

On the Subject of WAR

The timer triggers the PTSD of two people. Peppino, since he has a fear of running out of time; and the defuser, since he has a fear of running out of time.

- When active, the WAR timer will count down from its current number until it reaches zero.
- Time can be added to the timer by disarming modules on the bomb. If the timer is not currently active, then the first disarmed module will activate it and add time.
- A default of thirty seconds will be added to the timer upon a solve, and may be increased depending on the presence of certain modules on the bomb.
- If enabled by either mod setting or mission (disabled by default), the bomb will detonate when the timer runs out of time.
 - To force detonation for a mission, put the following in the description: `[WAR_DETONATE=true]`

