

8/01/2015 WASP Semi-Open Squad Feedback.

Please note, this document will be updated with the latest feedback, it is a live document, so it's down to you to keep checking it if you're interested.

To keep this as feedback, as opposed to a chat, if you have any further suggestions or ideas send them to waspps2public@gmail.com. Cheers.

Gwadien - Aims for the next Semi-Open Platoon;

- Better Communication - Via getting people on TS earlier to setup the standard WASP comms (Red Comms & Leader Comms).
- Better Setup times - Try to get people squadded up or an idea of where to squad up before 7:30 (Op start) and find ways to speed up the process in general.

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pending on the numbers have multiple platoons setup.

Gwadien - Discussed this, and this didn't happen this op, due to the first time around, this will be the case next time, also when organising, we will try to get a better grasp of what kind of numbers the other outfits will pull, so we can arrange who will SL and where, so we can instantly call upon people to stand up if need be.

Loved the way of leading, you're great guys, I had such a good fun Hope to have alike OPS soon!

Velais [FRMD]

I think it was awesome! The squad composition was incredibly tight and the only thing I can complain about or rather question is the decision made to continue pushing for points at Eisa Southern Camp (first time we went there I think) when we were attacking VS there and they had air zerg and our two Sunderers wouldn't last for more than 30 more seconds basically. What I think should've been done is either set up defense somewhere and not get farmed or pull back and defend Sundys

Sevk - This was the plan, but unfortunately there was a miscommunication error which meant that we had to revert back and start the attack again, this time with the correct load outs for the squads.

Some Teamspeak setup feedback/ideas/sharing of experience:

In DIGT we use Radio Ops server groups, so SLs and PL are assigned to a TS server group called DIGT Radio Ops and via a keybinding they communicate and SLs relays orders to squad... I'm guessing you do something similar? We all love this setup in DIGT.

Gwadien - Yes, WASP does run with this kind of setup, we call it 'Red Comms', we have a system where the Squad Leader can sit in a seperate channel to the rest of the squad, so the Squad can happily talk rubbish whilst playing, but still able to do the more 'serious'

communication with the Squad Leader, whilst the Squad Leader uses 'Leader Comms' to communicate with the other Squad Leaders and the Platoon Leader, the reason why we didn't run this system tonight is because it would have taken quite a long time to get 20 odd people to sort out Red Comms, but if we get the same regular players, and people don't mind turning up half a hour before the op (Atleast) to sort it out, then we could do this, that way communication will be alot clearer and will make synergy far far superior.

General TS feedback:

Do you really need to have it password protected? DIG/DIGT's TS is open and we've never really had any problems! After you've been assigned as guest by supervisor or higher you can even create your own channels under many channels! This is awesome for letting people group up. I've done that a lot lately with Formido and I always create a new channel when I play as NC and often some people join. I also noticed you can't even write in channel chat which seems very locked down to me...

Gwadien - Unfortunately, yes. We're a multiple gaming community, and we can't really do it any other way than having people being forced to move around by an admin, we will look into editing the rights of the people joining the channel, and hopefully we can relax it a bit more, and see what we can do, but removing the password isn't really an option unfortunately.

Anyways... enjoyed it a lot and had great fun and hope to come back (with more maybe) soon!

Had a lot of fun, love the squad leader and the tactics we used. Although the armor part was a bit weird (driving around Esamir back and forth with no clear objective), the squad play was great. Also loved the dude who kept saying 'elf' instead of eleven (I'm dutch myself too).

Gwadien - Yeah, when we drove really far for nothing? Yeah, that was my bad, there was meant to be a huge armour zerg that we were going to hit from behind, but by the time we got there, another squad had already dealt with it, so it made us look like we were on a leisurely cruise.

I will certainly join the next one! (And maybe even join the outfit but not too sure yet)

PS2 Name: TGxWanted

Steam: Wanted1900

P.S. The name of this form is 'Untitled form', please fix :>

Gwadien - Done

Bravo squad, BeetleLord SL.

Very good squad, enjoyed it a lot. He took charge of people and I think we worked very well together. I'd like to hear the WASP feedback as well so if you can find a way of doing that - it'd be good.

To be constructive:

- Setup times weren't awesome, but to be expected first time around

Gwadien - Yep, we've already brainstormed a couple of ideas to streamline the setup timings, it may still be slow for the next couple of ops until we've perfected it, and it may involve people having to come a little bit earlier, perhaps 'cut off' point at 7:15 or so. (Then after if people want to join, they'll either have to be given some infos by their Outfit, or wait until a organiser is free to talk to them.)

- I think knowing what the main objective of the evening was would have been good. Not just "First on this cont"

Gwadien/Sevk - Blame that on SOE, there was no way that we could have got everyone to the Alert which sucked a bit, but on non-Alert continents Platoon Leaders sort of do their own thing and find the suitable fights, but if it's a general consensus that people want an objective then we can try to work towards that.

- I never really knew what other squads were doing. I think call outs of "Alpha are holding the balcony" or "We're going here whilst Charlie go here to do this" is nice. It makes me feel more apart of the platoon. I know it increases chatter, but personally I'm okay with that.

