



Gameplay Rules for Urgent Fury: Prisoner of War

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Rule Set 1: DISCREPANCIES AND DISPUTES

A: If there is a discrepancy in the way a clan perceives a rule, the way a rule affects another rule in an unforeseen way, or in any instance where something was not covered within the rule sets to begin with, the following procedure will take place:

1. After the creators find there is a complaint, the creators will first try to offer an explanation/interpretation to satisfy all parties and to get tourney play resuming as normal again.
2. If this cannot be done, then the creators will turn to the Clan Reps and hold a vote. The remaining Clan Reps will vote as to whether the rule needs to be changed or not. Each clan will have an equal voice in these matters. A decision can only be made by the Clan Reps if there is a 2/3 majority (66.4%) sway to one decision. If the margin is narrower than that, then the decision gets bumped to the admins of the tourney who will then vote from there. If a decision is passed to the admins in this way, the admin decision is final.

3. Once a rule is altered, there will be a forum-wide announcement stating so, but it should fall on your Clan Rep's shoulders to MAKE SURE that your clan, ALL of your clan, is fully aware of the change.

Rule Set 2: CLAN BEHAVIOR UNFIT FOR URGENT FURY

A: There will absolutely be NO threats, remarks, insinuations, posts, messages, images or quotes involving the use of racial, religious or disrespectful sexual slurs on ANY platform of UF. Any record or instance of this kind will be dealt with swiftly from a player disqualification from the tournament to the elimination of the entire clan, depending on the severity of the incident and the number of clansmen (man) involved. The two creators of UF will deliberate the penalty and the verdict will not be rescinded.

B: It is expected of all clan leaders and Clan Reps to inform their clan personnel that there is to be NO TALKING once the countdown to the beginning of a map has commenced. ANY infraction by a rude, careless clansman will result in that player's clan being penalized 1-ROUND for that war. Even though it will be the first round played, the clan with the violator will already be losing 0-1 and the war will essentially start at Round 2. At the beginning of the map, the acting Clan Rep will "whisper" to the other in game that his clan will be taking the one-round lead, so that there is no confusion in-game. This is one of, if not the only, times when "whispering" to a player on the opposite team is remotely acceptable. Once the offending clan has been informed by the other clan...there is to be NO further discussion "in-game." It may be discussed at length with a UF creator in the Clan Reps Section AFTER the war is over.

C: UF discourages the use of taunts and dancing in game against other UF clans. If your clan feels the need to do this, do it elsewhere. While engaged in combat against another UF clan, there is to be NO dancing on dead bodies and NO overhead taunts from one clan to the other. This tourney is based on and built upon a foundation of respect. We expect all to adhere to the ideals whilst playing in our house. Multiple infractions of this will result in a penalty handed down by the creators in an appropriate fashion they see fit.

D: For the sake of temperament, there will be no typing (ALL) in-game so that the other team may see what you are typing, no matter how cozy the clans are together. This may lead, down the line, to some questionable ribbing that a clan may eventually take offense to.

E: It is encouraged, though not strictly a rule by any means, that only the Clan Rep (or the clan/team leader for that night) speak in the lobby for their team until the match starts. This will reduce the risk of any bone-headed remarks by any of your clan mates when the lobbies should be respectful, or talking during the countdown, resulting in handicapping your match from the start.

F: There will be no quick sniping in UF4. This is a very tricky, somewhat controversial topic to approach when in war. Quick sniping, as defined by UF, is the jumping of a sniper and that sniper scoping in, pulling the trigger and downing his opponent, all before

or as he hits the ground. We are well aware that many clans know how to do this. We simply ask that when you play in a UF tourney, that practice is nowhere to be found. Multiple reports of this tactic will result in warnings, and/or tourney expulsion. We understand that this is hard to police, so we ask that the honorable clans and clan leaders of UF4 police themselves. Let your clan mates know NOT to take advantage of this. If you are a sniper, ACT like one. If you need to jump around and shoot someone on the fly, then just pick up an automatic and rule out ANY doubt about your play ethics. Violators will be reported to admins, who will keep a record of all complaints. If there is a definite pattern emerging from the recorded complaints, a penalty may be enacted onto your clan's player or roster. Please do not deal your own clan a blow simply because you need to take advantage of this flaw in the game.

Rule Set 3: INITIAL MOTIONS OF THE TOURNEY

A: A total of 24 clans will be participating in Urgent Fury 4: Prisoner of War (referred to from here on out as "UF4") 13-week tournament. Urgent Fury creators Undertow & Sniper will determine the 24 clans chosen to participate in the war for South America after reviewing all submitted applications. The creators reserve all rights to pass on any clan(s) they feel will not fit in this tourney, either by online actions, temperament on these forums, or simply because the quota for the 24-clan limit was reached. The creators of Urgent Fury are not obligated to disclose any reason for not accepting a particular clan into Urgent Fury.

