is when a team is eliminated entirely killed or has fewer players alive than the other team.

In Warzone mode (WZ), a win is when one team eliminates all opposing forces, or controls the WZ for 3 uninterrupted minutes. The game will declare the winner or loser. (CQB Warzone has a shorter time limit)

In WZ, a tie is when neither of the above-mentioned objectives is met, regardless of the number of players alive on either team. The game will declare a draw by announcing that the WZ has not been taken. If this happens, it is a tie.

In WZ, a loss is when one team is completely eliminated, or when the other team has controlled the WZ for 3 uninterrupted minutes. The game will declare the loser or winner.

III.2.1 Team (GhR)

CB Length: **BEST OF 9(first who wins 5 games)**

Minimum number of players: **3vs3**

Game Mode: **TEAM**

Game Type(s): **LMS, *DBL WARZONE 2.0, DOMINATION, WAR or *DBL DOMINATION** (showing up as *DBL in your GR server game mode list.

*DBL DOMINATION adds also the recon points as key locations)

Respawns: **OFF (WAR: 10)**



Invulnerable Time: **5**
Threat Indicator: **OFF**
Random Insertions: **ON**
Slot 2: **RED**
Slot 3: **YELLOW**
Time Limit: **10 MIN (WAR: 5 MIN)**
Auto Timer Start: **5 MIN**
Kit Restrictions: **OFF**
Record Game: **ON**
Available Maps: **ALL EXCEPT MAPS DECLARED „(FFA)“**

III.2.2 Advanced (GhR)

CB Length: **BEST OF 7(first who wins 4 games)**
Same settings as Team (GhR)

III.2.3 CQB (GhR)

CB Length: **BEST OF 5(first who wins 3 games)**
Number of players: **2vs2**
Game Type: **TEAM**
Game Rules: **LAST MAN STANDING, WAR or CQB Warzone**
Respawns: **OFF (WAR: 10)**
Invulnerable Time: **5**
Threat Indicator: **OFF**
Random Insertions: **ON**
Slot 2: **RED**
Slot 3: **YELLOW**
Time Limit: **5 MIN**
Auto Timer Start: **OFF**
Kit Restrictions: **NO SENSORS**
Record Game: **ON**
Available Maps: **Only MP (Multiplayer) Maps are allowed:**

MP01 - MP06
Training
DP03 Creekbed
MAPS DECLARED „(CQB)“

III.3 Raven Shield (RvS)

The Raven Shield Expansion pack Athena Sword is officially supported and recommended.

All participants in *DAMN Battle League Raven Shield competitive ladders will need to be equipped with the **latest available version** of **iGuard Anti-**



Cheat Software. All hosted Raven Shield rooms will need to be equipped with the iGuard Anti-Cheat Software.

iGuard can be downloaded from the *DAMN Mac Downloads.

It is the responsibility of each clan leader to have clan members equipped with iGuard for RvS competition. Any cb played without iGuard will NOT be counted as an official clan battle to be applied to any active *DBL ladder.

A single map may only be chosen once during the entire cb, regardless of which clan chooses said map.

Picking maps: Regardless of whether the hosting duties are split or not, the guest picks the map while the team color can be chosen by the host for the first match. After the first match the map choice goes to the the other clan, while the previous clan, who chose the map, selects the team color.

Each single round will be submitted.

Victory Conditions:

A tie is only a tie if both teams have equal remaining players (ie whoever has most players alive at end of a game wins)

CB Length: **BEST OF 11 ROUNDS(first who wins 6 rounds)** (Server settings must be set to at least 10 rounds to include possible lagtest and tied rounds) (Rounds are submitted to the *DBL and not the matches!)

Match Length: 6 ROUNDS (ties don't count to the length, but will be submitted with the final score)

Number of Matches: **2 (1 MATCH per HOST, except you agree to stay on one host)**

III.3.1 Team (RvS)

Game Type: **TEAM SURVIVAL**

Minimum number of players: **3vs3**

Time per Round: **5**

Time Between Rounds: **--**

Friendly Fire: **YES**

Teammate Killer Penalty: **NO**

Allow Radar: **YES**

Allow Teammate Names: **YES**



Force Firstperson Weapon: **YES**
First Person Death Camera
Third Person Death Camera
Team Only Death Camera
Kit Restrictions: **NONE**
Autotimer: **5 MIN**

