Victory Conditions Reference

Overview

This page contains all the victory conditions built in to BattleArena natively. Additional modules or extensions may add new actions, which will be included on their documentation page.

Victory Conditions List

Highest Stat

- Description: A victory condition that determines the winner based on the highest stat
- Options
  - **stat-name:** The name of the stat
  - **win-after:** The threshold of a stat value to achieve before a winner is determined (default: -1)
    - If this option is not specified, this condition can still be used, but the winner will be determined when otherwise a draw would have occurred (i.e. in **time-limit**)
  - **team-stats**: Whether to tally up all the stats of a team, rather than an individual player. (default: false)
- Example:

```
victory-conditions:
  highest-stat:
    stat-name: kills
    win-after: 20
    team-stats: false
```

Teams Alive

- Description: A victory condition that determines the winner when a certain number of alive teams are remaining
- Options
  - **amount:** The amount of teams alive
- Example:

```
victory-conditions:
  teams-alive:
    amount: 1
```

Time Limit

- Description: A victory condition that ends the competition after a specified amount of time. This will always result in a draw if a victor cannot be determined. When combined with **highest-stat**, at the end of this time, the victor will be the player with the highest number of the specified statistic
- Options
  - **time-limit:** The amount of time before the competition is ended
- Example:

```
victory-conditions:
  time-limit:
    time-limit: 5m
```

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