Default Values R13

Introduction

Below follows some game defaults for values that can be edited with RCON variables.

Tickets

Ticket counts are modified with the command: "vars.gameModeCounter <modifier:percent>"

Gamemode	Default value (tickets)	Notes
CarrierAssaultLarge	100% Health	
CarrierAssaultSmall	100% Health	
Conquest Large	800	
Conquest Small	400	
Domination	300	
Defuse	N/A	Lowering the ticket count will result in the round ending prematurely
Obliteration	N/A	Lowering the ticket count will result in less detonations needed to win
Rush	75	
Squad Deathmatch	50	
Team Deathmatch	100	
Air Superiority	300	
Capture The Flag	3flag	The team that capture the most flag before timer runs out wins

Round time limits

Round time limits are modified with the command: "vars.roundTimeLimit <modifier:percent>"

Gamemode	Default value (seconds)	Notes
Conquest Large	3600	
Conquest Small	3600	
Domination	3600	
Defuse	600	
Obliteration	1800	
Rush	3600	
Squad Deathmatch	3600	
Team Deathmatch	3600	
Air Superiority	3600	
CarrierAssault	1800	
Capture The Flag	1200	

Player respawn time

Player respawn times are modified with the command: "vars.playerRespawnTime <modifier:percent>"

Gamemode	Default value (seconds)	Domination	10
Conquest Large	15		
Conquest Small	15		

Notes

Defuse	N/A	You cannot respawn in this gamemode

Obliteration	12	
Rush	15	
Squad Deathmatch	12	
Team Deathmatch	7	
Air Superiority	12	
Capture The Flag	10	
CarrierAssault0	15	

Vehicle spawn delay

Vehicle spawn delays are modified with the command: "vars.vehicleSpawnDelay <modifier:percent>"

Vehicle	Default value (seconds)	Notes
Quad Bike	10	
Attack Jeeps	20	
Armored Transports	30	
IFV	60	
MBT	90	
Mobile AA	60	
Jetski	10	
Rhib Boat	30	
Attack Boat	90	
Scout Helicopter	60	
Transport Helicopter	60	
Attack Helicopter	90	
Attack Jet	90	
Fighter Jet	90	
AAV Amtrac	60	
Static	30	
ACV hovercraft	10	

Factions

Factions can be set per team with the command: "vars.teamXFactionOverride <factionId: integer>".

Note: For Squad Deathmatch, team 3 mirrors team 1 and team 4 mirrors team 2.

Map	Team 1	Team 2
Base Game		
Zavod 311	RU	US
Lancang Dam	RU	CN
Flood Zone	US	CN
Golmud Railway	RU	CN
Paracel Storm	US	CN
Operation Locker	US	RU
Hainan Resort	US	CN
Siege of Shanghai	US	CN
Rogue Transmission	RU	CN
Dawnbreaker	US	CN
China Rising		
Silk Road	US	CN

Altai Range	US	CN
Guilin Peaks	US	CN
Dragon Pass	US	CN
Second Assault		
Caspian Border 2014	US	RU
Firestorm 2014	US	RU
Operation Metro 2014	US	RU
Naval Strike		
Lost Islands	US	CH
Nansha Strike	US	CH
Wave Breaker	US	CH
Operation Mortar	US	CH

Gulf Of Oman 2014   US   RU