

# Gamemode Changes in Forgotten Hope 2.6

## [Dynamic OOB](#)

[What is it?](#)

[Attacker Perspective](#)

[Defender Perspective](#)

[Yesgo Area Overview](#)

[For Mappers](#)

## [New Gamemode "Sector Tickets"](#)

[Gold Beach 16p](#)

[Anctoville 32p](#)

[Fighting Commanders now allowed](#)

[Map Randomization and Moderator Tools](#)



In this series of dev blogs, we would like to share the large amount of research and effort that has gone into making our 2.6 French release as awesome as possible. This release comes with a fair bunch of gameplay changes on existing maps and on upcoming ones.

This is pozzo, let's take a look at the python-related side of these.

## Dynamic OOB

### What is it?

On maps with permanently locking sectors (all sector-push maps and some select others), attackers are prevented from entering the area of a locked sector before they have capped the flags of the first sector. The same is true for the defenders once they've lost a sector: they are given a warning and some time to retreat, but after a while, they cannot stick around the lost sector.

If the attackers or defenders try to enter these locked areas, they get the warning "You're leaving the battle, return or die!". (It's called Out-of-Bounds or OOB area). This forces players to focus on the currently contested area, increasing player density.

Operation Mars is pretty much the poster child for this, since it's the quintessential

Meat Grinder map. Gameplay-wise, it is a pretty standard sectorpush map, with three sectors: the front trenches up north, the forested area in the center, and the final village plus hill.



Operation Mars and its push layout

### Attacker Perspective

For the attackers, it means they have to capture the first sector first (in the example, the four trench flags in the front). If they try moving into the forest before, they get the warning that they're leaving the battle:



Trying to enter the 2nd sector (forest) before capturing the first, triggering OOB warning

Once the four first-line flags have been taken, an onscreen message is displayed for the attackers: **“We have regrouped, CHARGE!”**. This means that a previously inaccessible area is now open.

On some maps, it’s also possible that the area doesn’t immediately unlock for the attackers. In that case they will get a message like **“Sector conquered, prepare to advance”**. Once it opens up, they get that “charge” message above, too.



Notification when fully capping the first sector

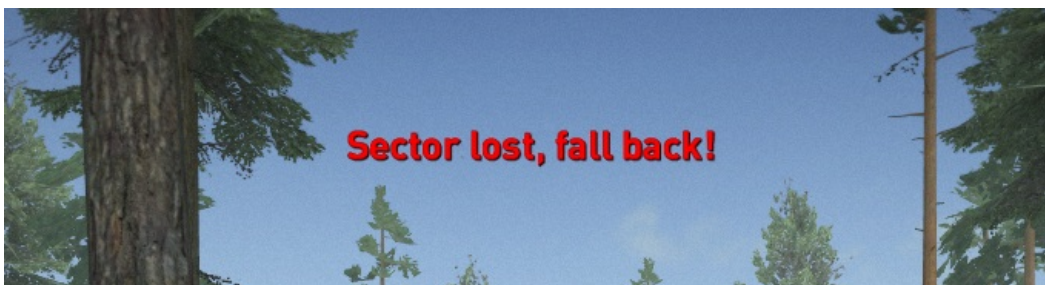
Now we can safely walk into that second zone. Note that a sector might actually open up to move before the red cross (indicating a locked flag) disappears. Flags and movement areas unlock independently.



Now we can walk into the forest

## Defender Perspective

For the defenders, once they lose the sector, they get a warning: **“Sector lost, fall back!”**. Importantly, the lost sector area does not immediately become a forbidden OOB zone – the defenders are given a delay to retreat. This delay is typically something between 30 seconds and a minute, depending on the map. Usually you should have enough time to withdraw on foot before you get locked out.



First sector lost completely, warning telling us to retreat

Once that timer runs out, a second warning is displayed: **“We have regrouped, hold the line!”**. This means that the lost sector is now off limits, and trying to stay there will give you the Out-Of-Bounds warning.