B: This 13-week tourney will be comprised of 8 standard weeks of play, 4 sudden death weeks of play, and then one week for final four playoffs, if playoffs are needed by the 13th week.

C: It should be known that the three downloadable maps (Liberation, Last Bastion and After Hours) ARE used in this tourney. You should be prepared to have at least 8-16 individuals on your clan roster who HAVE these maps in order to play them if/when your clan comes across them. Since these maps have a maximum player count of 8 per team, on weeks where all teams play at 9 or more for the week, those wars fought on these three downloadable maps will simply play at the maximum number they are allowed, which will still be 8. For weeks where teams play at 8 or less (let's say 6-man teams for the week, for instance), then these down loadable maps will play at that same number, which would be 6.

D: Once chosen to participate in UF4, each clan is responsible for appointing a CLAN REP for their clan. This Clan Rep is responsible for all maneuvers for their designated clan, as well as being in charge of informing all their clansmen of any updates and/or changes to the happenings in the tourney. In the best interest of your clan, PLEASE make your Clan Rep the most responsible and most available member of your clan. They are in charge of getting to this forum on an almost daily basis to make sure your clan is informed of all happenings in this tourney. Immature Clan Reps will be removed by the admins.

E: All meetings to decide territory ownership and attack coordination will happen on

every SUNDAY of the week at a meeting starting PROMPTLY at 9pm CST. The room will be set up in the highest numbered US Central Ranked server at 9pm CST and the room name will be "UF4 MEETING." With or without your Clan Rep, the meeting will start at 9:05pm CST.

F: All Clan Reps in the initial week of this UF4 tourney will be choosing TWO CITIES for their clan. The maps attributed to the cities that they choose will be UNKNOWN at the time of choosing. The maps for the cities will be revealed AFTER the entire selection is complete and will be revealed here on the Urgent Fury website www.urgentfury.com. This allows those clans unfortunate enough to receive a last pick in the city choosing to not have to be stuck with a necessarily bad map.

Rule Set 4: CLAN ALTERNATES FOR UF4

A: After the 24 initial clans are selected to participate in UF4, there will also be 3 total clans selected as alternates. These three clans initially will not be participating in the UF4 tourney. However, they retain the chance to come into the tourney if any of the following occurs (Note: Thus far in UFs 1, 2 and 3, alternates were called upon, so don't lose hope):

1. If within TWO WEEKS from the start of warring in the tourney a clan decides that they will drop out entirely or a clan has been disqualified by the creators of UF, the first alternate clan chosen by the UF creators will be activated and that clan will automatically take charge of the drop-out clan's cities as their own. This happens ONLY within the first TWO WEEKS of play. In this event, all planned attacks/defenses for the dropout clan are CANCELLED, with no awards for the dropout given to any other clan. The alternate clan starts fresh in the following week's war meeting.
2. If, AFTER TWO WEEKS from the start of warring in the tourney, a clan decides to drop from the tournament, then that clan's holdings will automatically be blocked off for the rest of the tournament, never to be fought over by the remaining clans. These cities will essentially act as EVERYONE'S personal holding, able to be used to pass through on any attack on an opponent as if the dead city was your own.

B: If a clan is ejected from the tourney by the UF creators for conduct issues and failure to adhere to warnings, then their current cities will be taken out of the tourney as well, to eliminate all speculation that the decision was influenced by greed. This tourney and its creators want nothing more than to have an honest game through and through. Take comfort in knowing that all decisions are deliberated on and are enacted fairly and with all participating clans' interests in mind.

Rule Set 5: INITIAL CITY PICKS & "BAD NIGHTS"

A: Clans will have one week after the initial city-choosing meeting to confer with their

clans to decide their course of action. The first meeting to declare attacks and defenses will be the week following the initial picks.

B: Clan Reps will choose their initial two cities, as well as declare their weekly attacks on neighboring enemies by way of a random drawing each and every week, every Sunday evening. This allows any clan a possible chance of being one of the first to declare their attacks on prime targets regardless of how well they are or are not doing in the tourney.

C: If a clan is not represented at a total of two (un)consecutive war scheduling meetings at any time during the course of UF4, then that clan is eliminated from the tournament at the close of the second meeting. The clan's holdings will automatically be blocked off for the rest of the tournament, never to be fought over by the remaining clans. These cities will essentially act as EVERYONE'S personal holding, able to be used to pass through on any attack on an opponent as if the dead city was your own. If you're having problems with your REP, then make the motions to select a new replacement, for YOUR benefit.

D: Each clan will have a total of two attack options and two defend options. This is for standard play. A clan does not have to use all of their available attacks if they so choose. However, if a clan has an available defense available and a clan wishes to attack them, they must accept the attack and schedule it within the time frame for all wars. All times for wars are to be negotiated by the Clan Reps during the meeting at the appropriate time.

E: There is no "rolling over" of unused attacks. If your clan opts to refuse an attack option, then your clan loses its attack until the following week's war meeting.

