PLANETSIDE BATTLES

Game Referee: Justicia
Casters: **Fara, RedolentBastard, Lanzer**
Official cast: MAIN: http://www.twitch.tv/planetsidebattles
Planetside Host: twitch.tv/planetside2
Co Caster Alt: twitch.tv/redolentbastrd
Server Reps: **Cobalt:** Fuzzbuket
Connery: YonV
Statistics: Planetsidebattles.org
TeamSpeak 3 address: ts.planetsidebattles.org

Game Timetable

All times in UTC (-7 for PDT, -4 for EDT, +1 for BST, +2 for CEST)

	UTC	PDT	EDT	BST	CEST
PREP	18:00	11:00	14:00	19:00	20:00
PRE-GAME	19:30	12:30	15:30	20:30	21:30
MATCH START	20:00	13:00	16:00	21:00	22:00
MATCH END	22:00	15:00	18:00	23:00	00:00
POST-GAME	22:10	15:10	18:10	23:10	00:10
END	22:30	15:30	18:30	23:30	00:30

General Rules :

1. **Server Reps must properly allocate the Jaeger accounts to their server's participants.** Each server receives 288 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, meaning at or before 18:00 UTC.** 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 SOE, and our staff are not devs. We have support from SOE 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 288 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!

Rockslide Outlook is out of play. Its terminals and turrets have been destroyed. The territory can be used and traversed, but the point cannot be captured.

Tie Breaker: if after 2 hours territory is equal, winner is the side which owns the majority of NC Arsenal, The Ascent, and Tumas Tech Plant.

Home Warpgate & Faction

Cobalt: Eastern NC
Connery: Western VS

Starting Map:

__Participants are requested to stay off the event continent until told otherwise__

Cobalt	Connery
Force Lead: HaloSpud	**Force Lead:** Patroclusx

Cobalt	Connery
- BAWC - GETR - TTRO 1TNC - FOOL - VIPR - BLHR - JEST - BMGP - FIS7 - MACS 418 - PTMC - TFDN - KAIN - MB1 - RE4 - RMIS - INI - RIMG - GETR - A0TR - LACY - TE4R - DORA - R1PT 709 9GER - xPWR - RX81 - RSG1	- EXE - PINK - AFX - X - METC - DPSO - ITI - BAID - ADK - TXR - DRED - TRG - SolX 56RD - V0C - OO - FCRW - BAND - S3X1 - T42 - LVNA