TEAM BASE WARS V2.2

IMPORT CODE: PFW5F

CONTENT

1   SUPPORTED MODES AND MAPS

The mod works in the waiting for players phase when the main targets (payload, objectives) are disabled. The mod also works on event maps.

ASSAULT	ESCORT	HYBRID	ELIMINATION
HANAMURA	DORADO	BLIZZARD WORLD	BLACK FOREST
HORIZON LUNAR COLONY	HAVANA	EICHENWALDE	ILIOS (ALL)
PARIS	JUNKERTOWN	HOLLYWOOD	NECROPOLIS
TEMPLE OF ANUBIS	RIALTO	KING'S ROW	
VOLSKAYA INDUSTRIES	ROUTE 66	NUMBANI	
	GIBRALTAR		

To avoid the "server closed..." error, we recommend that you disable maps in the rules that you don't play on or that aren't in the rotation. It is not recommended to enabled all rules starting with the word "MAP: ".

2   RULES OF THE GAME MOD

To win, your team needs to accumulate $ 5,000 before the enemy. For the achievement of this goal, you can get the money for:

- killing enemies

- stealing money from the enemy base

- building of the extractor on a resource point

3   RESOURCE POINT "$"

Resource – the main source of getting money. It has an amount of $ 1000. After the game start, the resource is always located in the center of the map. After exhaustion, it randomly appears in a different place, but not near the player bases.
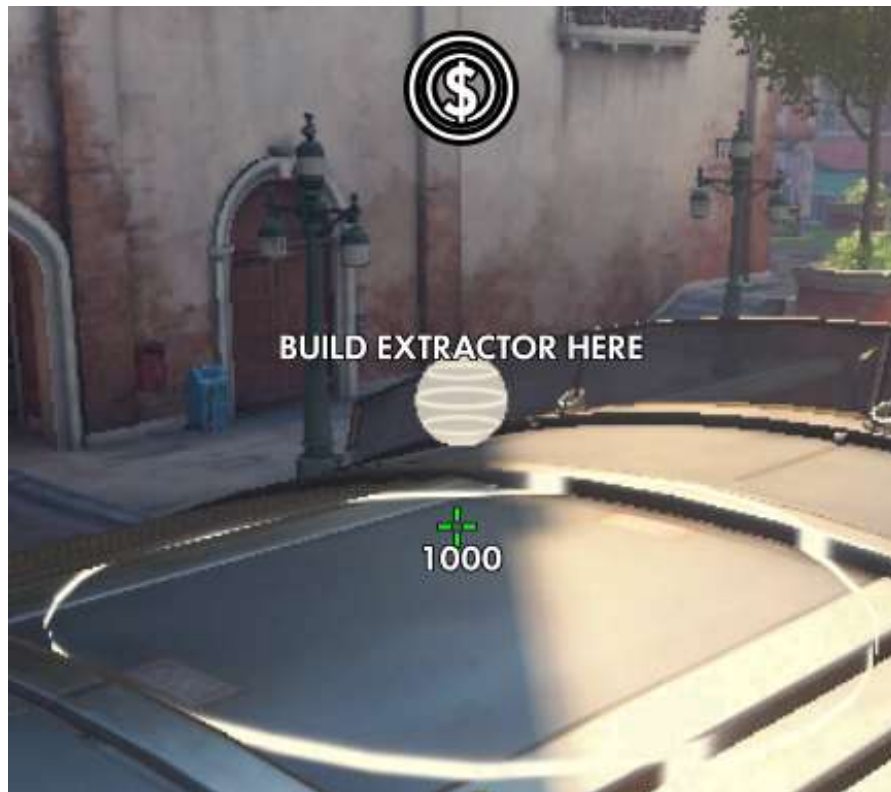
Game mechanics:

- Always appears in the center of the map after the game starts

- Has a reserve of 1000$

- After exhaustion, randomly appears in a different place, but no closer than 30 meters to the team base

- The resource also appears in a different place if the extractor was destroyed on it, and the resource reserve was less than 300$

4   COMMANDER

Each team can have only one commander. To become one, you need to hold the CROUCH + INTERACTION buttons (C + F by default) for 3 seconds, after which you become a commander, and spam protection is enabled for 60 seconds, i.e. another player can become a commander only after this time. The commander is the key to victory. Without it, the team can't win.

What can the commander do:

