Rules

1. Each Guild can select 1 of the 4 battle time slots in Frontline. Guild Chief of Sheriffs can sign up for 1 time slot before the event starts. Guilds that haven't sighed up when the event starts will be allocated a time slot.
2. After the event starts, Guilds will be placed in Realms based on their levels. 12 Guilds from the same Realm will be matched against each other randomly and enter the same map. Each Realm grants different rewards.
   - Realm 1: Guild Level 2 to 5
   - Realm 2: Guild Level 6 to 11
   - Realm 3: Guild Level 12 to 15
3. After the event starts, each Guild will be assigned 1 basic base.
4. After the event starts, each Guild can declare war on 1 to 2 bases per day, after which it can attack the base(s) in the battle stage.
5. Guilds can only declare war on bases adjacent to their occupied bases.
6. Declaration chances are determined by the Guild's battle ranking on the previous day. The top 6 Guilds (except for the eliminated Guilds) can declare war 2 times per day, while the rest can only declare war 1 time per day. On the first day of the event, all Guilds can only declare war 1 time.
7. Guilds gain Faction Points every time they occupy a base, with different bases gaining a different granting a different amount of points. It costs Faction Points to declare war starting from the second day of the event. Even if a Guild has declared war on a base, other Guilds can still use more Faction Points to seize the power of declaring war on that base.
   - Camp Faction Points: 1
   - Fort Faction Points: 2
   - Center Faction Points: 4
8. Eliminated Guilds (Guilds that occupy 0 bases) can declare war on any 1 Camp without Faction Points.
9. Every occupied base grants daily rewards that can be claimed the next day. Daily rewards stack when a Guild occupies more then 1 base.
10. Every occupied base grants Vanguard Medals that will be sent to the Guild the next day. Guild will be ranked based on the number of their medals , and rewards will be issued after the event based on Guild rankings.
11. Rewards are also determined by each Guild member's own Campaign progress.
12. Adventurers can dispatch Defense Lineups to occupied bases at any time. In the battle stage, players can dispatch Offense Lineup to bases that they have declared war on. After battle strarts, Defense and Offense Lineups dispatched at each base will automatically fight each other in order. Guild Chief and Sheriffs can adjust the order of their Lineups.
13. A Guild will occupy a base when its Offense Lineups eliminate all the Defense Lineups at the base.
14. Once occupied, a base will be under protection for 6 minutes, during which Guilds cannot battle there.

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