F: All attacks are considered "en route," as in, once an attack has been declared, that attack follows through, regardless of whether the city the attacking clan is attacking from has been taken by an enemy prior to that night's attack during the week. Forces sent to invade a city are "en route" and unaffected by an attack and loss at home.

1. A Clan Rep cannot declare an attack on a city that has already been attacked that week on a day BEFORE it's already being attacked on. There will be no undercutting of other Clan Reps in their race for a specific target. You may only declare an attack on an already-attacked city on a day AFTER the first war.
2. If you're scheduled to attack a clan and their city on one day, but that clan loses its defense of that same city to another clan who attacked the city on an earlier day of the week, then your attack is void. You take on that risk if attacking a city after someone already declared it that week.

G: Once a clan has been attacked their maximum allowed times for that week, then that clan can no longer be attacked with any following attack declarations from any other clan for the remainder of that war meeting.

H: On the night of city picks by the Clan Reps, Clan Reps are to be prepared to announce

what ONE night of the week is their "Bad Night." On this night, that clan does NOT have to accept any attacks on any of their cities each week. They can, if necessary, launch an attack on that night. This is to help alleviate the rigors of the tourney by giving your men one guaranteed night off. A clan may not, during any point of the UF4 tourney, switch their "Bad Night" to another night of the week. The specified night stays as-is for the entire tourney.

I: All wars must be scheduled between the hours of 8pm CST to 11:00 CST. There are NO wars allowed to transpire on a Sunday. That night is for war meetings only.

J: After each war meeting on every Sunday night, the UF forum will be updated showing a full listing of all scheduled wars for the week.

K: If a Clan Rep is not present for a War Meeting, then the Clan Rep's clan does not declare a war if his turn is passed. However, if during his absence, a clan attacks the missing Clan Rep's clan, then the war is scheduled at the attacker's convenience within the legal time frame for all wars. The missing defender is obligated to the set wartime. Make your meetings!

Rule Set 6: ROSTERS & PLAYERS FOR YOUR CLAN

A: All clans that finally receive a formal invite to join in the Urgent Fury tournament are required to submit their most current roster lineup. Only your Clan Rep will do this and it will be done only in the Clan Rep section. Any player on your clan's roster NOT listed in the official lineup list will NOT be eligible for play in any UF-scheduled war for that month, until your roster can be updated again.

B: Upon being selected as a participating clan in UF4, all clans MUST submit a 1-roster list of NO MORE than 32 players (a full, active roster's worth of players). This is to ensure that all clans, no matter how large or small, compete on an even playing level in regards to available soldiers.

C: Your players do not have to be in the same actual online Socom clan roster, as many clans out there have multiple rosters or rosters for recruits. Our only concern here is that your eligible players are sporting the exact same clan tag in wars and that they are on the 32-man legal roster submitted to UF. Players not found on a clan's official roster list found participating in a UF war will disqualify that clan for the night. A disqualified attack means the defenders keep their city, and a disqualified defense means the attackers get the city they were attacking.

D: When your clan submits their 32-man roster for the tournament, two of the players on your roster need to be singled out and labeled as such: "**Clan Leader**" and "**Field Commander**". The "Clan Leader" designation does NOT need to be your clan's actual clan leader. These two positions will mean that the two players assuming these positions CANNOT be taken as PoWs in ANY war, unless your clan's roster is depleted SO low that one or both of these two positions MUST be taken PoW to fulfill any required PoW

numbers. In this scenario, the Field Commander would be taken before the Clan Leader. Please note - When you submit your first roster in the tourney and you make your Clan Leader and Field Commander designations, these designations CANNOT be changed at ANY point during the 13-week tourney. Even if your player under either designation must take a leave from Socom or there is a parting of ways in your clan, these two names cannot be changed. So choose wisely from the beginning.

E: Once your official lineup roster has been submitted, please make special note of the guidelines on which you may ADD or SUBTRACT players from your roster. During the course of UF4, clans may add or subtract players from their listed active roster during the FIRST DAY OF EVERY MONTH, from midnight to midnight. This is done to help keep the list of eligible players manageable for the creators of this tourney.

F: Players from invited clans to the most current UF tourney cannot, at any time during the course of the most current UF, switch from one clan to another and play in UF4. If a player leaves or is booted from their clan during their clan's march through UF4, that individual is also disqualified from the entire tourney with any other clan. This is to help circumvent any potential ill will between clans during the tournament. The only time a switch is acceptable is when the clan being left has dissolved and is no longer a clan existing in Socom.

G: Clan Reps, please take note. You MUST submit a player's name EXACTLY how it appears in the game. If your player uses any numbers, symbols, underscores or punctuation marks in their name, the official UF3 roster MUST show that. The reason for this rule is because ANY deviation from the actual name could "potentially" be another SOCOM name. Get the names right the first time! We are NOT kidding!

