

# World War Rush

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**World War Rush** is a fast-paced, infantry-focused, progressive, A&D game-mode, inspired to the all-time famous **Squad Rush** mode of the [Battlefield Series](#).

Two teams will fight each other with attackers attempting to secure themselves the objectives after another and the defenders trying to stop their progress. Each object is sitting at the center of a unique and detailed location.

With the support for 30vs30 battles and featuring a custom user interface, vehicular warfare, scalable battlefields, classes with unique perks and progressive arsenal unlocks, you can rest assured that each battle will never be like the previous.

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**Welcome to one of the new unique game-modes included with IFA3.**

 **Disclaimer:** This game-mode is currently in **ALPHA**, every aspect is in development and thus subject to bug and changes at any given time.

## Objective

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The mode is built around four objectives for each map, depending on the side you choose, you might be in one of these two situations:

**Attackers' Side:** Your goal is to assault an objective held by the enemy and plant explosive charges on it. Once the explosives charges are set, you'll need to hold your ground until they go off and destroy the enemy asset.

You need to do this before you run out of tickets or time.

**Defenders' Side:** Your goal is to deplete the enemy's tickets or time by killing them and avoiding them to plant explosives on the objective that you are currently defending.

## Important Information about the objective

- Time does not pass when the bomb is arm or being armed, this allows last-second arming and disarming;
- Each time an attacker spawns, draws a ticket away;
- When the bomb is planted, respawning for the attackers are free.

⚠ When the objective is done, defenders who are still alive will have to fallback to avoid ending up outside of the play area, keep an eye on the map and run!

## Game flow

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The teams are divided in two colors. Each team will play both attackers' and defenders' side. Winners are awarded with extra points at the end of the round, depending on how they did: attackers are awarded for how many objectives they have destroyed, whereas defenders are rewarded depending on how many objectives were left.

At the end of each two rounds, the map is changed to the new one, which will never be the one you just happened to play.

## Classes and their Perks:

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There are five classes that a player can choose from when he's in the spawn menu:

- **Assault:**

This class is the most common as it is the most effective for pushing the objective: it is equipped with semi-automatic and bolt-action rifles and it comes with specific class perks:

- Grenadier — The player is equipped with a set of fragmentation grenades that he can use to kill enemies without exposing himself, if his rifles supports them, he will also be equipped with a grenade launcher attachment and rifle grenades.  
(Useful squad perk: *Additional Explosives*)

- Saboteur — The player is equipped with the right tools to arm or disarm the bomb 3x faster than normal.

- **Medic:**

This class can revive downed players, avoiding them to respawn and walk all the way. It shares a weapons' set similar to the assault class with semi-automatic and bolt-action rifles. There are two different specializations:

- Epinephrine Injector — Allows the medic to bring back fallen comrades almost instantly, reducing the time of the medic exposed to enemy fire.
- Smoke Grenades — Equips the medic with smoke grenades that can provide concealment whilst the medic revives fallen units.

- **Support (20%) :**

This class is only allowed to equip Light Machine Guns which can lay down a devastating suppressive and accurate fire as well. The player can choose between two specializations:

- Ammunition — Allows the player to replenish his own ammunition, other players' and other vehicles.
- Spawn Beacon — Allows the player to deploy a beacon for his other team mates to respawn up to 10 times.
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- **Engineer (20%) :**  
This class is specialized in fighting against mechanized forces. The player can only equip Sub Machine Guns and is equipped with an AT rocket launcher which takes out even the thickest armor. Engineers can also repair and damaged vehicle.
- **Recon (10%) :**  
This class is dedicated to the use of bolt-action rifles and it's the only class which can unlock scoped rifles to take out enemies from the distance. The player can also place down a respawn beacon for his team mates to spawn.

### **Class Limitations**

The percentages in parenthesis are the default values for which a class gets restricted, a player taking the given class cannot be more than a given percentage of his team composition.

For example:

Team Size	*	Support	*	Engineer	*	Recon
5 Players		1 Player		1 Player		0 Players
10 Players		2 Players		2 Players		1 Player
20 Players		4 Players		4 Players		2 Players

## Squad Perks:

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Each player can choose his own squad perk, which are shared with all the other members of his group:

- **Sprint** — Allows the player to move and reload 20% faster than normal;
- **Extended Ammo** — Equips the player with a 2 extra mags for his primary and secondary weapons;
- **Fast Swim** — Allows the player to swim at much faster speeds than normal;
- **Fragmentation Grenade** — Equips the player with a fragmentation grenade to use against enemies;
- **Additional Explosives** — Equips the player with extra explosives, like grenades and rockets.

## Progression

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When you first join the game, you'll have limited access to the faction's arsenal, however, it won't be long until you start killing some enemies and earning some **XP** for yourself, this XP is bound to the class you're playing with, hence playing for a long time the Support class will grant you access to all the LMGs but won't have any effect on other classes' arsenals.

All your statistics are saved whenever you press **ESC** or in case that you are moved to the opposite team for balancing and are moved back to the lobby.

If two servers share the same **WWR key**, the statistics that you have on a server will be valid and imported onto the second one, allowing server administrators to create community servers.

## Vehicles


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The vehicles are limited by the number of people connected to the server: the more people are connected, the bigger toys you'll be able to play with.

*Air vehicles spawn already in-flight and with a very limited supply of fuel, you'll have to use your time wisely and bail out onto the play area once you're out of fuel.*

## Important Keys

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 The following key bindings are relative to a **QUERTY** keyboard.

[TAB] — This key opens the scoreboard, where you can see how the game is going;

[SPACE] — This key is probably the most important, as it allows you to interact with the environment, it is used to *revive, rearm, arm/disarm the objective*;

[Y] — Allows user to use different sound effects volumes, AKA *earplugs*;

[U] — By default this command opens the *Group interface* from which you can *join/leave* groups or administrate your current one.[enter link description here](#)

## Mods required:

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- IFA3
- Cup Terrains - Core

## Credits

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Mission originally created by:

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as RushRedux: <https://steamcommunity.com/sharedfiles/filedetails/?id=779552248>

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