



[ServerSmash:](#)

Emerald VS Miller

December 5th

20:00 UTC

240 VS 240

Game Referee:	Justicia
Casters:	Fara
Official cast:	http://www.twitch.tv/planetsidebattles
Server Reps:	<u>Emerald:</u> Negator, First of His Name, King of Amerish, Searhus, and Hossin, High Lord of the Emerald Illuminati, Lord Protector & Senpai of Combined Arms, and Grand Master of the Doot Doot <u>Miller:</u> PsychoZander
Statistics:	http://planetsidebattles.org/match/58
TeamSpeak 3 address:	ts.planetsidebattles.org

Game Timetable

All times in UTC (-8 for PST, -5 for EST, +0 BST, +1 for CET,)

	UTC	PST	EST	BST	CET
DATE START	5th	5th	5th	5th	5th
PREP	18:00	10:00	13:00	18:00	19:00
PRE-GAME	19:30	11:30	14:30	19:30	20:30
MATCH START	20:00	12:00	15:00	20:00	21:00
MATCH END	22:00	14:00	17:00	22:00	23:00
POST-GAME	22:10	14:10	17:10	22:10	23:10

General Rules :

1. **Server Reps must properly allocate the Jaeger accounts to their server's participants.**
Each server receives **240** accounts with access to Jaeger. It is the duty of the reps in tandem with the force commanders to allocate these properly to participating outfits and their members. Each server has **48** reserve accounts to be used for situations including: disconnects, account inaccessibility, reserves, etc.
2. **Participants must use PlanetsideBattles TS.** To combat population imbalance and/or facilitate better organisation between match admins and players, both Server teams must make use of the PlanetsideBattles Teamspeak server, at ts.planetsidebattles.org.
3. **Participants should use the outfit tag to approximate their live outfits.** As Jaeger is a live server, actual outfit tags cannot be used. Participant accounts are also not freely named but numbered. Therefore, participants should make outfits that approximate their live outfits for easier identification.
4. **The Game Referee has final say on all matters of the match.**
 - a. All concerns during the match should be brought to the attention of your Server Rep..
 - b. Server Reps will then bring matters to the Game Referee.
 - c. The Game Referee is responsible for timekeeping of the match.
 - d. The final result of the match is the responsibility of the Game Referee.
5. On Game day and during the prep phase, **participants should be online and on TeamSpeak at least 2 hours before the match start.** We will need to make sure everyone is able to log on to their assigned Jaeger accounts, and participants will also need to use this time to kit out their characters to their liking. There will be no need to level up for beacons.
6. <http://www.twitch.tv/planetsidebattles> is the Official cast - We encourage everyone to stream their own footage to record the history of the event, but ask streamers to use at least a 5 minute delay.
7. ServerSmash is not run by DBG, and our staff are not devs. We have support from DBG in running this event on Jaeger and with many aspects of the match, but we cannot guarantee details outside of our control.
8. When joining TeamSpeak please do so with your Outfit Tag and Live Name, and **add your assigned Jaeger account number to your TeamSpeak name..**
9. No immediate gameplay restrictions, but restrictions may be enforced if an item is bugged or currently facing balance issues. This will be determined on the day/night of the event during prep time. Match maps may have territory restrictions, as noted in the event document.
10. Cheating, using exploits, hacking, or real life enemy team sabotage will disqualify your entire outfit and may impact your outfit's participation in future PlanetsideBattles hosted events.
11. Participating outfits have all of gameday to prepare and 2 hours prior to game start to request TeamSpeak setups and layouts, and for any last minute questions and queries.
12. **Reserves are not allowed to be online.** Only 240 players per side are allowed to be logged in at the same time during the match. A reserve can replace a player only when that player is offline.
13. Each server appoints one of its reps to be **rep liaison**. It is the responsibility of this rep during the match to administer their server's reserves and keep track of accounts. The liaison rep acts as contact point between participants and referee during the match.

Objective - Land Grab

Capture as much of Amerish as possible within 2 hour time limit.