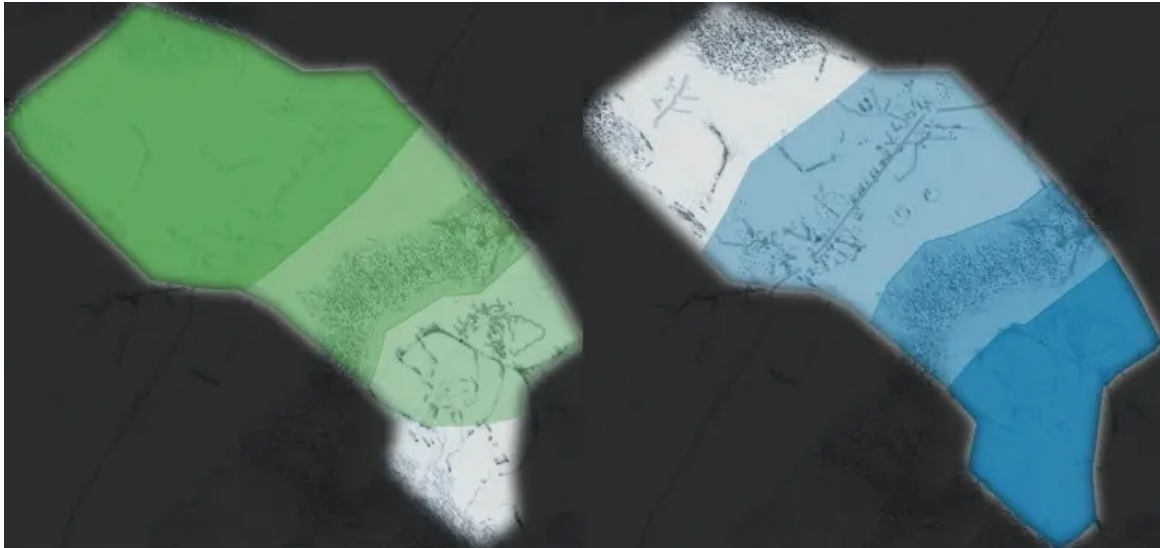
Time to retreat has run out, now the area is locked

## Yesgo Area Overview

Technically, each of these sectors defines a Yes-Go-Area (also called CombatArea, the inverse of the OOB Area) where a team is allowed to move. In the plot below, you can see the yesgo areas for the attacking soviets (attacking from northwest), and the defending germans (defending from southeast).

For the attackers, only the area with the darkest shade of green is active at the start (note how it includes their mainbase). Once they capture the first sector, the slightly lighter area with the forest becomes available. After capping that second sector, they can move into the lightest green area (note how this excludes the southernmost tip of the map, where the german defenders spawn for the last flag).

For the defenders, all three shades of blue are active at the start (note how this does not include the soviet mainbase). Once they lose it, the lightest blue area is off-limits for them, and once the second sector falls as well, they are restricted to the darkest blue region.



Yesgo areas Soviets (left) and Germans (right). The available area for the attacking soviets progressively grows, while the defending germans lose more and more accessible territory.

## For Mappers

If you are a mapper and want to use this, we've created [these tutorials](#).

## New Gamemode "Sector Tickets"

The idea is, that attackers start with relatively low tickets, but each time they capture a flag/advance a sector/..., they are rewarded additional tickets. This means that attackers are playing against time, and need to keep attacking fast and strong. If the attackers are not very strong, or the defenders put up a determined defense, the map can end rather quickly.

Currently, this is only present on two maps: the new Gold Beach 16p layer (a sector-push map), and Anctoville 32p (an objective map with sectors).

### Gold Beach 16p

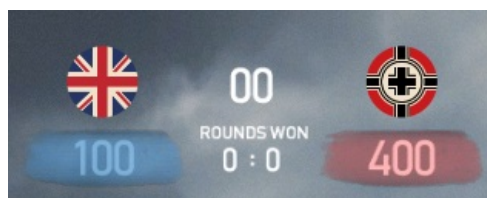
Gold beach 16p has a linear sector-push layout, with just 1 flag per sector.



Gold Beach 16p's layout

### Attacking Perspective

As you can see, the attacking british start with pretty low tickets, and are also bleeding.



Low start tickets AND bleeding

Now you see the situation just before the cap: brits bled 13 tickets just from running up to the flag.



## Tickets before the cap

Once they capture the flag, two notifications appear: The “we have regrouped” message, from the Dynamic-OOB plugin that this map uses, and importantly, the **“Reinforcements have arrived”** message, which tells you that you received fresh tickets.



Sector conquered, fresh tickets gained

In this case, the tickets were reset to 100. Immediate catastrophe has been averted but the british need to keep pushing!



Tickets did indeed reset

## Defending Perspective

Again, once the first sector falls, the defenders get the dynamic OOB message that the area will lock for them soon. But also, it says that **“The enemy has received reinforcements”**, telling them that the attackers received fresh tickets.

