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)** CarrierAssaultLarge 100% Health CarrierAssaultSmall 100% Health Conquest Large 800

Conquest Small 400

Domination 300

**Notes**

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 |  |

**Player respawn time**

|  |  |
| --- | --- |
| Air Superiority 3600 |  |
| CarrierAssault 1800 | |
| Capture The Flag 1200 |  |

Player respawn times are modified with the command: ”vars.playerRespawnTime

<modifier:percent>”

**Gamemode Default value**

**(seconds)**

Conquest Large 15

Conquest Small 15

Domination 10

**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  Lancang Dam | RU  RU | US  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  *Second Assault*  Caspian Border 2014 | US  US | CN  RU |
| Firestorm 2014  Operation Metro 2014 | US  US | RU  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