- Build a base for your team

- Build an extractor on a resource point

- Provide support for the commander's ability-Airstrike, a healing zone

5   SHOP

The commander gets access to the shop. To open it, hold the INTERACTION button (F by default) for 1 second. A menu opens with a selection of buildings and a brief description.
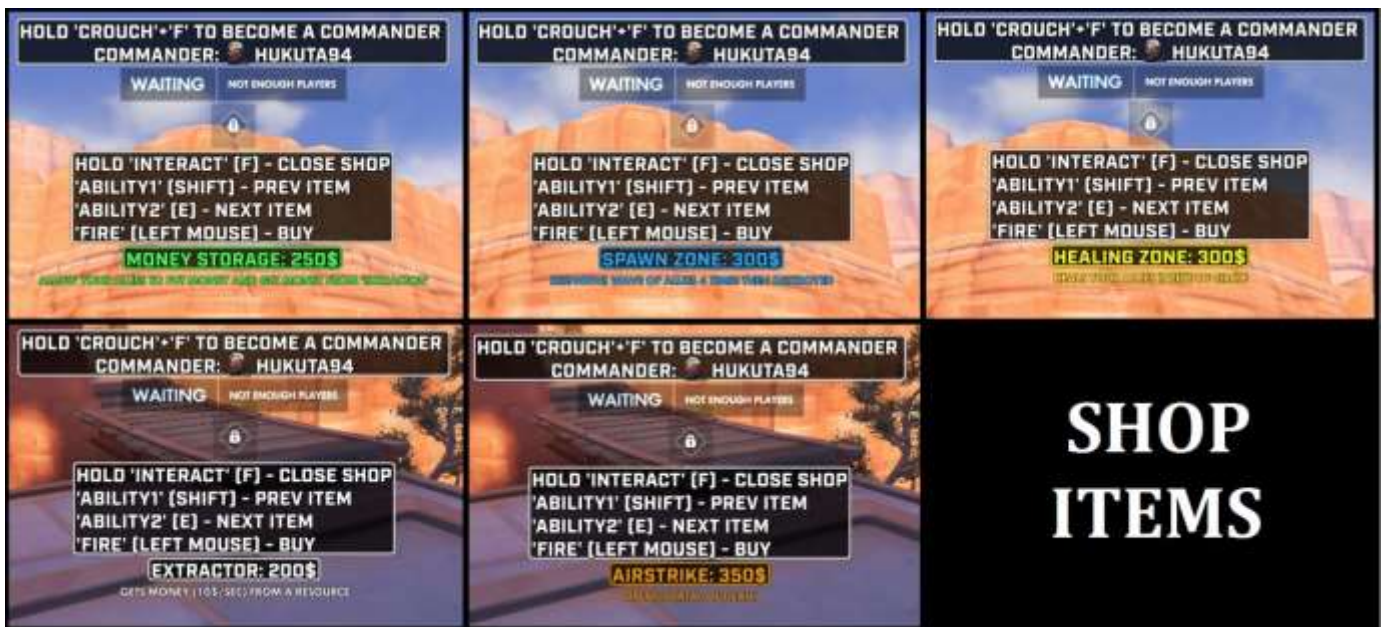
Hold the INTERACTION button for 1 second to close the shop

ABILITY 1 (Shift) button – previous building in the shop

ABILITY button 2 (E) – next building in the shop

PRIMARY FIRE button (left mouse button) - buy

Find the optimal location and hold the left mouse button to build a zone.

ATTENTION! You can't build in the spawn rooms and in the adjacent corridors, which can't be accessed by players of the opposite team!

5.1   MONEY STORAGE

Money storage is the main zone. One allows your team's allies to Deposit money to the team account and receive money from the extractor. Also it displays the health of your base. It is very important to protect your main zone because enemies inside can rob you and do damage. If the base's health equals 0%, all your buildings (except the extractor) will be destroyed, and you will be thrown into the spawn room.

Game mechanics:

- The enemy, while inside the zone, gets $ 50 and deals 5% damage every second (the more players, the faster the process of robbing and dealing damage. If the team doesn't have any money left in the vault, the damage will still be done)

- An ally with money, being inside the zone for 4 seconds, delivers it to the team's account and increases the base's health by 1% for every 20$delivered

- The first building of the money storage costs $ 0. The rebuild of the already built zone will cost 250$

- Allows you to get money from the extractor

5.2   SPAWN ZONE

Spawn zone respawns dead allies in waves. It has 4 waves of respawning, after which it is destroyed. Do not forget to rebuild the zone in time, so as not to deprive your team of the ability to revive near your base.

Game mechanics:

- Instantly respawns all dead players after build or rebuild of the zone, spending 1 respawning point

- Respawns a wave of allies every 8 seconds after the first player has died

- New players who join the match are spawn in the zone. Respawning points are not spent

5.3   HEALING ZONE

Heals your allies who are inside the circle

Game mechanics:

- Heals your allies 40hp / sec

5.4   EXTRACTOR

Extractor gets money to the team's account from the resource directly. The extractor can only be built on a resource point, and it cannot be rebuilt. You can't build an extractor until an enemy one is destroyed.

Game mechanics:

- Gets $10/sec to team's account if the money storage is built

- Can be destroyed by enemies that are inside the circle for 5 seconds

5.5   AIRSTRIKE

In free flight mode, use the cursor to indicate the area to be hit and hold down the left mouse button to open a portal from which a missile salvo will be launched in the specified area.

Game mechanics:

- Adds $100 to the team's account for each kill

- Can't be destroyed by the enemy

- Only one air strike can be used at a time

6   MONEY SYSTEM

In addition to the main money balance of the team, each player has their own personal balance, which can be credited with money.

Game mechanics:

- Each player can carry a maximum of $700

- A player can drop their money (save it) or transfer it to another player. To do this, hold the INTERACTION button (F by default) for 1 second.

- You get $70 for a kill

- If you die with money, it will drop out as a money drop that all players can pick up.

- Stealing from enemy money storage adds to the player's personal balance

- Deliver the earned money to your team money storage to replenish the team's balance and get closer to victory

7 NERFED HEROES

7.1 SOMBRA

- Can't steal from enemy storage

- Can't damage an enemy base

- Can't destroy an enemy extractor

8 AUTHORS AND CONTACTS

HuKuTa94#2589 - idea and creation of the mod

Lionarius#2731 - creating unique features for mod and testing

BattleNet community:
https://blizzard.com/invite/p0wkWzC0kn

Discord:
https://discord.gg/NWd8tU3