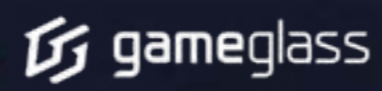




FIGHT OR FLIGHT

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RULEBOOK V 2.1



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Ship load-out link provided by free community website [Erkul](#)
Ship images provided by free community website [Starjump Fleetviewer](#)
In game screenshots provided by [Eul_Keke](#), [Hasgaha](#) & [Cor5air](#)



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TOURNAMENT RULES

2V2 DOG FIGHTING BASIC MATCH RULES (based on patch 3.18.2)

- A team must consist of two team members.
- Two pilots can't man one fighter (may change depending on patch).
- Matches take place in a 360 degree spherical space arena.
- The match arena has a 360 degree 15km radius. If a team exceeds the bounds of the arena they will be fired upon by boundary security until the team returns to the arena or is destroyed.
- If both teams fall outside the boundary and are disqualified; The match will be re-scheduled, only one team member will be chosen in a 1v1 sudden death match. If both teams fall outside boundary again, both teams will be removed from the tournament.

PRE-DETERMINED LOAD-OUTS

- To keep the competition even, teams must choose combat ships and load-outs from the pre-defined list in this rulebook.
- Teams can strategize which team member will be using what load-out.
- A team can't have two of the same ship in a match.
- If a team is found to have a load-out that is not in line with the pre-defined list, that team will be notified and match will be reset for a later time. If a team is found to have done this a second time they will forfeit the match.
- Weapons are strict to the loadout but can be moved around to any hard point.

ROUNDS

- Fight or Flight will take place over two separate tournament days.
Group Stage Bracket - consists of 64 teams in a single elimination format until we have the top 8 teams.
Final Stage Bracket - consists of the top 8 teams from the Group Stage Bracket who will compete in a double elimination bracket to crown the Fight or Flight champion.
- All rounds are one match only.
- Before the round begins we will make sure both teams' controls are fully working and the "GO" to start will be given by staff liaisons in your comms channel.
- OM1 & 2 can be used as a warm-up practice arena if waiting more than 4 matches. Do not gain a crime stat or re spawn far away.
- At the start of the match both teams must immediately perform a 'HANDSHAKE'. Both teams must approach the center of the arena and once either team has initiated a radar lock the match can commence. Any team avoiding the Handshake will be given one warning before disqualification
- Do not self destruct due to 'Soft Death' if you win a match. Please travel back to the spaceport if able to do so.

FEATURED MATCHES

- Not all teams will be broad-casted live during the group stage. Due to the quantity of teams it will not be time efficient to do so. ATMO staff will reach out to teams during the confirmation phase of registration to determine quality of equipment for best broadcast candidates.

OFFICIALS

- Teams will be assigned an ATMO liaison on a schedule that is released the week before the tournament. This person is your eyes and ears on up to date match start times, rulings, warnings and match countdown.



RULES
TOURNAMENT

SHIP CHOICE LOAD-OUTS

LINKS ARE INTERACTIVE - CLICK THE LINK TO VIEW LOAD-OUT

ANVIL ARROW
ESPERIA BLADE
DRAKE BUCCANEER
AEGIS GLADIUS
ANVIL F7-C HORNET
RELIANT TANA
AEGIS SABRE
ESPERIA TALON



SHIP CHOICE
LOAD-OUTS

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ANVIL ARROW

OVERVIEW

ROLE	Light Fighter
CAREER	Combat
SIZE	S2
CREW SIZE	1
BODY	2 300 hp
NOSE	2 300 hp
TOTAL	9 280 hp
DIMENSIONS	12.25 X 17.25 X 4.5 m
MASS	32 310 kg
SEM SPEED	200 m/s
MAX SPEED	1 235 m/s
MAX PITCH/YAW/ROLL	53 / 53 / 190 deg/s
HYDROGEN CAPACITY	75 000 l
QT FUEL CAPACITY	583 l

	577 dps	176 alpha
	0 dps	0 alpha
	11 177 dmg	
	0 dmg	
	1725 hp	165 hp/s
	1395 / 3 576 per/s	
	98k / 580k cooling/s	
EM	5 780	
IR start	2 151	554 200 448 949



[S3] REMOTE TURRET
└ [S1] CF-117 BULLDOG X2

[S3] CF-337 PANTHER X2

[S1] FR-66

[S2] MSD-221 x2
└ [S1] TASKFORCE I X4

[S1] QUADRACELL

[S1] GLACIER x2

[S3] MSD-313 x2
└ [S3] THUNDERBOLT III x2



ESPERIA BLADE



OVERVIEW

ROLE	Light Fighter
CAREER	Combat
SIZE	S2
CREW SIZE	1
BODY	1800 hp
NOSE	1800 hp
TOTAL	7250 hp
DIMENSIONS	16.5 X 20.5 X 5.5 m
MASS	27 019 kg
SCM SPEED	214 m/s
MAX SPEED	1238 m/s
MAX PITCH/YAW/ROLL	55 / 55 / 198 deg/s
HYDROGEN CAPACITY	522 500 l
QT FUEL CAPACITY	583 l

