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Campaign Overview

Campaign 1 will be played as if the overall campaign were a single round of Battlefield. Each army will attempt to capture flags and secure the bleed while preserving their own tickets. Black Ops Battledays will provide each army with the chance to recover tickets lost in Saturday fighting and to take tickets away from the other side. The first army to hit zero tickets with no chance of recovery loses the campaign.

Campaign Initialization

Territory/Map Placement

Maps will be placed on each flag at random by the Tournament Administrators. Each army will have a deployment point which determines their entry point on to the campaign map. Deployments cannot be captured by the other team. All flags will start in the neutral position.

Initiative

Campaign initiative will be determined by coin flip after the first scrimmage.

Tickets

Each army will start the campaign with 400 tickets.

Territory Battle Days

Timing

All battleday times are indicated in SBT. See (What is SBT) for an explanation. All timing events are to be announced over global server chat by the Tournament Administrators.

The following table indicates the overall schedule for the day:

SBT - 0:30	First attack is declared by the army with attack initiative for the day.
SBT	Live window opens for first attack.
SBT + 2:30	30 Minute break window opens; attacker can ask for break at any time
SBT + 3:30	Break window ends; if the break has not started, it will be forced at this time.
SBT + 5:45	Deadline for last round start, unless additional time added due to delays. Rounds in progress may continue.

Each army will take turns declaring attacks over the course of the battleday. The timetable for declaring an attack is as follows:

0:00	Army declares attack to the TAs. TAs ratify attack and announce the details globally on Teamspeak.
0:02	Defending army has 2 minutes to select their side.
0:05	Live window opens for the attack. Attacking army may call for live at any time after this point. If the round cannot go live due to factors outside the attacking army's control, time will be granted back to the attacking army.
Live Requested (LR)	When the live requests is ratified by the TAs, they will announce the countdown and begin the two restarts. Goal is to have roughly 90 seconds between a live request and the actual start of the round.
LR + 90s	Live is announced in all chat and global server chat.
Round Ends	Armies switch sides/factions at this point. Attacking army may request live at any time after a round ends. Follow steps starting at "Live Requested (LR)" until there are no more rounds to be played.
Map attack ends	After all rounds are played, the defenders become the attackers and have five minutes to declare their attack.

Campaign Rules

Attacking and Defending

1. Each round played will result in the loss of five tickets by the losing team.
2. Sides will be swapped between armies after each round.
3. Flag ownership is determined by a best of 2 rounds played on the map associated with that flag. Winner is the team with most tickets at the end of two rounds.
4. If the flag is neutral and the attacker loses, the flag stays neutral.

Flag States

Each flag has two important states:

1. Who owns the flag
2. Who has attacked the flag

These states are used to determine adjacency and the bleed during the campaign. Adjacency is determined differently depending on the phase of the campaign.

Phase 1

1. The first phase of the campaign will show the map as entirely grayed out.
2. Each army will start from their deployment and attack the adjacent flags.
3. Each army must attack all flags once during Phase 1.
4. There is no bleed during Phase 1.
5. Adjacency for attack purposes is determined by flags previously attacked or connection to deployment, **not** flags held.

Phase 1 Example

The following map shows the potential states of a flag during Phase 1:



The Red Army owns Shanghai and Nagasaki, while the Green Army owns Tokyo. Qingdao, Shanghai and Nagasaki have all been attacked by the Red Army, while Nagasaki and Tokyo have been attacked by the Green Army, as indicated by the "X" next to that flag.

On the next attack, the Red Army may attack Pyongyang, Seoul and Tokyo, while the Green Army may attack Shanghai and Seoul.

Phase 2

1. After all flags have been attacked once, the campaign shifts into Phase 2.
2. At this point, the bleed kicks in and attack adjacency is determined by ownership.
 - a. Bleed will kick in at 12/20 (3/5) of territories owned by one side.
 - b. Bleed will be 5 tickets per week.
3. Attacking a flag locks it out for a week, or until all available flags have been attacked.

Phase 2 Example

The following image shows a possible Phase 2 map:



Available attacks for the Red army are Pyongyang, Seoul and Tokyo. The Green Army may only attack Qingdao. If they fail, and there are no other attacks available, their attack statuses will be reset to allow them to continue attacking. If they succeed, they will have opened up more attacks.

Black Ops Battle Days

Overview

Black Ops Battledays will take place on Tuesdays. During Black Ops, we play non-conquest game modes that do not directly effect the Campaign Map. During Black Ops, each army has the opportunity to earn back tickets lost during Territory Battles or take additional tickets from the other team.

Black Ops are split into two 2.5 hour battles:

EU Black Ops: SBT + 2 to SBT + 4:30

NA Black Ops: SBT + 8 to SBT + 10:30

Timing

Timetables for attacks will be identical to those found in the Territory Battleday Section, with the following exceptions:

1. The attacking army does not have to announce their first attack until 5 minutes before the Black Ops start time.

“Attackers”

Whoever selects the map and mode is labelled the “attacker” in the following mode rules.

Game Modes

Obliteration

1 ticket taken from other team per 6 objectives destroyed. Objectives destroyed are accumulated over the course of the campaign until the threshold is met. Objectives destroyed by the defenders will nullify objectives taken by the attackers.

Attackers will play one round of Obliteration. Once that round is complete, the map is done.

Rush

1 ticket regained per 6 MCOMs destroyed. MCOM destructions are accumulated over time until a ticket is regained.

Attackers play one round on Rush. Once the round is complete, the map is done.

Conquest Small

1 ticket taken away from the other team per 3 attack rounds won. Rounds won are accumulated over the course of the campaign until the threshold is met.

Two rounds are played, once from each side. Once both rounds are complete, the map is done.

Defuse

1 ticket regained per 6 rounds won. Rounds won are accumulated over the course of the campaign until the threshold is met.

One “set” of Defuse rounds is played on the selected map. This amounts to 6 rounds. Once those rounds are complete, the map is done.

Campaign Victory Conditions

The campaign is over the moment one army hits or goes under zero tickets and has no chance to recover them. If an army hits zero tickets on a Black Ops, but they still have a chance to recover enough tickets to stay in the game, the Black Ops will continue until that chance is gone.