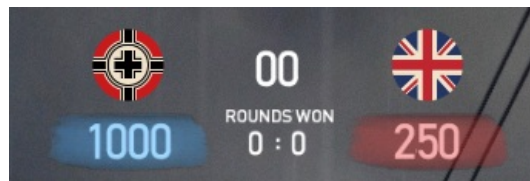




Sector lost, enemy gained tickets, time to retreat

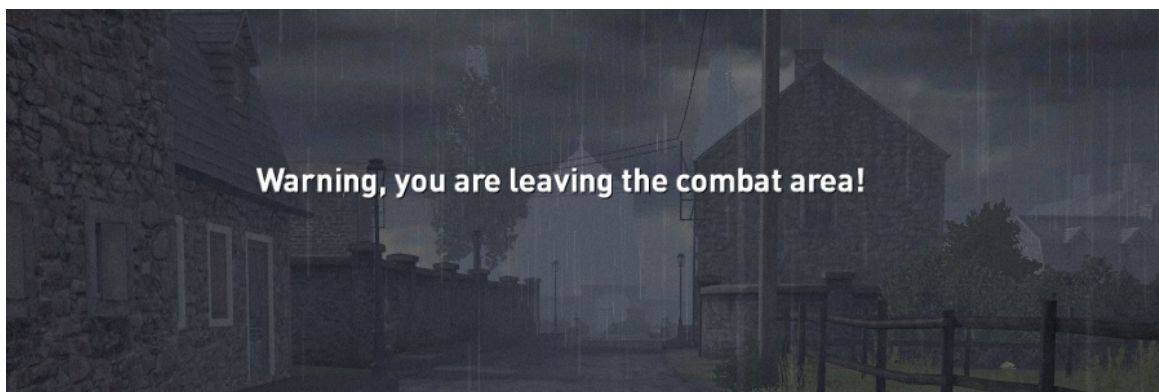
## Anctoville 32p

On Anctoville 32p, this is also in use. However, the attackers start with more tickets here. Each time they destroy a set of objectives (at the start, the Belgian gates acting as roadblock), they receive fresh tickets, the new sector unlocks, and a fresh set of objectives spawns (for example, the radio sets).



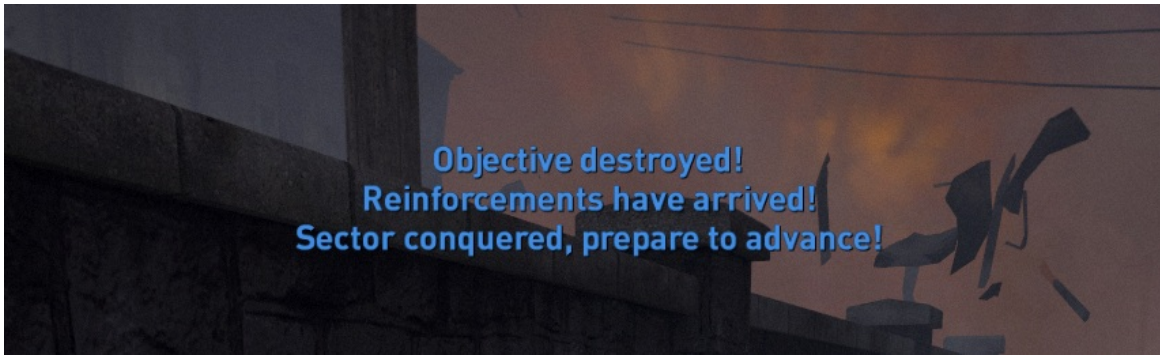
Anctoville start tickets

Note how anctoville also uses Dynamic OOB to avoid pre-camping at where the new objectives will spawn.



Attacking into 2nd sector OOB

Destroying the first set of objectives actually does not unlock the OOB instantly, but tells you to wait ("**Prepare to advance!**"). Also, it tells you about the destruction of an objective, and that you received the tickets for it.



Destroyed first set of objectives

And then it unlocks like the rest, after a while. On this map, the unlock of the new area happens at the same time that the new objectives spawn.



New objectives spawned, and unlocked

### Updated Objective Icons

Also note the new objective icons. For the defenders, the objectives that they need to defend are blue, and for the attackers, the objectives that they need to destroy are red. Already destroyed objectives are marked with a black star for both teams.

In this picture I personally use the colorblind-friendly version, which has a white outline added for increased visibility.



Defender's markers (left), Attacker's markers and a destroyed one (right)

Right now there is no official support in the launcher for Colorblind Mode yet, because currently it just affects these icons. If you would like to have the icons in the screenshot above though, enable them by creating the following textfile in your game directory (it can be an empty textfile):

```
C:\BATTLEFIELD2\mods\fh2\fh2settings\colorblind.txt
```

## Fighting Commanders now allowed

This is a bit more subtle. You might know that we have a rule on the official servers, which states that you are not allowed to fight in the field as a commander, and pretty much left to only manning the commander radio (if there even is one in the map).

This rule is no more. Commanders are simply unable to score points for regular kills. They can run around with their NCO kit all they like, but they won't get score for regular gameplay. The only way they can gain kill scores is from using the commander radio and calling in commander artillery.

So you no longer need to report people for fighting as a commander. On maps without radios, it's a reasonable tradeoff of a better kit and helping your team with that, versus not getting rewards for your fighting skills.

## Map Randomization and Moderator Tools

While a randomized map rotation has been active on PlayFH2 for a while, a new map randomizer and a full admin suite is now part of the default FH2 install. The map randomizer picks maps to play, while avoiding to repeat maps back-to-back. It also tries to avoid playing the same theatre over and over – you cannot have two desert maps appear directly after each other!

There also is a new suite of commands, both for normal players, for admins, and for people running local games ("beta mode"). The latter means that in a local game (or an internet server with betatest mode enabled) you can use commands to spawn in vehicles, capture flags, modify tickets, and more.

An overview of the commands can be found [here in the manual](#).

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We hope you enjoyed this dev blog! 'Till next time!