	586 dps 380 alpha
	0 dps 0 alpha
	18 662 dmg
	0 dmg
	Type: Bubble 3 450 hp 330 hp/s
	1761 / 3 576 part/s
	141k / 580k cooling/s
EM	8 444
IR start	6 521 ◀ 343 ○ 400 ◻ 448 ▽ 5325

[S1] FR-66 x2

[S1] QUADRACELL

[S1] GLACIER x2

[S3] 'WARLORD' X2

[S3] 'WASP' X2

[S3] VANDUUL-341 x2

[S1] 'ARROW' 1 X8

DRAKE
INTERPLANETARY

DRAKE BUCCANEER



OVERVIEW

ROLE	Light Fighter
CAREER	Combat
SIZE	S2
CREW SIZE	1
BODY	3 200 hp
NOSE	3 200 hp
TOTAL	14 680 hp
DIMENSIONS	16.75 x 15.25 x 5.5 m
MASS	40 527 kg
SCM SPEED	210 m/s
MAX SPEED	1 317 m/s
MAX PITCH/YAW/ROLL	46 / 41 / 157 deg/s
HYDROGEN CAPACITY	75 000 l
QT FUEL CAPACITY	583 l

	1 622 dps	245 alpha
	0 dps	0 alpha
	6 553 dmg	
	0 dmg	
	3 450 hp	330 hp/s
	2 224 / 3 576 per/s	
	166 k / 580k cooling/s	
EM	10 269	
IR start	3 560	

type: Bubble

[S1] FR-66 x2

[S1] QUADRACELL

[S1] GLACIER x2

[S4] REVENANT X1

[S1] CF-117 BULLDOG X2

[S3] CF-337 PANTHER X2

[S3] MSD-313 x2

[S3] THUNDERBOLT III x2



AEGIS GLADIUS *

OVERVIEW

ROLE	Light Fighter
CAREER	Combat
SIZE	S2
CREW SIZE	1
BODY	2 500 hp
NOSE	2 500 hp
TOTAL	9 967 hp
DIMENSIONS	17.5 X 21 X 5.5 m
MASS	51 352 kg
SCM SPEED	208 m/s
MAX SPEED	1 236 m/s
MAX PITCH/YAW/ROLL	55 / 55 / 200 deg/s
HYDROGEN CAPACITY	135 000 l
QT FUEL CAPACITY	583 l

	1 258 cps	168 alpha
	0 cps	0 alpha
	13 105 dmg	
	0 dmg	
	3 450 hp	330 hp/s
	1 339 / 3 576 pow/s	
	128k / 580k cooling/s	
EM	5 949	
IR start	5 334	



*LEGAL VARIANT - VALIANT

[S1] FR-66 x2



[S1] QUADRACELL



[S1] GLACIER x2



[S3] MANTIS GT-220 X1



[S3] CF-337 PANTHER X2



[S3] MSD-313 x4



[S3] THUNDERBOLT III x4



ANVIL F7-C HORNET *

OVERVIEW

ROLE	Medium Fighter
CAREER	Combat
SIZE	S2
CREW SIZE	1
BODY	4 000 hp
NOSE	4 000 hp
TOTAL	22 380 hp
DIMENSIONS	25.5 X 28.25 X 7.5 m
MASS	74 132 kg
SCM SPEED	192 m/s
MAX SPEED	1 229 m/s
MAX PITCH/YAW/ROLL	45 / 40 / 150 deg/s
HYDROGEN CAPACITY	120 000 l
QT FUEL CAPACITY	583 l

	1 588	249
	0	0
	11 177	
	0	
	Type: Bubble	
	3 450	330
	1 689	3 576
	148	580k
EM	7 214	
IR	2 861	



- [S5] SPECIALTY VARIPUCK S5
 - [S4] REVENANT x 1
- [S3] CF-337 PANTHER X3
- [S2] MSD-221 x2
 - [S1] TASKFORCE I X4
- [S3] MSD-313 x2
 - [S3] THUNDERBOLT III x2

- [S1] FR-66 x2
- [S1] QUADRACELL
- [S1] GLACIER x2

*LEGAL VARIANT - GHOST & WILDFIRE



RELIANT TANA



OVERVIEW

ROLE	Light Fighter
CAREER	Multi-Role
SIZE	S3
CREW SIZE	1
CARGO	1 SCU
BODY	3 000 hp
NOSE	3 000 hp
TOTAL	15 260 hp
DIMENSIONS	28.5 x 14.75 x 4.5 m
MASS	39 168 kg
SCM SPEED	166 m/s
MAX SPEED	1 150 m/s
MAX PITCH/YAW/ROLL	45 / 44 / 145 deg/s
HYDROGEN CAPACITY	75 000 l
QT FUEL CAPACITY	583 l

