



SPARING RULES - UCT

1.0 Allowed weapons;

1.1 Stormtrooper

- Sturmgewehr 1-5
- Breda
- M1907 SF
- StG 44
- M2 Carbine
- Ribeyrolles

1.2 Medic

- Sten
- MP40
- MP28
- Suomi
- EMP
- MP34
- M1928A1
- ZK-383
- MAB 38
- Type 100
- M3 Grease Gun

1.3 Support

- KE7
- Type 97 MG
- BAR M1918A2
- LS / 26
- FG-42
- Lewis Gun
- Bren Gun
- Type 11 LMG
- Madsen MG

1.4 Scout

- Lee-Enfield No.4 Mk. I
- Gewehr M95 / 30
- Kraft Jørgensen
- Type 99 Arisaka
- 98k
- Ross Rifle Mk III

2.0 Allowed gadgets;

2.1 Stormtrooper

- Panzerfaust
- Ppanc Mina

2.2 Medic

- Bandages
- Chest with bandages
- Carabiner grenade launcher (smoke)

2.3 Support

- Ammunition package
- Ammo crate
- Ppanc pistol grenade launcher
- Ppanc Mina

2.4 Scout

- Telescope

All grenades are allowed

3.0 Allowed help from the air;

- Smokescreen
- Supply drop

4.0 Prohibited weapons specializations / class types;

- Small magazine on Thompson (Medyk)
- Small magazine on Suomi (Medyk)
- Kaemist class (Support)

5.0 All vehicles are prohibited;

6.0 All aircraft are prohibited;

7.0 Allowed map pool;

- Lofoten
- Provence
- Desolation
- Marita
- Underground
- Narvik
- Arras
- Rotterdam

8.0 Additional restrictions;

- Weapons that can be raised are forbidden (Flamethrower and katana).
- Roofs on Marita are prohibited.
- Roofs in Lofoten are prohibited.
- Roofs in Provence are prohibited.
- Underground fortifications are prohibited.

9.0 Gameplay;

- The match consists of 2 maps. Each team chooses one map to be played twice.
- Maps are selected by banning one map from the pool until only two remain.
- Class restrictions: 4 stormtroopers, 4 medics, 2 support, 2 scouts.

10.0 Violation of regulations;

- Use of an unauthorized weapon / gadget - minus 25 tickets for each kill with this weapon / gadget
- Breaking the restrictions on entering roofs or creating fortifications in the Underground results in losing the round.

Made by ManiusDD



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