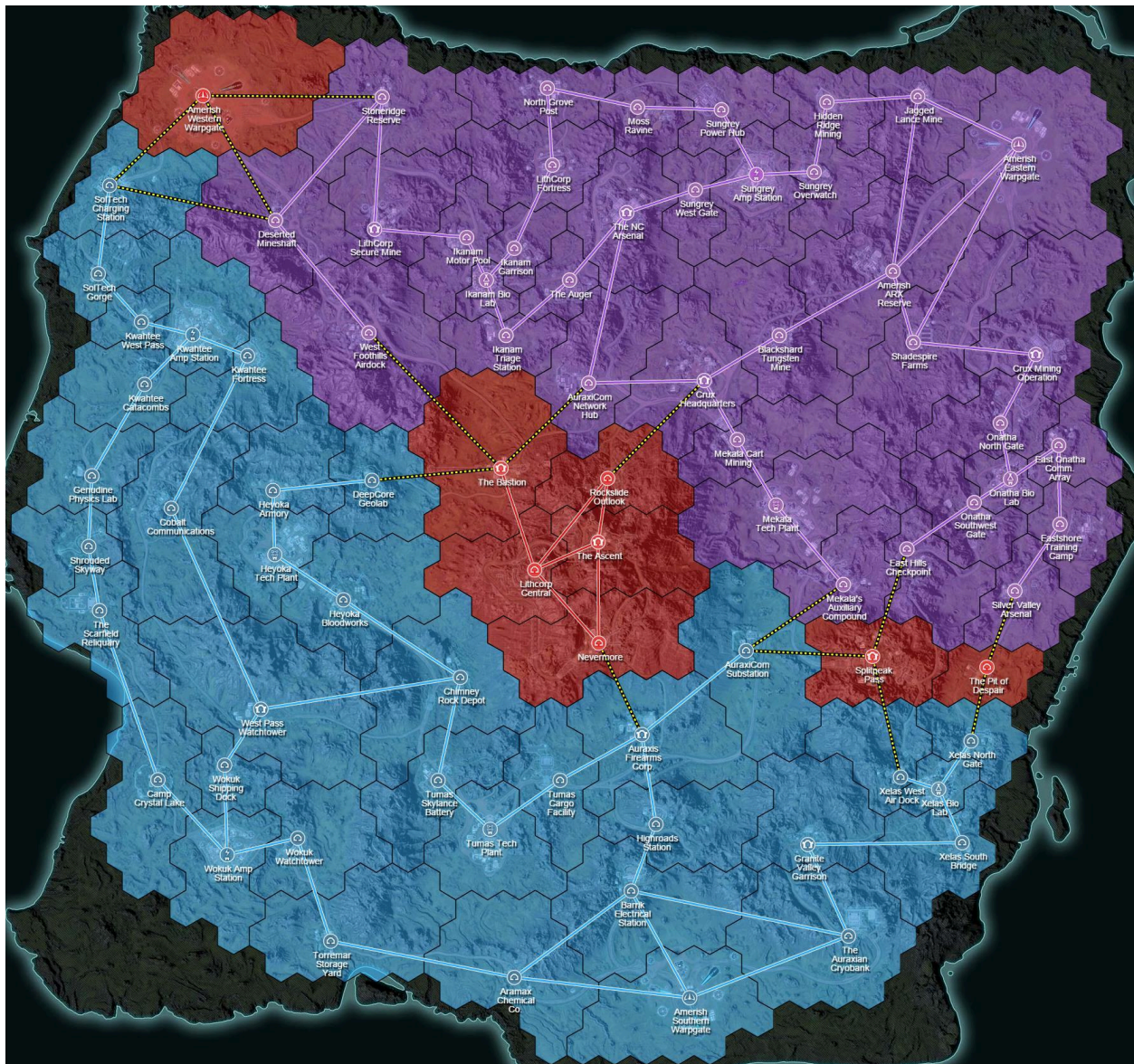
The winner is the server with the most territory at the end of 2 hours time, as determined by the in game territory control graph. There is no overtime!

Home Warpgate & Faction

Emerald: Northern Warpgate, Faction TR

Miller: Southern Warpgate, Faction NC

Starting Map (factions may differ from the map shown):



****Participants are requested to stay off the event continent until told otherwise****

Emerald			Miller		
Force Lead: [IRON] EagleEyeFoley			Force Lead: [252V] RTiger		
Signups	Participating	Exc.	Signups	Participating	Exc.
382	1TR	Emerald doesn't negotiate with terrorists.	1RPC	1RPC	
903	3GIS		20r	252v	
1NED	903		252v	BRTD	
1TR	AC		6REC	CLUB	
3GIS	BAX		BRTD	CONZ	
4ACE	BLOP		CLAB	CSG	
AC	D117		CLUB	DIG	
ANGC	DA		CONZ	FOG	
AOD	ECUS		CSG	FRC	
AOYF	FedX		DIG	INI	
ARMS	GOKU		DIGT	LPS	
AT	GOON		ELME	MCY	
BAX	HAYA		ES	UBAD	
BEST	HNYB		FDS	UFOs	
BLOP	IRON		FFS	RNX	
BOG	SUIT		FHM	RO	
BRCK	V		FOG	VIB	
BRGL	VULT		FRC	VoGu	
BRIT			FRMD	YBUS	
BWC			GENM	Air	A
CML			G00N		
COMB			INI		
D00T					
D117					
DA					
DAPP					
DARK					
DD12					
DVS					
ECUS					
FEDX					
GALM					
GOKU					
GOTR					
HAYA					
HNBY					
HONK					
HYUN					
IGRU					

IOWN			JNJ		
IRON			LCTH		
JOKE			LPS		
KN1			LYF		
L			MCY		
LOC			MoX		
MCOR			ORBS		
N			UBAD		
NNG			UFOs		
NUC			REBR		
PHX			RNX		
PBRO			RO		
PREY			RPS/RTR		
QRY			S		
RCN6			VCBC		
RITE			VIB		
RLP			VoGu		
RMAR			WASP		
RNGR			YBUS		
SALT			XDT		
SHT					
SSGO					
SUIT					
TAS					
TE					
TENC					
TEST					
TIW					
TRAF					
V					
VCO					
VG					
VMOB					
VOIP					
VREV					
VULT					
WILL					
WOFI					
ZAPS			YAAR		

Exceptions: A = Air; B = Bartered for numbers; G = Granted exception by PSB