



## SD2 **Terrible** Divisions Tournament (**Green** Edition) **2**

The famous TDT by **Herr Robert** in a **2v2** edition!

Each match is a **Bo3** except the final which is a **Bo5**, and all games are **Axis vs Allies**.

If not enough teams sign up, the final will be a **Bo3**.

Initially the tournament starts the **19th of September**, with the sign ups ending a day before. **If not enough teams** sign up until the 23rd, the tournament is moved to the **26th**.

## Rules

Standard Conquest

750 starting points.

1x Time

1x Income

The team in the **upper part** of the bracket picks their faction first.  
In the third game the **SodBot \$flip** command is used to determine who gets to pick a faction.

The **Axis** players ban **2** 2v2 maps, then the Allied players ban **2** 2v2 maps.

A 2v2 map is generated using SodBot.

The Allied player **picks 6 divisions** the Axis players can **choose from**.

The Axis player **picks 6 divisions** the Allied players can **choose from**.

The Allied side **picks one** division and income.

The Axis side picks **both** divisions **and** incomes.

The Allied side picks its **second division and income**.

Remember, the divisions **cannot** be duplicates, if one player plays a division, the second one cannot play the same division.

## **Disconnects**

If a player disconnects **less than two minutes** into the game, the game will be **restarted** (The non-disconnected side **can choose** to restart for as long as they get **the same side** they had when the disconnect happened).

If more than two minutes has passed **it's up to the other team** to decide whether they should allow for a restart.

## **Additional Rules**

If one of the players **lacks a DLC**, divisions from this DLC are **disqualified**.

**However**, if the person lacking a DLC **agrees**, then those divisions are allowed in the matchup.

**Have fun commanders,**

**GreenAXC**