

A History of Ubisoft's Manipulation of For Honor's Faction War

- The History



The Viking Faction wins the Closed Beta

- No known scandals



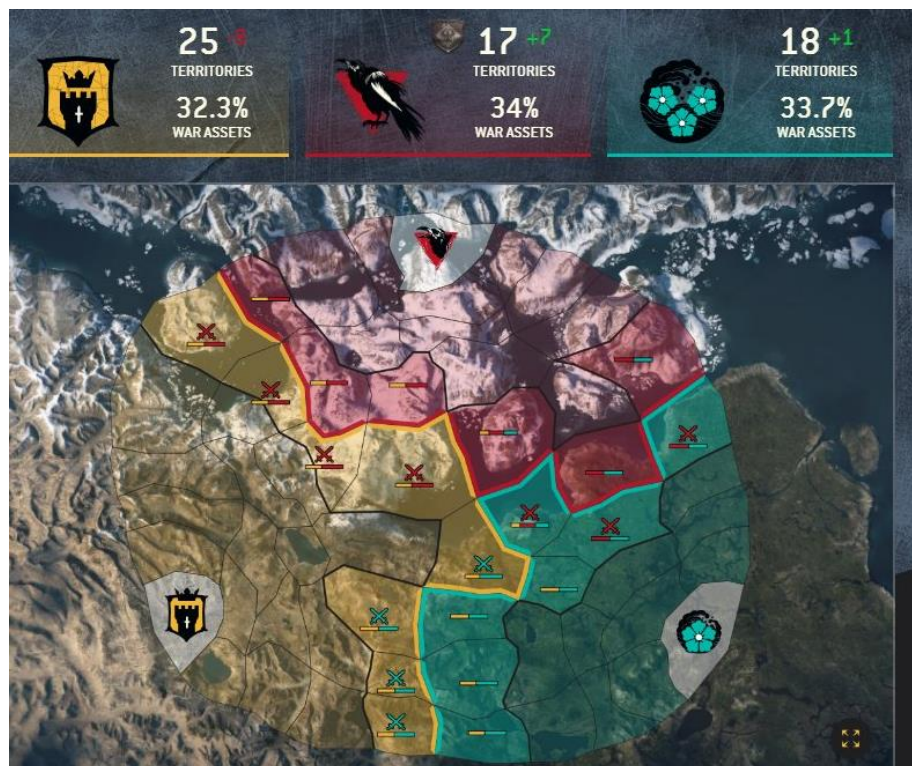
Team Viking Wins the Celebrity Matchup

- TEAM GLORY: Lauren Cohan, Demetrious Johnson, Dan Casey, and StoneMountain64 *defeats* TEAM JUSTICE: Jason Momoa, Alfie Allen, Jessica Chobot, and Sodapoppin [in the finals](#).



Open Beta – Knights Win

- 17+7: Ubi closes the Beta before the end of the final round, giving the Knights the win despite the score when the Beta closed.



(Screenshot of 17+7; the score at the close of the Open Beta)



Season 1 – Vikings Win

- No Major Scandals other than widespread disconnects



Season 2 – Samurai Win

- Ubi Maintenance takes the server offline during the final round, preventing the Knights and Vikings from contributing during the final push
- The plague of the Centurion Gank Squad
- The final was tied 2-2 between the Knights and Samurai and the Samurai won on the final *round's* assets, despite the Knights having more assets in the Season overall. (To the majority of players this was an unknown mechanic of the War at the time; it was assumed that the *overall* assets would be the final measure)
- Belief in the Cycle (Each Faction taking turns in clockwise fashion to win) was first established



(There appears to be no screen cap of the final results of Season 3)