H: All clans are to check out EACH OTHER'S rosters before the start of the war. If you notice someone incorrect on the roster of the opponent, you will tell them immediately in the lobby, so that the offending clan has the opportunity to bring in a legal player WITHIN THE TIME LIMIT FOR THE START OF THE WAR, or play the man down in the war. IF both clans green up without having to call on any ineligibility issues, once the war starts, all players are considered LEGIT and, even if there is a case of ineligibility found DURING the war, it is too late, and the war goes on AS IS. This will effectively eliminate any practices of "allowing" a clan to green up knowing they already have an ineligible player on their team in order to get a free win.

Rule Set 7: MASS DROPS & WAR NO-SHOWS

A: At ANY time that a MASS DROP occurs at the BEGINNING of the first round of a war, the map must be aborted and the attackers must make the new room again.

B: A "MASS DROP" will, for the duration of UF4, be categorized as such an event when HALF of the players from at least one team gets dropped from the onset of the first round. When this happens, all remaining players are to abort, meet in the same server's lobby, and re-make the room.

C: The Mass Drop must be recognized immediately. Clans seeing that only one or two players got dropped from their team and decide to unplug half the team to restart the match evenly WILL be disqualified from the war. This is an honor system and the rules for restarting after a legitimate drop were created for YOUR benefit. Please do not abuse them.

D: DURING a war, all drops, no matter how small or large, are to be PLAYED THROUGH. Basically, there can be, from time to time, server problems that we have to work through. Also, just make sure that the players you walk into the war with have reliable connections so they don't get dropped (ie, quit the downloading while warring. Be courteous to your opponents as well as your teammates).

E: No matter HOW MANY players from a clan show up, a scheduled match MUST be played at the designated time and cannot be rescheduled for any reason. If a sorely outnumbered clan wishes not to go through with their war, they can opt not to show at all and forfeit their match.

F: The schedule for wars are as follows and there are to be NO exceptions:

1. The attackers make the room ON TIME. Attackers, make it 5 minutes early to make CERTAIN the room is up at the designated time.
2. The start of the war MUST begin NO LATER THAN TEN MINUTES after the designated start time of the war. At TEN MINUTES, no matter the number of clan attendance for either side, players must green up and commence play.
3. THE NUMBER YOU GO IN WITH IS THE NUMBER YOU PLAY WITH. If you have late clan members, they are NOT allowed to join once the match has begun. If they join the match and participate in one live round, that clan is disqualified from that war.
4. Under NO circumstances should the start of a war be held up for ANY reason. People, we know there can be a courtesy here to wait, but we encourage you NOT to, and to begin the war AS AGREED by both Clan Reps at the scheduling meeting. If you cannot get clan mates at your war at the time designated, then take that problem up with your player(s). There is NO GUILT in requiring that a clan green up at TEN MINUTES after the designated time of the war. Some clans caught on this may say that forcing them to start short-handed, but on time, isn't very "honorable" of the other clan. However, the way the situation should be looked at is that THEIR player not showing up is showing both clans no respect. The wars start ON TIME.

G: At NO TIME will a clan be able to switch out a player in mid-war (referred to as "subbing"). Once your clan heads into a war, the team you walk in with is the team you walk out with. If your clan is caught illegally subbing during a war, then

your clan will automatically LOSE that war. The 2nd infraction will result in your clan's expulsion from the tourney, no questions asked. This also includes players who get dropped and can't, for some reason, get back on. If the dropped player, because of connection problems, cannot log back into the war, then the war finishes WITHOUT him and his team plays short a body.

H: If, by fault of the game, a player is spawned UNDER the ground or high atop an otherwise unreachable location, by any normal account, spawns in a place not set by natural game standards (typically known as a "glitch"), then that player is NOT to engage in any combat and is to immediately change spawn points and then drop his/her controller. Changing spawn points has been known to solve this problem. IF a player takes a kill from one of these "glitch" points, then that offending clan will immediately lose that war and all rewards associated with that war. The player knowingly breaking the rules will be subject to expulsion from the tourney. Also, the clan of the offending player cannot add any further players to their roster through the entire FOLLOWING month as a penalty.

I: If, during a war, your player gets legitimately dropped from the game and CANNOT make it back onto your team because the other team started with less players than you did, and your player will always get placed on the opposing team, then you can get THAT PLAYER back into your team by "leapfrogging." Leapfrogging is a method in which other members of your clan gets into the lobby but DO NOT GREEN UP, evening up the teams so that the PROPER player who got dropped can regain his spot on the right team. IF a round starts with the wrong player on the team, then that offending team AUTOMATICALLY FORFEITS THE WAR and all rewards associated with it. Safest way to do it? NO ONE in the leapfrogging process is to green up EXCEPT the original dropped player.

