

# 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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