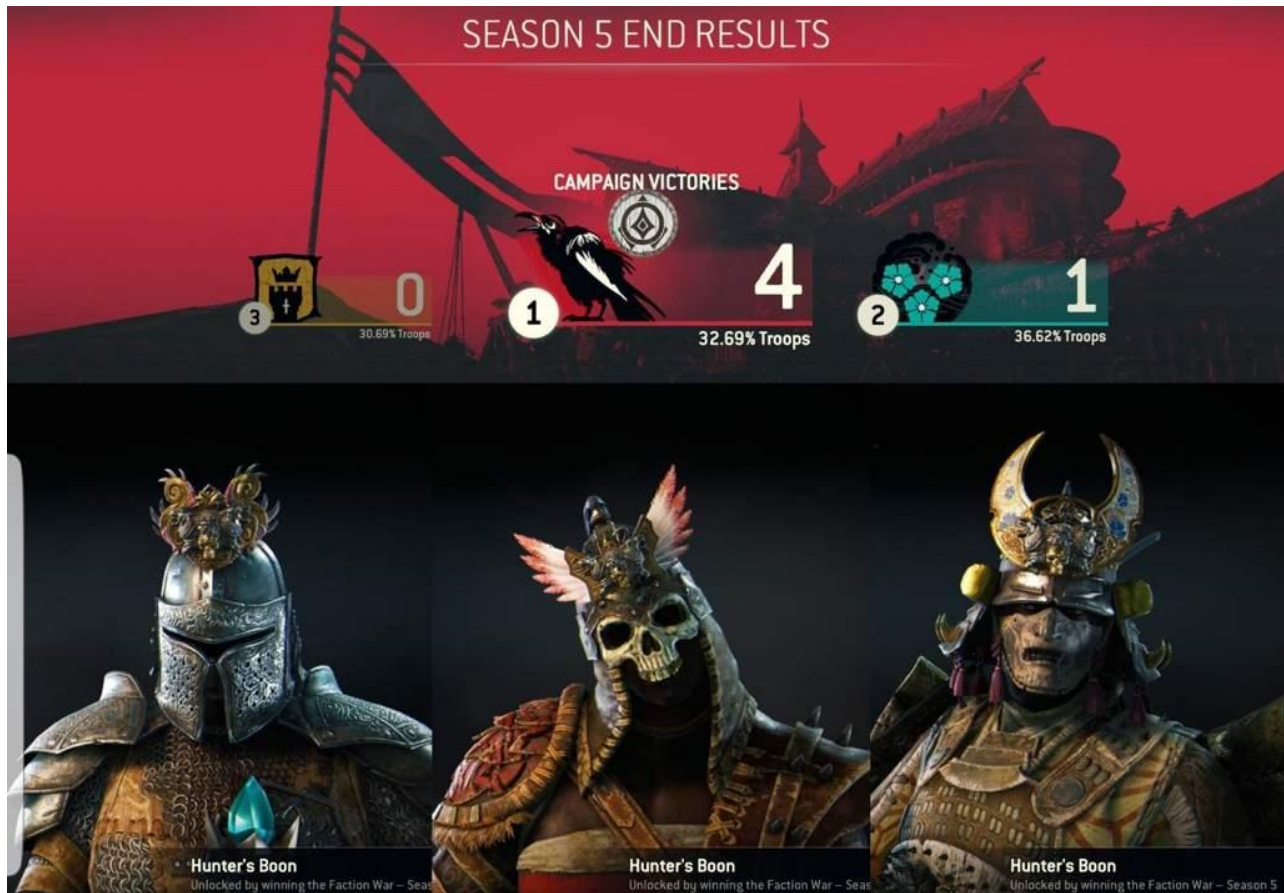
Season 3 – Knights Win

- No major scandals other than widespread disconnects



Season 4 – Vikings Win.

