Call of Duty Black Ops 2 Free For All Rules

Tournaments Information

Date: 9/29
Console: PS4
Max Players: 64
Elimination Type: Double

General

All Games

- Party Privacy: Closed
- Prematch Timer: 15 Seconds
- Auto Team Balance: Off
- Dynamic Map Elements: Yes
- Kill Cam: On
- Mini Map: Normal
- Revenge Voice: Off
- Battle Chatter: On
- Announcer: On
- Explosive Delay: Off
- Scorestreaks: Disabled
- Force Respawn: Yes
- Friendly Fire: On
- Game Recording: On
- Custom Classes: Allowed
- Selections Allowed: 10

Free for All

- Time Limit: 10 Minutes
- Score Limit: 70

Maps

Round 1 - Free For All - Overflow

Round 2 - Free For All - Hijacked

Round 3 - Free For All - Raid

Item Restrictions

WILD CARDS

- Danger Close
- Overkill

ATTACHMENTS

- MMS
- Target Finder
- Launcher
- Dual Wield

PERKS

- Flak Jacket
- Tactical Mask
- Ghost
- Awareness

WEAPONS

- All launchers
- All LMGs
- Assault Shield
- FAL-OSW
- Peacekeeper
- Kap-40

TACTICALS / LETHALS

- Sensor Grenade
- Shock Charge
- Tactical Insertion
- Trophy System
- C4
- Claymore
- Bouncing Betty

SPECIAL RESTRICTIONS

- Pistols are allowed to be used in the secondary slot.
- Weapons are allowed to be picked off of the ground.
- One player must use a submachine gun and two players must use an assault rifle as their primary weapon. Players may only switch gun classifications between games. Players may switch classes during a game as long as the previous statement is not violated.