

# Weekend Event Queue

Highlights = variables | ●●●● indicates population health

*Varied event queue ! ( 4 Hour Switch )*

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● Friday Jan 10 10am PST / Friday Jan 10 6pm UTC

VITRIC BRAWL

8v8 ▾

Groups 1-2

Atlas Only

100% More Armor

1.5x Mech Speed

Domination ▾

Vitric Station ▾

3x CBill and XP Rewards

10 Minute Match ▾

● Friday Jan 10 2pm PST / Friday Jan 10 10pm UTC

LOW GRAVITY LUTHIEN

10v10 ▾

Groups 1-2

Drop Deck

220 Max Tonnage

No Fall Damage

Unlimited Jump Jet Fuel

Skirmish ▾

Luthien ▾

3x CBill and XP Rewards

25 Minute Match ▾

● Friday Jan 10 6pm PST / Saturday Jan 11 2am UTC

INCURSION CITY

8v8 ▾

Groups 1-2

Clan Mechs Only

Drop Deck

250 Tons

Incursion ▾

River City ▾

3x CBill and XP Rewards

25 Minute Match ▾

● Friday Jan 10 10pm PST / Saturday Jan 11 6am UTC

SPHEROID VALLEY

8v8 ▾

Groups 1-2

Inner Sphere Mechs Only

Drop Deck

250 Max Tonnage

Skirmish ▾

Caustic Valley ▾

3x CBill and XP Rewards

20 Minute Match ▾

● Saturday Jan 11 2am PST / Saturday Jan 11 10am UTC

DAKKA COLOSSEUM

6v6 ▾

Groups 1-2

Jagermech, Rifleman and Rifleman IIC Only

Skirmish ▾

Free Worlds Colosseum ▾

3x CBill and XP Rewards

15 Minute Match ▾

● Saturday Jan 11 6am PST / Saturday Jan 11 2pm UTC

BEAR BRAWL

8v8 ▾

NO GROUPS ALLOWED

Atlas , Centurion , Cataphract , Kintaro Only

Domination ▾

Bearclaw II ▾

3x CBill and XP Rewards

15 Minute Match ▾

● Saturday Jan 11 10am PST / Saturday Jan 11 6pm UTC

THE PIT

8v8 ▾

Groups 1-2

Drop Deck

250 Tons

Skirmish ▾

Terra Therma QP (Crucible) ▾

3x CBill and XP Rewards

20 Minute Match ▾

● Saturday Jan 11 2pm PST / Saturday Jan 11 10pm UTC  
MEDIUM SCRAP

8v8 ▾

Groups 1-2

Drop Deck

220 Max Tonnage

Medium Mechs Only

Skirmish ▾

Ceres Scrapyard ▾

3x CBill and XP Rewards

20 Minute Match ▾

● Saturday Jan 11 6pm PST / Sunday Jan 12 2am UTC  
AMMO OASIS

8v8 ▾

Groups 1-2

Drop Deck

300 Max Tonnage

Infinite Ammo

50% More Armor

Skirmish ▾

Rubellite Oasis ▾

3x CBill and XP Rewards

20 Minute Match ▾

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● ( Repeated once , 9 Unique Events \* 2 ( one repeat ) \* 4 ( hours each ) = 72 Hours / 24 (hours) = 3 Days of EQ . )

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