J: If, during the course of the war, a typical drop occurs where the entire room is dropped with the exception of one man on one team, the room is to be re-made and the war is to pick up replaying the last round where the room was dropped. A clan will not gain rounds simply by being the only clan in the room. Only players involved in the initial war can enter the newly remade room. This is not an opportunity to fill up some no-shows who finally made it online. When the new room is made up, NO NEW NAMES are to participate.

K: If a clan decides not to show for its war, or the clan has simply forgotten there was to be a war, then the outcome is to be considered a SWEEP and the swept attackers OR defenders lose one player from their roster per the standard "Sweep Rule". However, in this instance, since no players had showed for the war, the winning clan may pick ANY eligible player from the no-show's clan roster.

Rule Set 8: DESCRIPTIONS OF CITY TYPES IN UF4

Each of the 16 territories in UF4 will have three types of cities attributed to them.
> An HQ City.

- > A PoW City.
- > A Heliport City.

HQ Cities: All HQ cities' maps will be comprised of only SUPPRESSION maps. HQ cities will be high-stakes, high rewards wars. In these particular wars, damage to your opponent's roster is the main focus. If an attack on an HQ city succeeds, then the defender of that city loses THREE of its team that played in that war to the attacker's PoW camp. If an attack on an HQ city fails, then the attacker of that war loses TWO of its team that played in the war to the defender's PoW camp. All PoWs must be named in the lobby after the war. The PoWs taken in either scenario are offered up by the LOSING clan. The winning clan does not get to choose who they take. When you enter into each HQ war, play to win, but be prepared to lose, and have the proper number of players you might lose ready to be named at the conclusion of the war. (The taking of PoW's is only allowed if the clan taking PoW's has a PoW camp. Refer to Rule 9-A-4)

PoW Cities: All PoW cities' maps will be comprised of only DEMOLITION maps. If Clan A owns one or more PoW cities, then whenever Clan A takes PoWs from Clan Z in a war, Clan A places those PoWs in one of its held PoW cities. A PoW city can ONLY be attacked by a Heliport City. Without a Heliport city, no PoW city can be attacked. When a PoW city is taken in an attack, the attacker must release all PoWs from ONE clan (no matter how many) and must keep all other clan PoWs in the city (no matter how many). If a PoW city is involved in a **Tactical Compromise (Refer to Rule 9 A-8)**, then all players held in that particular PoW camp are removed from the tourney, and that clan's spots that those players held are removed from the tourney. These players and spots cannot return to the tourney if taken out in this manner.

Heliport Cities: All Heliport cities' maps will be comprised of only CONTROL POINTS maps. A Heliport city is the ONLY MEANS of placing an attack on a PoW camp. Without a Heliport city, no matter what, you will be unable to potentially save your clan mates who are stuck with no chance of rescue. Whereas HQ and Heliport cities must be attacked by the borders that connect them, Heliport cities can mount attacks to ANY PoW city on the Tacmap, regardless of distance.

Rule Set 9: EXPLANATION OF THE PRISONERS OF WAR

A: In Urgent Fury 4: Prisoner of War, you should realize that there are three races transpiring all at once.

- > The race for **territory**, hence, the need to succeed in your weekly attacks and defenses.
- > The race for **roster size**, hence, the need to take your enemies as PoWs to weaken their overall roster.
- > The race for the **deadline**, where the top 4 clans in territorial owning will compete in a Full Scale Assault phase to determine the true winner. They do this with the rosters that they finish with when the FSA phase begins.

Below are the parameters for the taking, keeping and elimination of your PoW prisoners.

1. **SWEEP ATTACK:** A PoW is taken from his participating team in a war anytime that player is involved on the losing end of a sweep in a UF4 war. A sweep constitutes a round score of no LESS than a 3-0 win. In this sweep bonus, the captured PoW from either team (attacker or defender) will be a specified gunner named by the winner. A pre-determined Clan Leader and Field Commander can never be chosen as a PoW. The specified PoW gunner is to be named at the war's close, in the lobby, so that both teams understand who has been selected. Only a player participating in THAT war for the night can be selected as a PoW.
2. When a player is taken as a PoW from his clan, so too is his spot on the roster. The spot AND player taken as a PoW cannot be re-filled at the beginning of a month when rosters can be amended. The spot and the player cannot participate in any of his clan's UF4 wars until that player is freed. The only way to revive that player and his spot for future wars is if the PoW city that he is held in is attacked and he is freed, either by his own clan or someone else's.
3. Once a PoW is placed in a specific PoW camp of the captor's holding, that PoW cannot be moved to another PoW city.
4. If a clan does not possess a PoW city and factors regarding their war would denote that they take PoWs from their war, then no PoWs will be taken that evening. A clan cannot take ANY PoWs if that clan does not yet possess at least one PoW city.
5. If a clan does not possess a Heliport city, then that clan cannot attack a PoW city at all, no matter their proximity to the PoW city on the TacMap.
6. There is no limit to the number of PoWs a clan may keep in one single PoW city. There is no limit to the combinations of PoWs from different clans in one PoW city. If in possession of multiple PoW cities, a clan may place their PoWs in any of their PoW cities at their own discretion. If in possession of multiple PoW cities, and if a clan is taking more than one PoW from a war, they may scatter the PoWs across their different PoW cities, but once placed there, the PoWs cannot be moved to another PoW city.
7. When a clan attacks a PoW city from their Heliport and succeeds in taking it, the successful attackers must release the PoWs of one clan and must keep the rest of the PoWs from the remaining clans. The released PoWs may return to active duty to their home clan and may enter into their clan's wars that very week immediately. In the case of a PoW city only containing a player(s) from one clan, then that player(s) remains captive in the PoW city under the management of the attacking clan.
8. **TACTICAL COMPROMISE:** When a clan's PoW city holds 6 PoWs or more, that clan can choose to use one of its attack options to destroy that PoW city with their preset IEDs (Improvised Explosive Devices) throughout the city. When a

