

Gameplay Rules:

Banned/Limited Equipment:

Shocklance is banned on all classes.

Sonic Punch is banned on all classes.

Reach is banned on all classes

Safety Third banned on all classes.

Items in brackets are to be discussed.

Pathfinder:

- None

Infiltrator:

- Jackal
- Smoke Grenades
- Prism Mines
- Stealth Spinfusor

Sentinel:

- SAP
- Rage
- Motion Mines
- Focused Claymore

Soldier:

- Proximity Grenades
- Shortfuse Grenades

Raider:

- Plasma Gun
- EMP-XL

Technician:

- Shortfuse Grenades
- Repair Kits
- 2 Turret limit per team

Juggernaut:

- None

Brute:

- None

Doombringer:

- Mines

Class Limits:

- 1 Sniper
- 1 Infiltrator