CGL 18 LOADOUT RESTRICTIONS/BANNED ITEMS

Call of Duty: Mobile • Official Match Settings & Restriction Protocol

OFFICIAL RULEBOOK

CUSTOM LOBBY HOSTING INSTRUCTIONS

The host team leader creating the match lobby must strictly configure the custom game settings in accordance with the specifications below prior to starting any competitive set.

1. CUSTOM LOBBY GAMEPLAY SETTINGS

Search & Destroy — Order #1

- **Round Win Limit:** 9
- **Round Time Limit:** 120s
- **Number of Spectators:** N/A
- **Room Password:** N/A
- **Allow Invite:** Yes
- **Overtime:** Yes
- **Overtime Cap:** 20

Hardpoint — Order #2

- **Round Score Limit:** 250
- **Time Limit:** 600s
- **Number of Spectators:** N/A
- **Room Password:** N/A
- **Allow Invite:** Yes

Control — Order #3

- **Round Score Limit:** 3
- **Round Time Limit:** 90s
- **Number of Spectators:** N/A
- **Room Password:** N/A
- **Allow Invite:** Yes

2. PROHIBITED BASE WEAPONS

Primary Weapon Restrictions — Banned

- **SHOTGUNS**
  - Argus
  - R9-0
- **SNIPERS**
  - M21 EBR
  - NA-45
  - S014
  - SVD
  - XPR
- **SUB-MACHINE GUNS**
  - FSS Hurricane
  - Static HV
  - Sten

Secondary Weapon Restrictions — Banned

- **LAUNCHERS**
  - D13 Sector
  - FHJ-18
  - SMRS
  - Thumper
- **PISTOLS**
  - .50 GS
  - MW11
  - Shorty

3. UNIVERSAL GUNSMITH RESTRICTIONS

- **Weapon Perks (All Guns):** Akimbo Perk, Disable Perk
- **Universal Ammunition (All Guns):** All Thermite, Dragon's Breath, Explosive, and Incendiary Ammo conversions
- **Shotgun Ammunition (All Shotguns):** All Slug Ammo attachments

4. WEAPON-SPECIFIC ATTACHMENT RESTRICTIONS

The following specific gunsmith barrels, conversions, grips, magazines, and special equipment are strictly prohibited in all competitive matches:

3-Line Rifle
- EMPRESS 514MM F01 Barrel
- Bipod
- KOVALEVSKAYA S01 Stock

.50 GS
- Lightweight Trigger
- Match Grade Trigger

AS VAL
- 15 Round FMJ Mag

BP-50
- Leroy 438mm Barrel
- Recoil Booster

CR-56 AMAX
- M67 Ammo Conversion

Cronen Squall
- Semi-Automatic Fire Conversion

Crossbow
- Thermite Bolts
- Gas Bolts
- Sticky Grenade Bolts

CX-9
- 9mm Hollow Point Rounds

DL Q33
- Concussion Ammo

DR-H
- OTM Mag

Hades
- Heartseeker Underbarrel

HS0405
- Thunder Rounds

HVK-30
- Large Caliber Mag

LAG 53
- 13.0" OSW Para Barrel

M4
- Underbarrel Launcher

Machine Pistol
- VDD 35mm Short Barrel

MG42
- Krausnick 355mm Rapid Barrel
- 6.5 Arisaka 125 Round Drums
- Recoil Booster

Oden
- OWC Ranger Barrel
- OWC Marksman Barrel

QQ9
- 10mm 30-Round Reload

RAM-7
- FORGE TAC Eclipse Barrel

RPD
- Infinite Ammo (Cooling Compressor Barrel)

SKS
- Tactical Foregrip A
- Granulated Grip Tape

Type 19
- Hi-Accuracy Sniper Ammo

LW3-Tundra
- 26.5" Hammer Forged Barrel
- 28.2" Tiger Team Barrel

Type 63
- Airborne Elastic Wrap Grip
- Firm Grip Tape
- 16.4" Rapid Fire Barrel
- 16.4" Titanium Barrel
- 18.3" Strike Team Barrel

USS 9
- Carbine Pro Barrel
- 16.6" Factory Carbine Barrel
- 13.1" First Responder Barrel
- .41 AE 32-Round Mags

5. PROHIBITED UTILITY & EQUIPMENT

Banned Lethal Utility — 7 Restricted

- **C4**
- **Cluster Grenade**
- **Contact Grenade**
- **Drill Charge**
- **Molotov Cocktail**
- **Thermite**
- **Trip Mine**

Banned Tactical Utility — 12 Restricted

- Cryo Bomb
- Douser Grenade
- Flash Charge
- Gas Grenades
- Inflatable Decoy
- Storm Ball
- Decoy Grenade
- Echo Grenade
- Flash Drone
- Heartbeat Sensor
- Stim Shot
- Trip Sensor

6. PERKS & WILDCARDS RESTRICTIONS

• RED PERKS

- Martyrdom
- Overclock
- Pinpoint
- Restock
- Slide Stabilizers
- Tactician

• GREEN PERKS

- Quick Fix
- Recon
- Tracker
- Vulture

• BLUE PERKS

- Alert
- Assassin
- Engineer
- Hardline
- High Alert
- Persistence
- Unit Support
- Demo Expert
- Shrapnel

- **Wildcards:** All Wildcards are restricted

7. PERMITTED OPERATOR SKILLS & SCORESTREAKS (WHITELIST)

Only items explicitly listed below are permitted for competitive use. All other operator skills and scorestreaks are restricted:

Allowed Operator Skills — 10 Allowed

- Annihilator
- Death Machine
- Gravity Spikes
- Purifier
- Tempest
- Claw
- Equalizer
- Gravity Vortex Gun
- Sparrow
- War Machine

Allowed Scorestreaks — 3 Allowed

- Hunter Killer Drone
- Predator Missile
- EMP

• All other scorestreaks are strictly restricted.

LOADOUT COMPLIANCE & EQUIPMENT RULE

• Banned Scorestreaks & Operator Skills Can Be Kept In Loadouts But Shouldn't Be Equipped / Activated In Match