PoW city is destroyed, so too are its PoWs. When this occurs, ALL PoWs held in that PoW city are removed entirely from the UF4 tournament, unable to return for the UF4 tour. They are dead. The players will not be able to return to their clan to war. The spots those players occupied on their clan's roster cannot be re-filled. This is the most assured way of permanently crippling another clan. When a PoW city is destroyed, it will be blacked out on the Tacmap and any clan can use it to pass through and attack another city on the other side of the former PoW city.

Rule Set 10: MAXIMUM CITIES PER CLAN

A: A clan can hold only a certain amount of cities during the tournament and it directly coincides with how many active, free players it retains on its roster. As your roster is reduced, so too are the number of cities your clan can manage. If your roster numbers fall under a predetermined capacity, then at the next war meeting, your Clan Rep must inform the meeting which cities it will be blacking out from the Tacmap to meet its requirement. Once a city is blacked out in this manner, it cannot be regained by anyone. It will act as a bridge city between all surrounding cities so they may begin to attack one another.

B: If a PoW city is one of the ones chosen to be blacked out, and there are PoWs held within that city, then those PoWs are declared dead and removed from the tournament with no hope of return.

C: As your roster expands through the rescuing of your PoWs, so too does the number of cities your clan is able to hold. You are not given back any cities lost due to roster restrictions earlier in the tourney, but your clan can now take more from other clans.

D: The schedule for roster size / city holding is as follows:

26-32 players: no maximum city limit

21-25 players: 7 cities max

16-20 players: 5 cities max

10-15 players: 3 cities max

9 players or fewer: 2 cities max

Rule Set 11: ROOM SET-UP FOR UF4 WARS

A: All rooms MUST be made by the time designated by both Clan Reps at the scheduling meeting. The room is to be made by the attackers in the highest US CENTRAL RANKED server for that night at the time of that particular war ("Highest" meaning, if there is a US Central Ranked, a US Central Ranked 1 and a US Central Ranked 2, the war room is to be made in Ranked 2). NOTE: if the room is up late, then the attackers forfeit the match. In your best interests, please have the room up at least 5 minutes before the actual start time. A 3rd party UF clan member can be called upon to verify that a room is not up on time.

B: The room must be set up with the following parameters:

1. All one-map war rooms for UF4 are to be made **BEST OF NINE ROUNDS**. Each round will be **SIX MINUTES** long.
2. Each war will be over one map only. The defenders of that city choose which side they will play on. The attackers, when making the room, will decide whether their attack will occur during **DAY** or **NIGHT**.
3. Friendly fire **MUST** be turned on (teammates **CAN** be killed by friendly fire).
4. There are to be **NO** spectators allowed.
5. The room **MUST** be password protected by the password selected by the UF creators. Your Clan Rep will be informed of the designated password. Do **NOT** share this password with **ANY** non-UF clans/players. Violators found doing this will be disqualified on an individual basis.
6. A maximum of 32-players must be allowed (no matter how small the teams are to be, the maps are to be full-sized) and the rooms are to be **UNRANKED**.
7. All GLs, M203s, Airbursts and all types of hand-held grenade launchers are prohibited in UF3. RPGs and AT4-HEATs are acceptable, as are any grenade launchers found on vehicles or map turrets. Using a hand-carried GL in a war will result in your team's forfeit of that war.

C: In the lobby before the war, if an attacker refuses to green up at 10 minutes after the official start time of the war for whatever reason, including waiting for a late arrival, then the attack has failed and there will be no war. Also, if a defender refuses to green up at 10 minutes after the official start time of the war for whatever reason, including waiting for a late arrival, then the defense has failed and the city is transferred to the attacker by default. A 3rd party UF clan member can be called upon to verify that a room is not greened up on time.

D: It will be known that **ALL** maps for the entirety of UF4 will be comprised of Demolition, Suppression or Control Points. All other mission versions tip the scales of battle towards one side, and this tourney was constructed to make the playing field as even for both sides as possible.

