

Bastion Smash Rules and Match Process

Note from the organisers

- The format used in this event is highly experimental. This may lead to unforeseen and unpredictable incidents, which the participants of this event should be aware of. Please treat this event as a sort of beta test/PTS playtest.

Signups

- Players may sign up as Solo Pilots or as an Outfit/Team (Teams can be people without outfits who would like to play together).
 - Only one outfit representative has to sign their outfit up for this event, outfit players do NOT have to sign up individually.
- Solo players and at least 1 representative player from every Outfit/Team are required to join the Anomaly Smash Discord.
- Signing up and not showing up at the event will result in a ban from the next Bastion Smash event and potential restrictions with PSB accounts in the future.

Team Selection and Balancing

- Teams will be balanced after signups are closed by the organisers.
- Outfits/teams may be split up in order to preserve balance.
- Organisers will make every effort to ensure solo players/outfits are distributed in a balanced manner.
- Air Leads (AL) will be picked on the basis of experience and game knowledge.
- Bastion Commanders will be chosen by the organisers.
- Teams will be announced on Discord as soon as they have been finalized.
- Organisers will retain the right to alter teams after the initial balance, either due to dropouts or due to team imbalances.
- Organisers hold the right to change anything that might be necessary, even after preparations have begun.

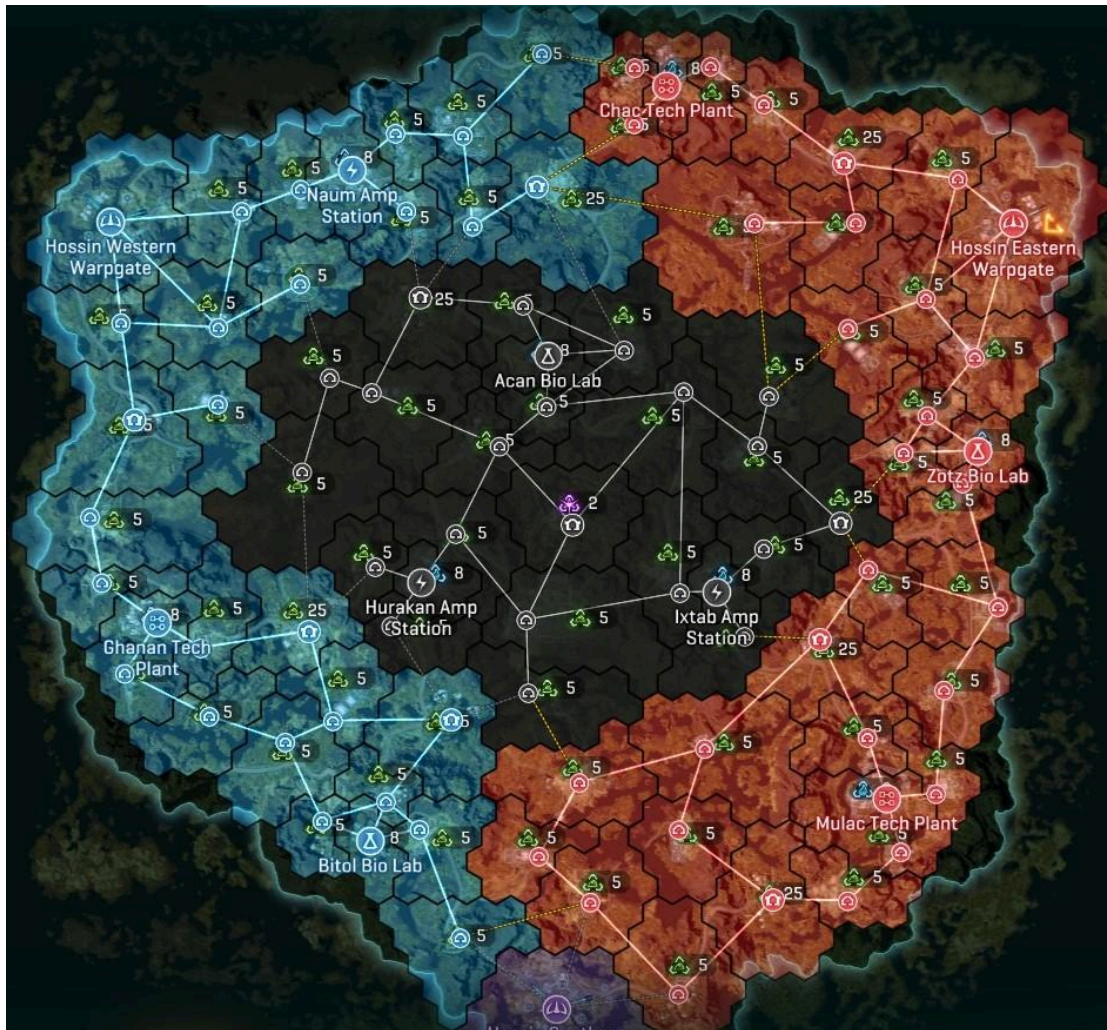
Match Preparation

- Before the match starts all players have to connect to the Wild Brotherhood and potentially Unidentified Fighting Objects Teamspeak (depending on the amount of players per team)(ts.wildbrotherhood.com and ts.ufo-gaming.com respectively) with their jaeger number in front of their name.(This means if you are PSBx0150NC, you will put a 150 in front of your regular name on Teamspeak, e.g. 0150PaffDaddyTR). Wild Brotherhood Teamspeak will act as the main Teamspeak for this event.
- Bastion Commanders/Air Leaders/Squad Leaders are required to show up 1 hour before the match starts.

- Players are required to show up about 30 minutes before the match starts.
- Jaeger accounts are distributed to 1 representative of the outfit/team who will, in accordance to PSB rules, distribute them on a 1 to 1 basis to their players.
- If you didn't sign up you are free to join TeamSpeak on matchday and sit in the reserves channel. You will replace people that failed to show up.
- If you never attended a Jaeger event you can read up here how to access this event server. ([Link](#))
 - **Make sure to NEVER delete a character from the accounts you have been given.**