663 ops 240 alpha

0 ops 0 alpha

48 009 dmg

0 dmg

Type: Bubble
3 450 hp 330 hp/s

2 178 / 3 576 pm/s

153k / 580k cost/s

EM 5 499

IR 7 492

1 288 400 1 484 4 320

[S2] CF-227 BADGER X2

[S4] RELIANT TOSHIMA TURRET X2

[S2] CF-227 BADGER X4

[S1] FR-66 x2

[S1] QUADRACELL

[S1] GLACIER x2

[S5] TANA-582 x2

[S2] DOMINATOR II x16

[S3] MSD-322 x2

[S2] DOMINATOR II x4



AEGIS SABRE *

OVERVIEW

ROLE	Stealth Fighter
CAREER	Combat
SIZE	S2
CREW SIZE	1
BODY	4 000 hp
NOSE	4 000 hp
TOTAL	12 540 hp
DIMENSIONS	24.5 x 24.5 x 5 m
MASS	86 593 kg
SCM SPEED	206 m/s
MAX SPEED	1 235 m/s
MAX PITCH/YAW/ROLL	43 / 38 / 145 deg/s
HYDROGEN CAPACITY	135 000 l
QT FUEL CAPACITY	583 l

	611 ops 240 alpha
	0 ops 0 alpha
	13 105 dmg
	0 dmg
	type: Bubble 3 450 hp 330 hp/s
	1 629 / 7 152 per/s
	131k / 580k cooling/s
EM	6 690
IR start	2 337 ← 485 ○ 400 ↑ 536 ↑ 1 499



*LEGAL VARIANT - COMET

[S1] FR-66 x2



[S1] QUADRACELL x2



[S1] GLACIER x2



[S3] CF-337 PANTHER X4



[S4] MSD-313 x2



[S3] THUNDERBOLT III x4



ESPERIA TALON

OVERVIEW

ROLE	Fighter
CAREER	Combat
SIZE	S1
CREW SIZE	1
BODY	2 700 hp
NOSE	0 hp
TOTAL	18 730 hp
DIMENSIONS	15 x 24 x 8 m
MASS	51 352 kg
SCM SPEED	208 m/s
MAX SPEED	1 236 m/s
MAX PITCH/YAW/ROLL	56 / 57 / 215 deg/s
HYDROGEN CAPACITY	80 000 l
QT FUEL CAPACITY	583 l

	497 dps	160 alpha
	0 dps	0 alpha
	6 553 dmg	
	0 dmg	
	3 450 hp	330 hp/h
	1 453 / 3 576 per/s	
	113k / 580k cooling/s	
EM	5 754	
IR start	4 440	
	343 C 430 I 690 T 4 909	



[S1] FR-66 x2



[S1] QUADRACELL



[S1] GLACIER x2



[S91] CF-447 RHINO X2



[S3] MSD-313 x2



[S3] THUNDERBOLT III x2

TOURNAMENT BRACKET

ARENA LOCATIONS

Four arenas will operate simultaneously to complete the matches for 64 teams.

GROUP STAGE

- ARCCORP OM-3
- ARCCORP OM-4
- ARCCORP OM-5
- ARCCORP OM-6

FINALS

- MICROTECH OM-4
- MICROTECH OM-6



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ATM
Tournament
BRACKET

ATM
esports

TEAM A START

ARCCORP OM3-6

15 KMS



LANDED

15 KMS

TEAM B START



MATCH LOCATION
ARCCORP - GROUP STAGE

ARENA INSTRUCTIONS

- After instructed, to reach your starting location move to match arena channel 'ARENA 1, 2, 3 or 4'. Fly directly to TEAM A or B staff marker when instructed by liaison.
- Teams should point towards center marker visible by an ATMO staff pip.
- 15km's either side of the central point creates the 94.25km circumference of your match area.
- At the central point will sit an ATMO staff member and an 890J to act as a central marker pip landed on the ground. This will act as your distance check.
- If you are more than 15km from the central point in any direction you will be fired upon by boundary markers until you return to arena.
- OM1 & 2 can be used as a warm-up practice arena if waiting more than 4 matches. Do not gain a crimstat or respawn far away.

360
SPHERICAL
ARENA



TEAM A START

MICROTECH OM4+6

15 KMS



LANDED

15 KMS

TEAM B START

ARENA INSTRUCTIONS

- After instructed, to reach your starting location move to match arena channel 'ARENA 1 or 2'. Fly directly to TEAM A or B staff marker when instructed by liaison.
- Teams should point towards center marker visible by an ATMO staff pip.
- 15km's either side of the central point creates the 94.25km circumference of your match area.
- At the central point will sit an ATMO staff member and an 890J to act as a central marker pip landed on the ground. This will act as your distance check.
- If you are more than 15km from the central point in any direction you will be fired upon by boundary markers until you return to arena.
- OM1 & 2 can be used as a warm-up practice arena if waiting more than 4 matches. Do not gain a crimstat or respawn far away.



MATCH LOCATION
MICROTECH - FINALS

360
SPHERICAL
ARENA

ATMO
esports

1st



2nd



3rd



PRIZES
2953



*Additional prizing to be added at a later date.