



NJROD

2019 CWL Rules and Conditions

All are subject to change

- 5v5
 - Bo3 until Final round-Bo7
 - HP/SND/Control
 - Each team has 10 minutes to get to their station from when match is called until **FORFEIT-NO EXCEPTIONS!!!**
 - Losers is 1nD HP/SND. A coin flip will decide the mode and map. **NO EXCEPTIONS!!!**
- 2v2
 - **SND ONLY**
 - 1nD until Semi finals-Bo3

***DO NOT overdue swearing or cursing. A competitive atmosphere is permitted and encouraged but any player/spectator/parent or any party breaking NJROD rules and/or regulations will be thrown out and not allowed to return. **NO REFUND!!**

*****Enable CWL Settings for Proper rules***

*****CWL Rules are as follows***

CWL Search and Destroy

Arsenal

- *Frequency*
- *Gridlock*
- *Hacienda*
- *Payload*

Win Conditions

No changes required

Advanced

No changes required

Spawn

No changes required

Gameplay

No changes required

CWL Hardpoint

Win Conditions

No changes required

Advanced

No changes required

Spawn

No changes required

Gameplay

No changes required

- Arsenal
- Frequency
- Gridlock
- Hacienda
- Seaside

CWL Control

Win Conditions

No changes required

Advanced

No changes required

Spawn

No changes required

Gameplay

No changes required

- Arsenal
- Frequency
- Gridlock
- Seaside

Restrictions

Specialists

- Nomad
- Zero

Special Issue Equipment

- Tac Deploy
 - Tac-Deploy **is permitted** for use in Control
 - Tac-Deploy **is not permitted** for use in Hardpoint & Search and Destroy

Scorestreaks

- UAV
- Care Package
- Counter UAV
- Mantis
- Sentry

Gear

- Acoustic Sensor

Perks

- Skulker
- Gung-Ho
- Team Link

Weapons

- Titan
- Hades
- VKM 750
- MOG 12
- SG12
- Daemon 3XB
- Swat RFT

Attachments

- Rapid Fire
- High Caliber
- Laser Sight II
- Max Load
- Rocket Cache
- High Explosive

Optics

- Fast Lock

Wildcard

- Overkill
- Primary Operator Mod

- Tracker

- Secondary Operator Mod

If a GA rule set is agreed upon **BEFORE** the series starts, any violating of the GA could result in a forfeit of map