
	Game Variations		ick.xbox@gmail.com	www.ick.bz
Name	No Drone Siege	Sniper Siege	Sniper Team Siege	Mogadishu Siege
Comments	This is the standard siege setting that has been so popular in the past.	Same as regular siege, except players must bring sniper rifles.	Same as regular siege, except players must bring sniper rifles.	Defenders are outnumbered, but get a drone.
Other "rules" outside of normal server settings:	None	None	Snipers must stick together in teams of two and must be within 1) eyesight of each other or 2) within 10 meters of each other.	-Attacking team must leave drone at spawn point and may NOT use it. In fact, move it off of the map please. -Attackers may not shoot enemy drone. -Attackers should outnumber defenders 2 to 1
Special Instructions to NON-Host			This is hard to regulate, be HONEST and follow the rules.	Pay attention to the rules.
Mode	Team Territory	Team Territory	Team Territory	Team Territory
Game Type	Siege	Siege	Siege	Siege
Respawns				
Off, 1, 3, 5, 5 or 10 team, inf.	Default	Off	Off	Off
Zones				
1 or 2 base, Central, Fixed, Mobile, 3 or 5 zones	Default	Default	Default	Default
Zone Control: Capture or Occupy	Default	Default	Default	Default
Scoring: Capture all, Conrol Time	Default	Default	Default	Default
Helicopters: Off or On	Default	Default	Default	Default
Victory: Time, 5 to 500 points	Default	Default	Default	Default
Map	Any	Any	Any	Any
Time: 5, 10, 15. 30, 60 mins	10 minutes	10 minutes or more for larger maps.	10 minutes or more for larger maps.	10 minutes
Notes:				
Kit Restrictions				
None	Up to host	Prohibited	Prohibited	Up to host
No Explosives	Up to host	Prohibited	Prohibited	Up to host
Pistols Only	Up to host	Prohibited	Prohibited	Up to host
Grenades Only	Up to host	Prohibited	Prohibited	Up to host
No Gun Cameras	Up to host	Prohibited	Prohibited	Up to host

No Silenced	Up to host	Prohibited	Prohibited	Up to host
Silenced Only	Up to host	Prohibited	Prohibited	Up to host
Custom Weapon Set	Up to host	Only Sniper Rifles allowed	Only Sniper Rifles allowed	Attackers only bring T95, AK47, T-95 LMG and no GLs
Advanced Settings				
Number of Players (2-16)	Any	Any	Any	Any
Method of player assignment				
Host, Player, Random	Any	Any	Any	Host Assigns
Team Start Location				
Note: Standard=Blue defends				
Alternating	Any	Any	Any	Any
Random	Any	Any	Any	Any
Standard	Any	Any	Any	Any
Swapped	Any	Any	Any	Any
Blue Team Camo	Any	Any	Any	Any
Red Team Camo	Any	Any	Any	Any
Auto Launch Timer				
30, 60 sec, 2, 5 min	Any	Any	Any	Any
Game start Timer				
10, 20, 30 secs, off	10 seconds	Any	Any	Any
Force Respawn Timer				
10, 30, 60 secs, off	Any	Any	Any	Any
Respawn Wait Timer				
5, 10, 30 secs, off	Any	Any	Any	Any
Respawn Invulnerability (y/n)	Does not matter	Does not matter	Does not matter	Does not matter
Force Camera (1st or 3rd p, any)	Any	Any	Any	Any
Kill Camera (y/n)	Any	Any	Any	Any
Drones: none, 30, 60 2 min	No Drones	No Drones	No Drones	ON, 30 second respawn
ID Friendly Fo				
off, friendlies, Friendlies & enemies,	Friendlies	Friendlies	Friendlies	Friendlies
Lock Room (y/n)	Any	Any	Any	Any
Class Modifiers (y/n)	Any	Any	Any	Any
Show Enemies on Intel Map (y/n)	No	No	No	No
Allow Weapon Pickup (y/n)	Any	NO	NO	Any
Map Rotation: Shuff, in ord, same	Any	Any	Any	Any
Map Plays (1 to 5)	Any	Any	Any	Any
Voice Channel: All, alive, none	Normal Setting	Normal Setting	Normal Setting	Normal Setting
Allow Night Vision (y/n)	Any	Any	Any	Any
Thank you to:				
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Name	Intense Mogadishu Siege	Delta Force Siege	Molasses Siege	Reality Bites BIG TIME Siege
Comments	Defenders are outnumbered by men AND respawns, no drones.	Players must fit the role they have been given. Forces players to choose weapons they normally would not take.	Designed to slow down the game, only certain weapons allowed.	An attempt to make things as "real" as possible.
