

PUBG[®] WARFARE

WARFARE GAME MODE

The Warfare game mode consists of two teams fighting to capture and control several key locations across a large-scale battlefield, expanding on PUBG gameplay and combining familiar aspects from Conquest and Rush to create an All-out warfare experience to rival competitors.

Players: 64 - 100 (32 vs 32 or 50 vs 50)

5-7 Capture points and Two spawn locations, the number of capture points could adjust based on the size of battleground.

Introduction of new vehicle types to change the battlefield: Tanks, Jets, Helicopters and Anti Air to add to the chaos of All-out war.

CORE MODE BREAKDOWN

Each team starts the match with 1000 Respawn Tickets.

The goal is to capture and hold as many points as possible to drain the enemy team of their tickets, Victory is achieved when the opposing team reaches 0 tickets.

Take control of the map to win, Each Control point you own acts as a respawn point for your team, every point you neutralize stops the enemy from spawning.

- When a team member Dies or Give's Up, It will cost their team 1 respawn ticket,
- This can be prevented by getting revived.
- If the majority of control points are held by one team, then the team with fewer control points will suffer "Ticket bleed", causing that team to lose respawn tickets at an accelerated rate for each extra control point the majority hold.

This will be at a rate of:

- 1 Control Point Disadvantage - 1 Ticket every 10 seconds
- 2 Control Point Disadvantage - 1 Ticket every 6 Seconds
- 3+ Control Point Disadvantage - 1 Ticket every 3 Seconds
- All Points Controlled - Domination - 1 Ticket every 1 second
 - These Could be adjusted based on specific maps and weightings.
- Control Points are captured by interacting with MCOM stations.
 - MCOM stations need to be Neutralized before they are Captured.
 - Neutralization - 15 seconds
 - With 3 people Neutralizing, this can be cut down to 5 seconds (2 people 10s)
 - Capturing a neutral MCOM Station is fastest when performed as a group.
 - Capturing - 30 seconds
 - With 3 people capturing, this can be cut down to 10 seconds (2 people 20s)
 - The first team to reach 0 tickets loses.



GROUNDED IN PUBG LORE

Expanding on the existing lore in the PUBG universe we could use past and present factions to give purpose and meaning to the game mode and events taking place.

Examples of Teams could be:

- Soviet Military Forces vs The Resistance
- Battlegrounds Survivors vs PILLAR

BATTLEGROUND 'ZAVNIK' (NEW MAP)

We would plan to have Battlegrounds take place in existing PUBG maps such as, Erangel and Taego, while introducing a new map specifically crafted for Warfare, 'Zavnik'

Zavnik is a 16km² land mass in the Baltic sea, Formerly a Soviet Research island and once a Key location during the Space Race, it has since been occupied by Tythonic Industries, and the security group PILLAR who are charged with protecting their assets.

While much of the soviet era architecture and facilities of the island still remain, Tythonic have begun to leave their mark.

Featuring a familiar aesthetic but bespoke design specifically for Warfare, and with all out destruction in mind, Zavnik will be a new exciting experience for all PUBG fans.

Maps: Erangel, Taego, Zavnik.

CLASSES/ROLES

- Choose your role - Assault, Engineer, Support or Recon.
- 4 Unique Role Items: Ammo Crate, Medical Bag, Repair Tool, Infrared Binoculars.
- Earn XP playing PUBG: Warfare to level up your roles and unlock new powerful equipment for the battlefield.
- Use your favourite weapons to gain proficiency and unlock new attachments that can be used to upgrade and create custom loadouts for each class that are tailored to your preferred playstyle.

NEW VEHICLES & EQUIPMENT

- Vehicle Tickets, Limited number of spawns, Respawn delays, Tiered spawns, session progression,
- New combat and transport vehicles: Tanks, Jets, Helicopters, Troop transport and Anti Air.
- Replayable Tactical PVP with combat vehicles fighting across land, sea and air with dedicated roles that provide long term expansion.
- New weapons: RPG-7, Verba, Javelin,