III.3.2 Advanced (RvS)

Same settings as Team (RvS)

III.3.3 Athena Sword – Capture the Enemy (CTE)

Game Type: **CAPTURE THE ENEMY**
Minimum number of players: **2vs2**
Time per Round: **5**
Time Between Rounds: **--**
Friendly Fire: **YES**
Teammate Killer Penalty: **NO**
Allow Radar: **YES**
Allow Teammate Names: **YES**
Force Firstperson Weapon: **YES**
First Person Death Camera
Third Person Death Camera
Team Only Death Camera
Kit Restrictions: **NONE**
Autotimer: **5 MIN**

III.3.4 Coop

Team size: **4 players** (AI backup allowed; at least 2 human players)
Missions: **4**
Time: **60minutes**(will also be taken as default value if you don't accomplish a mission)
Missions to accomplish: *see Season Appendix*
FFA Team: **YES** (any registered *DBL players can play for the FFA Team, and submit their best times)

After Action Screenshot must be made and stored in native format until the end of the season + 1week(details see below; if you can't provide a screenshot if asked the default time will be taken). FFA Team submission screenshots must be sent immediately after the game to a *DBL admin(email addresses can be found here:
<http://www.damnr6.com/clanladder/index.php?module=blstaff>).
Camera settings as well as other game settings are equal to the RvS Team



ladder.

Submission:

Post your best times in the according **BL Forum thread**(see Season Appendix), together with the Mission name and participated players. The BL admins gonna add the times to the ranking table.

Proof of Success - Mission time:

Here comes the tough and annoying part. Raven Shield doesn't show directly how long you needed to accomplish your mission. The after action screen doesn't show your time. To get a proof of your time you have to take an ingame screenshot: when the mission success message appears, press the key to show the current mission stats and then make a screenshot. You can find an example shot at <http://www.damnr6.com/images/rvscoopstats.jpg>. Finally send the screenshot to a *DBL admin.

III.3.5 CQB

Game Type: **TEAM SURVIVAL**

Minimum number of players: **2vs2**

Time per Round: **5**

Time Between Rounds: **5 minutes for tournaments.**

Friendly Fire: **YES**

Teammate Killer Penalty: **NO**

Allow Radar: **YES**

Allow Teammate Names: **YES**

Force Firstperson Weapon: **YES**

First Person Death Camera

Third Person Death Camera

Team Only Death Camera

Kit Restrictions: All but the following - No HBS, No Machine Guns, No gas, No High caps, No smoke.

Available Maps: **Only MP (Multiplayer) Maps are allowed:**

Streets, Peaks, Training, Presidio, Island Estate, Island Estate 2, Garage, Penthouse are only allowed.

III.4 Battlefield 1942 (BF)

Default cb size: 4vs4 (for all cbs under 8vs8 we strongly suggest to take only maps with at max 3 flags or otherwise you will only jump from one flag to another).

Per default the higher ranked clan hosts the entire clanbattle, while the other



clan selects 1 map. The host can choose the side for the first round. You are free to agree otherwise.

The entire cb will be played on one map. Each clan plays each side once. If you have a tie the clan with more flags can choose the side for the 3rd and final round.

The Desert Combat modification is officially supported and recommended for the retail BF1942 ladder.

Game Settings for the BF1942 ladder:

Game Type: **CONQUEST**

Number of maps: **1** (first who wins 2 rounds is the winner of the cb)

Rounds: **5** (at max only 3 will be played but to prevent map reloading set it to 5)

Time per round: **20 min.**

Tickets: **100%**

Friendly Fire: **ON (100%)**

Spawn time: **10 sec.**

Game Start delay: **10 sec.**

All other settings are equal to the default game settings.

III.5 Close Combat – First to Fight (FtF)

Per default the higher ranked clan hosts the entire clanbattle, while the guest clan selects the first map. The loser of the previous map chooses the next one. Every map can only be chosen once in total, not once per clan.

CB Length: **4 MAPS À 3 ROUNDS**

Default cb size: 2vs2 (highest possible is 4vs4)

Minimum number of players: 2vs2

Game Type: **TEAM DEATHMATCH**

Time per round: **10 min.**

Lives: **1**

Friendly Fire: **ON**

Kit Restrictions: **STANDARD**

All other settings are equal to the default game settings.