

Since server time follows Daylight Savings, reset has been moved back an hour. 5PM server time now.

Guilds interested in participating so far:

- GH
- TEW
- TOSH
- HC
- CLAW
- SWAT
- CoS

All targets will be scouted out ahead of time.

The plan I had in mind was for each guild to assign numbers to their members (1-15) and form parties for any of their extra members that can head towards the more difficult targets. If each guild can field 15 players, then we have seven people on each target right from the get-go. This is more than enough for most of them.

I numbered the targets as follows:

1. Ander "Wildman" Westward (Southsun Cove)
2. Bookworm Bwikki (Lornar's Pass) ***
3. Brekkabek (Harathi Hinterlands)
4. Crusader Michiele (Sparkfly Fen)
5. Deputy Brooke (Snowden Drifts) ***
6. Devious Teesa (Frostgorge Sound)
7. Diplomat Tarban (Brisban Wildlands) ***
8. Half Baked Komali (Mount Maelstrom) ***
9. Poodaboo (Kessex Hills)
10. Prisoner 1141 (Iron Marches)
11. Shaman Arderus (Fireheart Rise) ***
12. Short-Fuse Felix (Diessa Plateau)
13. Sotzz the Scallywag (Gendarran Fields)
14. Tricky Treksa (Blazeridge Steppes)
15. Trillia Midwell (Fields of Ruin)

There are a few targets that are a little more difficult which I'll put asterisks next to. Those would be the targets to send your "roaming parties" to. There may be some players who will get assigned to a target that isn't chosen by any guild, but I ran a statistics test on the probabilities of that happening and it's really unlikely. Every player who participates should be able to get credit, and if they don't, then each guild gets the 25 merits and has all week to run a make-up guild bounty mission for players who missed out.

Timing: Start missions at 5:00 PM server time. All guilds should be organized and have assigned players sent out to each target ahead of time (preferably by latest, 5 minutes before reset). A commander's icon on each target would also be nice, so if I could get a list of players participating with these icons ahead of time, that'd help as well. **DO NOT ATTACK AS SOON AS MISSIONS START.** Wait until some other guild attacks targets first or until 5:05 PM server time, whichever happens first, so that additional players from each guild have time to get to reach target and get credit for them.

What if your guild can't field 15 players? Prioritize six players to head to each target that your guild gets when you start the guild mission. I like to assign each player (or group) a number 1-6 such that 1 gets the top target, 2 gets the next one down, and so on up to 6 who gets the bottom target listed. Any additional players would be sent to the targets listed above with an asterisk.

I think this covers all the bases. I will be on the public teamspeak for anyone who has questions or suggestions. Having been thinking of different ways to go about this over the past week, this is the most efficient method that I've come up with.