Other "rules" outside of normal server settings:	-Attackers should outnumber defenders 2 to 1 Examples: 5 red, 11 blue 4 red, 8 blue 3 red, 6 blue Defenders may not lenter attacker spawn area. Alternate ideas: Attackers can use rockets, cannot use grenades	-Each team is composed of 1 sniper, 1 grenadier, 1 support Gunner and the rest Rifleman. Roles ROTATE each round. Player MUST select a weapon from the class "Assigned". -A silenced rifleman MUST stay with his sniper team member. -Host, you have to keep control of your room and everyone needs to SHUT UP for you to explain this. -No grenade launcher use for first two minutes of game.	-Key weapons are eliminated to help slow down the game. -Attackers may not enter base for first 5 mintues of game to prevent run and gun.	Limited weapons, no IFF identifiyer, and first person only make the game much harder to play.
Special Instructions to NON-Host	Pay attention to the rules.	SHUT UP and LISTEN during instructions and assignment.		Pay attention to the rules.
Mode	Team Territory	Team Territory	Team Territory	Team Territory
Game Type	Custom Type	Siege	Siege	Siege
Respawns				
Off, 1, 3, 5, 5 or 10 team, inf.	3 individual respawns	Off	Off	Off
Zones				
1 or 2 base, Central, Fixed, Mobile, 3 or 5 zones	1	Default	Default	Default
Zone Control: Capture or Occupy	Capture	Default	Default	Default
Scoring: Capture all, Conrol Time	Capture	Default	Default	Default
Helicopters: Off or On	Don't get anyway	Default	Default	Default
Victory: Time, 5 to 500 points	Time	Default	Default	Default
Map	Any	Any	Any	Any
Time: 5, 10, 15. 30, 60 mins	10 minutes might be too short based on size	10 minutes	10 minutes or more for larger maps.	10 minutes
Notes:	This is so much better w/o spawn killing.			
Kit Restrictions				
None	Up to host	Up to host		
No Explosives	Up to host	Up to host	Custom below	Custom below
Pistols Only	Up to host	OFF	Custom below	Custom below
Grenades Only	Up to host	OFF	Custom below	Custom below
No Gun Cameras	Up to host	Probably off	Custom below	Custom below

No Silenced	Up to host	Up to host	Custom below	Custom below
Silenced Only	Up to host	Up to host	Custom below	Custom below
Custom Weapon Set	Attackers only bring T95, AK47, T-95 LMG and no GLs	Up to host	T95, MP5SD, SCAR-H, AK47 and Snipers only	T95, MP5SD, SCAR-H, and AK47
Advanced Settings				
Number of Players (2-16)	Any	Any	Any	Any
Method of player assignment				
Host, Player, Random	Host Assigns	Any	Any	Any
Team Start Location				
Note: Standard=Blue defends				
Alternating	Any	Any	Any	Any
Random	Any	Any	Any	Any
Standard	Any	Any	Any	Any
Swapped	Any	Any	Any	Any
Blue Team Camo	Any	Any	Any	Any
Red Team Camo	Any	Any	Any	Any
Auto Launch Timer				
30, 60 sec, 2, 5 min	Any	Any	Any	Any
Game start Timer				
10, 20, 30 secs, off	Any	Any	Any	Any
Force Respawn Timer				
10, 30, 60 secs, off	Any	Any	Any	Any
Respawn Wait Timer				
5, 10, 30 secs, off	Any	Any	Any	Any
Respawn Invulnerability (y/n)	ON	Does not matter	Does not matter	Does not matter
Force Camera (1st or 3rd p, any	Any	Any	Any	First Person Only
Kill Camera (y/n)	Any	Any	Any	Any
Drones: none, 30, 60 2 min	No Drones	No Drones	No Drones	No Drones
ID Friendlye				
off, friendlies, Friendlies & enemies,	Friendlies	Friendlies	Friendlies	OFF, no ID even for friendlies
Lock Room (y/n)	Any	Any	Any	Any
Class Modifiers (y/n)	Any	Any	OFF	OFF
Show Enemies on Intel Map (y/n)	No	No	No	No
Allow Weapon Pickup (y/n)	Any	Any	Any	No
Map Rotation: Shuff, in ord, same	Any	Any	Any	Any
Map Plays (1 to 5)	Any	Any	Any	Any
Voice Channel: All, alive, none	Normal Setting	Normal Setting	Normal Setting	Normal Setting
Allow Night Vision (y/n)	Any	Any	Any	OFF
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Name	STFU Siege	Colonial Siege	Smear the Liberal	Repeatedly Smear the Liberal
Comments	How will your team do without the ability to communicate? The silence will drive you bonkers.	Want to take the base with muskets?	One man can use what weapon he wants, everyone else with pistols	One man can use what weapon he wants, everyone else with pistols
Other "rules" outside of normal server settings:	None	Players must RELOAD after EVERY shot. Rifles MUST be on single shot.	One person goes blue, everyone else goes red. Whoever kills the blue guy gets to swap colors with him next round.	One person goes blue, everyone else goes red.