- No major scandals other than widespread disconnects
- By this point the belief in the Cycle is ubiquitous



Season 5 – Vikings Win

- The Cycle is broken in a major blowout
- A new belief in a “Year 2 Cycle” is established, theorizing that the Knights would win Season 6 and the Samurai Season 7
- Dedicated servers introduced; a few disconnects plague but it clears up
- 32+3 occurs in Round 5, stopping the Vikings clean sweep. A “glitch” in the “servers” caused the surprise maintenance in the final round of Season 5 to get stuck; people’s contributions were no longer being recorded. As a result Ubi extended the final round but the discrepancy shown below “steals” the Vikings impending win and sets the stage for the Samurai to get Comeback, eventually taking the final Campaign



(The Score before and after Ubi's Maintenance fiasco)



Season 6 – Vikings Win

- Incredibly tense season with no major scandals
- The “Year 2 Cycle” is broken
- New dedicated servers fully in place and the amount of disconnects fall drastically



Season 7 – The Present

- In the final battle of Campaign 2 The Knights, with 24+7, appear to get their Comeback Mechanic (A mechanic typically reserved for a Faction with fewer than 12 territories) activated allowing them to surge in assets. At the same time...
- The Great Asset Nerf of Season 7 takes place. Widespread reports from Vikings begin coming in about missing assets (Assets already deployed missing from the flagged territories) or nerfed assets where modes (PVP Dominion) that routinely give out over 1000 assets suddenly giving fewer.

Dominion
6 min 1 sec

VICTORY
Defenders
1090 PTS

Attackers
240 PTS

	Score	Objectives	Takedowns	Deaths	Latency
[Player 1]	1104	3	15	0	44
[Player 2]	346	2	9	3	115
[Player 3]	309	1	6	4	63
[Player 4]	51	1	3	5	61
[Player 5]	187	1	5	5	66
[Player 6]	172	0	5	5	52
[Player 7]	161	2	5	4	57
[Player 8]	157	1	7	6	44

Waiting for other players
00:34

Map vote open!
See Next Match tab for more options.
0/7 Players voted

SCOREBOARD REWARD NEXT MATCH

TROOPS SUMMARY

LVL 20

788 XP
LVL 1: 2200XP

BERSEKER
16/60 Gear Inventory
61416

REWARDS

XP 1534

960

50

TIME PLAYED
HIGHEST SCORE

840
120

(One player's report of nerfed assets received after PVP Dominion)

Summary

- It makes perfect sense, from a business standpoint, that Ubisoft itself would take an interest in the Faction War. After all it is the persistent, multi-platform competition that drives the entire game of For Honor. It would be troublesome if one Faction (The Vikings in this case) completely dominated the War; players from other Factions would defect (already happened) and the remaining players in the other two Factions would

become demoralized (already happened) and begin to lose interest in the game. Therefore, it is in Ubisoft's *and* For Honor's best interests that the Faction War remain relatively balanced, especially in advance of the major release of Marching Fire and the Wu Lin Faction. Once the Wu Lin become a full Faction the possibility of the game becoming a hit in China adds the potential of tens of millions of new players, by that reasoning Ubisoft needs to take whatever steps are necessary, including surreptitious manipulation of the Faction War, to keep the game alive and well until this new market can be reached.

Author's Theory

- It is this author's *opinion* that, in Year One (Seasons 1-4,) the Cycle was a real thing. That Ubisoft wanted to insure that each Faction got a taste of victory-in-competition. Furthermore, I am of the opinion that in Season 5 the training wheels came off and the Vikings ran away with the whole war. I also believe that 32+3 was a conscious effort by the team to prevent the Viking Clean Sweep from wrecking the morale of the other two factions. It has become apparent that there is widespread belief before the launch of the season among the Knight and Samurai Factions that a Viking win in Season 7 was almost inevitable. The Comeback Activation of the Knights at 24+7 combined with the Great Asset Nerf of Season 7 has all the hallmarks of Ubi-manipulation but it remains to be seen how the rest of the season will play out. One thing that cannot be disputed though is that the Knight's win in Season 7, Campaign 2 has reinvigorated them; reversing the trend of more and more Knights saying that the Faction War does not matter. If this win truly does get them invested in the competition once more then Ubisoft's goal of keeping the Factions interested in the War of the Factions is served and, ultimately, the game itself *benefits* from more robust participation and investment in the Faction War. Until such time as the [Faction War might receive a revamp to](#)

[a more truly engaging competition](#), we may as well accept the fact that For Honor is manipulated behind the scenes.