E: SPECIAL PERFORMANCE REWARD: In the event that a clan is able to "sweep" another clan, then the winning clans selects one PoW from the losing clan to put into their PoW city. For the duration of UF4, a "sweep" constitutes winning with a round count no **LESS** than a 3-0 win. The winning clan may only select a player from the losing clan from the team that had shown up for war that night. If the winning clan does not possess a PoW camp at the time of the sweep, then no PoW

will be taken prisoner that night. A no-show by an attacker or a defender constitutes a "SWEEP," and a PoW may be taken from the no-show's clan roster and the PoW can be ANYONE besides the Clan Leader and the Field Commander (unless they are the final two members remaining on their roster). This rule is implemented to make sure that clans do not show simply to avoid a sweep penalty against tipped odds.

Rule Set 12: REPORTING YOUR UF4 WARS

A: At the END of the war, one representative from each clan will report in to the UF forums and report the match results in the War Report Section. The information should be posted as such:

Subject line should read as: [attacking clan tag] vs [defending clan tag] for "city fought over"

And the post should include:

- 1: The attacking clan tag
- 2: The defending clan tag
- 3: The name of the city being defended
- 4: The winner of the war and the final round count
- 5: The ownership of the city (whether it was transferred or not).
- 6: Which (if any) PoWs were taken, and to which PoW city they were deposited in.

B: A clan is eliminated from UF4 in one of two ways:

1. When they lose the defense of their last remaining city, and they have either no more attacks left in the week, or have failed in their last attack scheduled for that week.
2. When a clan has every single one of their players either interred in a PoW city and/or dead.

C: When a clan is eliminated, they no longer war in UF4 and their Clan Rep will be removed from the Clan Rep Section.

D: SPECIAL PERFORMANCE AWARD: The clan responsible for the last war that ousts a clan from the UF4 tournament will be awarded an EXTRA attack the very next week. This reward does not carry over to another week that is more convenient for the winning clan. No matter how many attacks are allotted during that time frame in the tourney, the rewarded clan is able to mount one more. This is done at the next Sunday War meeting, after all the other clans have made their regularly scheduled attack and defense options. This attack is still limited to the max number of defenses that any clan can receive at that time in the tourney.

Rule Set 13: FULL SCALE ASSAULT WEEK

A: UF4 will run exactly 13 weeks. This will not change, unless 23 clans are eliminated quickly enough to provide the tourney with a winner before the end date.

B: The first 8 weeks will see standard play as explained in the rules. Each clan will afford two attacks and two defenses each week, totaling a possible four wars per week. Successful defenses gain nothing and unsuccessful attacks lose nothing.

C: Weeks 9-12 will throw the tournament into "sudden death". In the four weeks of sudden death, all remaining clans **MUST** use both of their attacks every week, unless the clan they can attack has its defensive quota already filled. If the desired attack is blocked off, but another attack **CAN** be made, then the alternate attack **MUST** be made. In this scenario, an attacker must declare from which city they are attacking **FROM**. If the attack is unsuccessful, then the attacking clan loses the city they attacked **FROM** to the defenders.

D: The final 13th week of UF4 will happen only if there is not a winner declared in the regular or sudden death portions of the tour. At the arrival of the 13th week, the top four clans with the **MOST** cities in their possession enter into the "**Full Scale Assault**" phase of the tourney.

The parameters for this are as follows:

1. If there are more than four clans left in UF4 at the end of the 12th week, then the four clans with the **MOST** cities advance to the Full Scale Assault week.
2. If there are less than four clans left in UF at the end of the 12th week, then they still enter into the Full Scale Assault week.
3. In the case where 2 or more clans have the same number of cities to tie for one of the spots in the Full Scale Assault week, then the clan with more active players on their roster will advance past the clan with fewer.
4. The Full Scale Assault week will see each advancing clan choosing **TWO** maps from their current holdings with the exception of any Suppression maps. Control or Demo only. The two clans will face off in a 5-map war, with the first map played belonging to the clan with the higher seed, and each clan's map alternating from there. A fifth tie-breaker map, if needed, will be Harvester - Suppression for Monday night and Prowler - Suppression for Wednesday night.
5. The #1 seed will play the #4 seed, and the #2 seed will play the #3 seed on Monday of the 13th week.