Special Instructions to NON-Host		Pay attention to the rules, reload after EVERY shot.		
Mode	Team Territory	Team Territory	Team Elimination	Team Elimination
Game Type	Siege	Siege	Last Man Standing	Sharpshooter
Respawns				
Off, 1, 3, 5, 5 or 10 team, inf.	Off	Off	Off	Infinite
Zones				
1 or 2 base, Central, Fixed, Mobile, 3 or 5 zones	Default	Default		
Zone Control: Capture or Occupy	Default	Default		
Scoring: Capture all, Conrol Time	Default	Default		
Helicopters: Off or On	Default	Default		
Victory: Time, 5 to 500 points	Default	Default	Default	Default
Map	Any	Any	Any	Any
Time: 5, 10, 15. 30, 60 mins	10 minutes	10 minutes	5 minutes	5 minutes
Notes:				
Kit Restrictions				
None			Up to host	Up to host
No Explosives	Custom below	Custom below	Up to host	Up to host
Pistols Only	Custom below	Custom below	Up to host	Up to host
Grenades Only	Custom below	Custom below	Up to host	Up to host
No Gun Cameras	Custom below	Custom below	Up to host	Up to host

No Silenced	Custom below	Custom below	Up to host	Up to host
Silenced Only	Custom below	Custom below	Up to host	Up to host
Custom Weapon Set	T95, MP5SD, SCAR-H, AK47 and Snipers only	T95, MP5SD, SCAR-H, AK47 as these are the most inaccurate AND have single shot mode.	Red can only use pistols.	Red can only use pistols.
Advanced Settings				
Number of Players (2-16)	Any	Any	Any	Any
Method of player assignment				
Host, Player, Random	Any	Any	Any	Any
Team Start Location				
Note: Standard=Blue defends				
Alternating	Any	Any	Any	Any
Random	Any	Any	Any	Any
Standard	Any	Any	Any	Any
Swapped	Any	Any	Any	Any
Blue Team Camo	Any	Any	Any	Any
Red Team Camo	Any	Any	Any	Any
Auto Launch Timer				
30, 60 sec, 2, 5 min	Any	Any	Any	Any
Game start Timer				
10, 20, 30 secs, off	Any	Any	Any	Any
Force Respawn Timer				
10, 30, 60 secs, off	Any	Any	Any	Any
Respawn Wait Timer				
5, 10, 30 secs, off	Any	Any	Any	Any
Respawn Invulnerability (y/n)	Does not matter	Does not matter	Does not matter	Does not matter
Force Camera (1st or 3rd p, any)	Any	Any	Any	Any
Kill Camera (y/n)	Any	Any	Any	Any
Drones: none, 30, 60 2 min	No Drones	No Drones	No Drones	No Drones
ID Friendly Foe				
off, friendlies, Friendlies & enemies,	OFF, no ID even for friendlies	OFF, no ID even for friendlies	Friendlies	Friendlies
Lock Room (y/n)	Any	Any	Any	Any
Class Modifiers (y/n)	OFF	OFF	Any	Any
Show Enemies on Intel Map (y/n)	No	No	No	No
Allow Weapon Pickup (y/n)	No	No	No	No
Map Rotation: Shuff, in ord, same	Any	Any	Any	Any
Map Plays (1 to 5)	Any	Any	Any	Any
Voice Channel: All, alive, none	NO VOICE COMMS	Normal Setting	Normal Setting	Normal Setting
Allow Night Vision (y/n)	OFF	OFF	OFF	OFF
Thank you to:			p4punk2006	