- When logging in, you will join the specifically made Bastion Smash outfit for your respective faction. For that matter, please leave any outfit that your character may be in.
- Please make sure to cert into all the vehicles you might pull before the match starts.

Match Process:

- The map will look like this:



- The match will start once the developers spawn the bastions, all pilots are set & the referees do the official call-out for the start.
- The objective is to kill the enemy bastions while keeping your own bastions alive until the round ends, 1 round lasts up to 90 minutes.
- There will be at the very least 1 round, however a second round is possible should the first round be over too quickly (<30 minutes) or the participating players want another one. In that case the organiser team can NOT assure the same level of balance as the first round due to people potentially leaving.

General Rules

- Bastions will be spawned by developers at the start of the match.
- Factions in play will be TR and NC
- Preferred factions will be chosen by the Bastion Commanders, if possible people will be put onto their preferred faction
- The only vehicles in play are aircraft (ESFs, Valkyries, Liberators, Galaxies). There is no further restrictions to weaponry on those vehicles.
- All infantry weaponry is banned (except repair tool), this includes C4, other explosives and Rocket Launchers.
- Shooting from Valkyrie Rumble Seats is not allowed.
- Due to the ban of Infantry weapons boarding your own or an enemy carrier would be pointless and should not be done.
- Any form of Construction is banned EXCEPT by staff placed structures for people to repull from.
- There is no restrictions to which implants are allowed.
- You may refill your nanites with "golden dildars" which will be placed in the 2 warpgates.
- Killing or hacking air terminals on the map is not allowed.
- No teamkilling, exploiting or any other form of ToS violations, this should be self explanatory.
- The territories surrounding the Warpgate are not to be entered by the Bastions after the initial start.
- You are not supposed to sit in the bastion unless you are manning one of the guns, if you are not gunning you have to leave the bastion as soon as possible.
- Please do not spam your "Exit Vehicle" key, while spawn restrictions are supposed to be lifted it might still reset your queue and lead to long spawn times for everyone.
- Special Bastion rule (gentlemen's' agreement): Do not use the bastion weapons on another bastion.

Rule Breaking

- There will be referees and staff in the match.

- If you spot someone breaking a rule **NOTE his number**, directly contact the referee in the referee channel on teamspeak. If the ref spots the misconduct he will punish the offender.
 - Punishment is within discretion of referees/organisers and can range from timeouts to bans and other disciplinary actions.