6. The winners of each war will play against one another, in the same format, on Wednesday of the 13th week. This war will declare the true winner of UF4.
7. If an uneven number of clans enter into Full Scale Assault week, then the highest seed will receive a first-night bye.
8. Parameters for the Full Scale Assault wars will be:
 - 1: Rooms to be put up at 8pm CST
 - 2: Round count: 5 rounds / Round time: 6 minutes
 - 3: All UF4 rules apply - even PoW rules.
 - 4: Clans may switch players out at the end of every map to compensate for map-proficiency or to replace a lost PoW, IF their roster allows it
 - 5: UF admins may sit in to watch the Full Scale Assault wars

Quickstart Guide

The Quickstart Guide will be a streamlined overview of the gameplay rules for quick reference. This section is not meant to replace the rules and you will be expected to know the details of the all the rules

INITIAL MOTIONS OF THE TOURNEY

- 24 clans will be participating in Urgent Fury 4: Prisoner of War 13-week tournament to be chosen by the creators. This 13-week tourney will be comprised of 8 standard weeks of play, 4 sudden death weeks of play, and then one week for final four playoffs.
- The three downloadable maps (Liberation, Last Bastion and After Hours) **ARE** used in this tourney.
- Once chosen to participate in UF4, each clan is responsible for appointing a **CLAN REP** for their clan.
- All meetings to decide territory ownership and attack coordination will happen on every **SUNDAY** of the week at a meeting starting **PROMPTLY** at 9pm CST. The room will be set up in the highest numbered US Central Ranked server at 9pm CST and the room name will be "**UF4 MEETING**"
- All Clan Reps in the initial week of this UF4 tourney will be choosing **TWO CITIES** for their clan.

INITIAL CITY PICKS & "BAD NIGHTS"

- Clan Reps will choose their initial two cities, as well as declare their weekly attacks on

neighboring enemies by way of a random drawing each and every week, every Sunday evening.

- If a clan is not represented at a total of two (un)consecutive war scheduling meetings at any time during the course of UF4, then that clan is eliminated from the tournament at the close of the second meeting.

- Each clan will have a total of two attack options and two defend options.

- If your clan opts to refuse an attack option, then your clan loses its attack until the following week's war meeting.

- All attacks are considered "en route," as in, once an attack has been declared, that attack follows through, regardless of whether the city the attacking clan is attacking from has been taken by an enemy prior to that night's attack during the week.

1. A Clan Rep cannot declare an attack on a city that has already been attacked that week on a day BEFORE it's already being attacked on.
2. If you're scheduled to attack a clan and their city on one day, but that clan loses its defense of that same city to another clan who attacked the city on an earlier day of the week, then your attack is void.

- Once a clan has been attacked their maximum allowed times for that week, then that clan can no longer be attacked with any following attack declarations from any other clan for the remainder of that war meeting.

- On the night of city picks by the Clan Reps, Clan Reps are to be prepared to announce what ONE night of the week is their "Bad Night." On this night, that clan does NOT have to accept any attacks on any of their cities each week. They can, if necessary, launch an attack on that night. This is to help alleviate the rigors of the tourney by giving your men one guaranteed night off. A clan may not, during any point of the UF4 tourney, switch their "Bad Night" to another night of the week. The specified night stays as-is for the entire tourney.

I: All wars must be scheduled between the hours of 8pm CST to 11:00 CST. There are NO wars allowed to transpire on a Sunday. That night is for war meetings only.

J: After each war meeting on every Sunday night, the UF forum will be updated showing a full listing of all scheduled wars for the week.

K: If a Clan Rep is not present for a War Meeting, then the Clan Rep's clan does not declare a war if his turn is passed. However, if during his absence, a clan attacks the missing Clan Rep's clan, then the war is scheduled at the attacker's convenience within the legal time frame for all wars. The missing defender is obligated to the set wartime. Make your meetings!

ROOM SET-UP FOR UF4 WARS

A: All rooms MUST be made by the time designated by both Clan Reps at the scheduling meeting. The room is to be made by the attackers in the highest US CENTRAL RANKED server for that night at the time of that particular war ("Highest" meaning, if there is a US Central Ranked, a US Central Ranked 1 and a US Central Ranked 2, the war room is to be made in Ranked 2). **NOTE:** if the room is up late, then the attackers forfeit the match. In your best interests, please have the room up at least 5 minutes before the actual start time. A 3rd party UF clan member can be called upon to verify that a room is not up on time.

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3. In the case where 2 or more clans have the same number of cities to tie for one of the spots in the Full Scale Assault week, then the clan with more active players on their roster will advance past the clan with fewer.
4. The Full Scale Assault week will see each advancing clan choosing **TWO** maps from their current holdings with the exception of any Suppression maps. Control or Demo only. The two clans will face off in a 5-map war,

with the first map played belonging to the clan with the higher seed, and each clan's map alternating from there. A fifth tie-breaker map, if needed, will be Harvester - Suppression for Monday night and Prowler - Suppression for Wednesday night.

5. The #1 seed will play the #4 seed, and the #2 seed will play the #3 seed on Monday of the 13th week.
6. The winners of each war will play against one another, in the same format, on Wednesday of the 13th week. This war will declare the true winner of UF4.
7. If an uneven number of clans enter into Full Scale Assault week, then the highest seed will receive a first-night bye.
8. Parameters for the Full Scale Assault wars will be:
 - 1: Rooms to be put up at 8pm CST
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 - 3: All UF4 rules apply - even PoW rules.
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 - 5: UF admins may sit in to watch the Full Scale Assault wars