Gwadien - I personally feel like this is a more of a 'need to know basis' Squad Members can relay information to their Squad Leaders and the Squad Leaders can then relay that information to other squad leaders or to the platoon leader, that way we can respond, as you say, it can increase chatter, and we really try to clamp down on the amount of chatter that we have. Alternatively, if you want to listen in to the general chatter, then you're free to put on Leader Comms tags and listen in.

Honestly though, it's probably the most fun I've had in PS2 in a good few months. Do it more. Do it often.

CephasTheSecond - RTRS

Charlie squad was a bit slow, we spent too much time in vehicles and not enough time clogging enemy bases with our corpses. It kind-of felt like a downhill battle which I'm not used to. Though I don't know whether it was the lead or the circumstances.

Gwadien - I'm glad someone mentioned this, there was a huge air presence at one point where we were required to pull sky guards, unfortunately, personally, I hate running vehicles, but we really had little choice to try to defend but by the time we got there they all magically disappeared, hopefully on future ops we'll have the WASP Squad Leaders who enjoy running vehicles as well as infantry.

Overall I felt like we were doing the right things at the right time but not at a high efficiency.

Bravo Squad best Squad.

Beetlelord - Dulce and decorum est, pro Beetlesquad mori

Had great fun Liberating with our cool 3-man team. Next time I'll have to try the foot-slogging or armoured fun.

I had a blast playing with WASP. Great, friendly, calm guys!

/ [FRMD] Maxterminator

Gwadien - WASP Feedback;

Beetlelord (Alpha Squad Leader)

That was one of the BEST OPs I've attended since I joined.

We all know our numbers have been around 2 squads max, and with the current meta of redeployeside we just aren't as effective as we should be. We had OVER 50 people online at the end of the OP, I assume therefore there were a few people extra who had to leave. We ran a full platoon and an overfill squad! This is fantastic. We once again had the numbers to be a considerable enemy force capable of meeting zergs head on.

We beat

RO/MM

DIG

KOTV

All of them handily, though the VS were persistent as fuck we consistently denied them. We then punished them by taking their precious Octagon. Fucking geometry, motherfuckers. We had proper air cover and squad interaction which saw Bravo squad heroically save and be saved numerous times throughout the op, often in extreme style.

Bravo squad was exceptionally cohesive, considering we'd never fought in a squad together before. Alex from 252V was an excellent addition, in particular. He was always on the ball with vehicle pulls. The squad as a whole was great with maintaining and adapting squad composition, following orders and redeploys. I'm not sure if our sheer numbers mitigated the enemies ability to break through slightly disorganised set ups (Ie our firelanes and door coverage wasn't amazing but point defence was great and the squad flowed with haste to particular exits in response to a push) but who cares, if we can maintain such a busy OP? Overall the Beetlesquad performed exceptionally (as expected, obviously) I felt and responded to orders and got shit done so hard, it was beautiful.

10/10 would attend the fuck out of future open ops.

I think we all know which was the best squad last night.

Notable Feats of Might by the famous Beetlesquad:

We did a joint-push on a sundyinfested tower on Eisa. Bravo conc'd the upper tiers and stormed the bridge while Alpha smoked and pushed from the ground floor stairs. They got annihilated. It was glorious.

We single-handedly denied the TR the Tech Plant after the other squads exploded like cowards. Our last ditch defence of the point ensured the capture went through.

We single-handedly beat an entire DIG platoon of Magriders. No, seriously.

We claimed numerous sundy kills in the face of extreme opposition, on foot.

We swatted a billion Mozzies, Scythes and Libs out of the sky with our air deterrence setup, and distracted a Biolab full of TR with a single AV nest.

Dulce and decorum est, pro Beetlesquad mori

Sabotsa5 - Liberator

I was playing with 2 non-WASP-players in the air-squad as liberator. (HIVE AIR: Liberator 1 channel)

Red-Coms are not working for non-WASP-players (= can't talk AND can't hear!).

I am not sure why they couldn't hear SL orders and even when I was talking in red-coms they did not hear me though I was in the same channel.

Would be nice if we can fix this but at least in AIR we had no serious problems working around it.

Besides that was a good OP!

Gwadien - As mentioned above, this will be amended for future ops.

JesNC - Infantry Dude.

Bestest Operation 2015!

No seriously. Last evening was the most fun I had in PS2 in a long while and the 'randoms' blended in really well.

10/10 will attend again.

Droneslayers - Infantry Dude.

10/10 will join next time

more of this shit , way better then 20 ppl :)

Recruitment might not be the best but at least NC will improve

/Drone

WildBeyond - Air Peasant.

Went really well and really enjoyed it, it's nice to pick a base and have the numbers to actually take it. The non-WASP players performed very well in the air with good co-ordination.

WildBeyond

Excoriator - Alpha Squad Leader.

Really enjoyable night. Having 4 full squads really does increase the scope of targets we can attack/defend.

Severd - Bravo Squad

I was in Beetlelord's Bravo squad with the majority of the mixed crew. I'm in agreement with him that it worked very nice and tightly, most of the squad communicated on comms and we listened to each other, was nice to play with others and have everything work so smoothly. I commented at the time it felt so chilled out yet it was effective play. I thoroughly enjoyed it, if those Bravo squad guys want feedback - well it was a pleasure and hope to see them again.