

Reforger Weekender 2021

On going objectives

3 timers Marked with a flag. That will be checked once every hour – **Points will be awarded to the team controlling the point on the hour.**

Fuel Dump, Arden woods gate, Wrist breaker.

see map for more info.

A flag will be also on the truck controlled by the DS staff. Red flag means the Northern front controls the point blue means the Southern Alliance is in control. Again, points scored on the hour.

Players can respawn if their team's colour is in control of the timers, Timers can NOT be switched by dead players. Players spawning off a flag or from their FOB have a 60 second spawn protection. Once you engage a player you forfeit the 60 seconds and can not spawn at the same location for the next 5 minutes.

Fuel shortage

Rocket pods and Fuel canisters will be hidden around site, both teams should collect as many as possible.

Fuel Cans and Rocket pods **MUST** be handed to a member of staff present at the Truck. The truck is mobile and will be roaming. **Only by handing the fuel/RP off to the DS staff can points be awarded.**

Fuel cans and Rocket Pods can be retributed into the event after 10 minutes by a member of the DS staff.

Ammo tins

There will be ammo tins hidden around the village, these can be traded in for Caps.

Capturing an enemy

Will reward the players by trading them into the DS staff by flagging down the truck and simply trading them in for points.

Staff only (Or a special event can be triggered causing a trade off to happen.) The team who has captured the player can ask for a ransom. I.e., fuel containers etc.

You cannot hold an enemy for more than 10 minutes.

If you fail to find any DS staff by the 10-minute mark the captee bleeds out and respawns.

Being Hit and Medical rules.

When hit a player will call **Hit 1**, Anyone can revive the hit player. **45 seconds. 45 Slow seconds**

If they are hit a second time, **Hit 2 Medic!** Again, any player can revive another player. But this time it takes **90 seconds**.

If you are **hit a 3rd** time. **Stop getting shot! – 3rd hit is straight dead. Off to respawn.**

Respawning

You can either spawn from one of the four points your team controls. Fuel Dump, Arden Woods or Wrist breaker. The DS truck if your colour flag is raised.

Failing this there will be 3 dead boxes

One in the Jump field, Route 66 and Downed plane (Top Field)

Triangular boxes with green mesh around them.

You can spawn from these boxes. Respawn time is 5 minutes from any dead box, you cannot step back into a box you have already left or engage player/players then step back into the box.

If the box has a member or members from both teams, camping or spawn killing is not allowed.

Caps and what do they mean?

Caps are used as a post-world currency, used to hire mercenary, or buy and sell other objective based Items.

or simply a fun reminder of what use to be...

Caps are needed for a lot of missions and side mission for those extra points.

Searching a wounded player

When in a state of wounded players can "Search you" You can **ask** (No touchy), have you got anything on you? **You must be honest.** – Caps, Objective items, any collectables can be

looted from a wounded player.

Reputation

Reputation is everything, you can lose and gain rep by attacking or working along side the DS staff as they form a small squad working the wastelands.

The benefits of staying on the good side of the traders and mercs is pretty important to mission success. They can offer you rides. Protection and even first aid on any wounded friendlies. On top of that bad reputation will affect the number of missions given to you.

Regaining Rep

Traders and Merc squad rep with each team is dependent on mission success, attacking them, being hostile, holding up or stealing from either the trader or mercs. This will ultimately lower your rep and make the Mercs hostile on sight, and traders unwilling to work with you or assign you missions.

Gaining Rep

Completing missions, Helping the merc squad, reviving, handing in missions to the truck and handing in ammo cans to the truck. Paying for there services is also a great way to keep them on your side.

Nothing like tipping the waiter.

Ultimately your actions have real impact on the story line and overall enjoyment of the event.



















