

Asylum		Countdown		Pinnacle		Spire	
DMR	30	Concussion Rifle	90	DMR	30	<b>Banshee</b>	<b>180</b>
<b>Energy Sword</b>	<b>90</b>	DMR	30	Magnum	30	Concussion Rifle	60
Mounted	180	<b>Energy Sword</b>	<b>180</b>	Needler	30	DMR	45
Needle Rifle	30	Needle Rifle	30	Plasma Pistol	30	<b>Falcon</b>	<b>180</b>
Needler	30	Needler	45	Plasma Repeater	30	<b>Focus Rifle</b>	<b>120</b>
Plasma Pistol	30	Plasma Pistol	30	<b>Rocket Launcher</b>	<b>180</b>	Ghost	45
Plasma Repeater	30	<b>Shotgun</b>	<b>180</b>	<b>Shotgun</b>	<b>180</b>	Grenade Launcher	60
<b>Shotgun</b>	<b>90</b>	<b>Hemorrhage</b>		<b>Sniper Rifle</b>	<b>180</b>	Needle Rifle	45
Sniper Rifle	90	Concussion Rifle	60	<b>Powerhouse</b>		Needler	30
<b>Boardwalk</b>		DMR	30	DMR	60	Plasma Pistol	30
DMR	45	Ghost	60	<b>Focus Rifle</b>	<b>180</b>	<b>Rocket Launcher</b>	<b>120</b>
Magnum	30	Magnum	30	<b>Gravity Hammer</b>	<b>120</b>	<b>Sniper Rifle</b>	<b>120</b>
Needle Rifle	45	Mongoose	30	Grenade Launcher	90	Warthog	45
Needler	45	Needle Rifle	30	Magnum	30	<b>Sword Base</b>	
<b>Plasma Launcher</b>	<b>180</b>	Needler	45	Needle Rifle	60	<b>Concussion Rifle</b>	<b>180</b>
Plasma Pistol	45	Plasma Pistol	30	Needler	30/45	DMR	60
Plasma Repeater	30	Plasma Repeater	30	Plasma Pistol	30	<b>Energy Sword</b>	<b>120</b>
<b>Rocket Launcher</b>	<b>180</b>	<b>Plasma Launcher</b>	<b>180</b>	Plasma Repeater	30	<b>Grenade Launcher</b>	<b>180</b>
<b>Shotgun</b>	<b>120</b>	<b>Revenant</b>	<b>180</b>	<b>Rocket Launcher</b>	<b>180</b>	Magnum	30
Sniper Rifle	120	<b>Scorpion</b>	<b>180</b>	<b>Shotgun</b>	<b>180</b>	Needle Rifle	60
<b>Boneyard</b>		<b>Shotgun</b>	<b>180</b>	<b>Reflection</b>		Needler	60
<b>Banshee</b>	<b>180</b>	<b>Sniper Rifle</b>	<b>120</b>	DMR	30	Plasma Pistol	45
DMR	30	Warthog	45/180	<b>Energy Sword</b>	<b>180</b>	Plasma Repeater	60
<b>Focus Rifle</b>	<b>180</b>	<b>Paradiso</b>		Magnum	30	<b>Shotgun</b>	<b>120</b>
Ghost	60	<b>Banshee</b>	<b>120</b>	Needle Rifle	30	<b>Zealot</b>	
Mongoose	30	Concussion Rifle	30/120	Needler	45	<b>Concussion Rifle</b>	<b>180</b>
Mounted	120	DMR	45	Plasma Pistol	30	DMR	60
Needle Rifle	30	Ghost	45	Plasma Repeater	30	<b>Energy Sword</b>	<b>120</b>
Needler	60	Grenade Launcher	99	<b>Rocket Launcher</b>	<b>180</b>	Magnum	60
Plasma Pistol	30	Mongoose	30/45	<b>Shotgun</b>	<b>180</b>	Needle Rifle	60
Plasma Repeater	30	Mounted	60	<b>Sniper Rifle</b>	<b>180</b>	Needler	60
<b>Rocket Launcher</b>	<b>180</b>	Needle Rifle	45			Plasma Repeater	60
<b>Scorpion</b>	<b>180</b>	Needler	30				
<b>Sniper Rifle</b>	<b>180</b>	Plasma Pistol	30				
Warthog	45	Plasma Repeater	30				
<b>The Cage</b>		<b>Scorpion</b>	<b>180</b>				
DMR	30	<b>Sniper Rifle</b>	<b>180</b>				
Grenade Launcher	90	<b>Spartan Laser</b>	<b>180</b>				
Needle Rifle	45	Warthog	60				
Needler	30						
<b>Plasma Launcher</b>	<b>120</b>						
Plasma Pistol	20						
Plasma Repeater	20						
<b>Shotgun</b>	<b>60</b>						
<b>Sniper Rifle</b>	<b>120</b>						

Note 1: All timers may be subject to change in different Matchmaking variants.

Note 2: Timers for "Game-Specific: True" objects are not included here; objects set up for Invasion will appear on different timers.

Note 3: All Health Stations are on 15 second timers.

Note 4: Grenade timers vary, but are typically 30/45 seconds.