This document is deprecated! See the following for the contemporary iteration of Merc Nights:
https://docs.google.com/document/d/1jB-YOxifPCSjBFgxU4W53Fh1WKJ5h03mC8a51d-b9rc/edit?usp=drivesdk

Authors: [CJF] DireWolf2K
Last edited: 11/22/19

Abstract / Pitch

Structural proposal for **regular weekly organized VOIP Terrain control games with minimal organizational overhead.** Semi-open TC on Fridays from ~1700 EST / 2200 UTC to whenever the population dies. Locked server, unlocked TS VOIP where interested players can get a password. Server will run Solaris Arena until there are ~8 players ready, then will switch to TC until population becomes too small, and will finish with migration to pubs or conducting short single-life drops if there is interest. Event is not intended to be particularly competitive, instead an effort at establishing a regular community event and encouraging collaborative play.

A trial will take place on November 22nd, 2019 starting at 2200 UTC.
The Merc Nights channels on the Wolverines' Rebirth Teamspeak server will be used for VOIP: wr-clan.no-ip.org

Objective

Organized play in MWLL is a key component of the game's depth, and a powerful tool to attract and retain players. Chaos March and associated events run by SJ Duelist have been consistent draws, but the barrier to entry is high. Single-life drops are challenging, especially for new players. In addition, the CM metagame is complex and requires significant investment and consistency from organizers and faction leaders. **Friday Night Merc Night** is a proposal for another event model: weekly, organized VOIP Terrain control games with minimal organizational overhead**.**

Organization

A pool of potential organizers, drawn from MWLL units and dedicated community members, will be available to lead teams. Ideally, at least two organizers will be available for every event - designated team captains who can moderate and provide feedback to players. Captains will focus on cultivating teamwork and prioritize teaching newer players. The event could conceivably be run with only one official host, however - the opposing captain slot could be filled by an experienced community member selected at the organizer's discretion.

Players interested in becoming an organizer may reach out to a current organizer, who can grant access to a shared schedule. Ideally, at least one organizer should be able to commit to availability within two days of the event. Players interested in becoming organizers do not need to be dedicated to attending events every week or even particularly consistently. All that is expected is that organizers are willing to serve as responsible leaders, perform some minimal server interaction, and have the motivation to participate if they're free during the given timeslot.

Games will be semi-public: A dedicated TC server that will run for the duration of the events will have a password that changes every week, and players will be directed to join an open voice channel where an organizer can provide the password. Teamspeak would be the preferred VOIP platform due to its granular administrative permissions and high quality codecs. W-R (wr-clan.no-ip.org) and SJ (mekmaster.com) Teamspeak servers are candidates for hosting. The Official MWLL Discord voice channels might serve as an alternative platform; administrative flexibility would be compromised in exchange for a lower barrier to entry.

Event Format

Peak MWLL player activity tends to be on Fridays through Sundays between 2100 and 0500 UTC. A proposed timeslot could be between 2200-0400 UTC/ 1700-2300 EST. At the event start time, the event server would be launched on a Solaris Arena rotation. When a sufficient number of players arrive in the VOIP area (perhaps 8-10 players total, including captains) or upon a map's conclusion, a TC map will be loaded. Captains will divide the players into teams (perhaps through a draft system, but no formalized system is necessary), and team members will move to appropriate channels as the game begins. Players can join games in progress. If team numbers are uneven, new joiners will be asked to join the team with fewer players. If team numbers are even, new joiners will be asked to join the team at a ticket disadvantage. Exceptions can be made at the organizers' discretion (for example, if there's a very large ticket gap). Teams can be reassigned or new captains appointed between TC games, and matches will continue until either a designated end-time or until the population drops below some value after peak hours (perhaps less than 8 players). At such a time, remaining players may be encouraged to migrate to public servers and voice channels. Alternatively, if there is granular server access and interest among the remaining players, organizers could prepare quick (maximum length 15 minute drop time) single-life drops. Teams would have designated captains, and be assigned CBill and techbase restrictions (e.g. a 3v3 might have symmetric limitations of 43000, 65000, and 102000 cbills, one of which must be a Clan mech).

Execution

A trial of the format will be conducted on **November 22nd, 2019**.
At present, interested organizers include: DireWolf2K, Carbonel, Glarrg, Fluffy Destroyer
Hosted by 12th VR
VOIP Venue: **wr-clan.no-ip.org**

Please contact DireWolf#3295 on discord or https://steamcommunity.com/id/DireWolf2000 if you have any questions or want to participate.

Potential Map Pools
- Primary pool:
  - SA - "Match Lobby"
    - SA_Carbon_1, SA_Coliseum, SA_Jungle, SA_Gladiator, SA_Glory, SA_HelsGate
  - TC - Main Event

- - - TC_Bogs, TC_CitytechV02, TC_DeathValley, TC_Dune, TC_Dustbowl, TC_Forsaken, TC_Frostbite, TC_Harvest, TC_IvoryTower, TC_Kagoshima, TC_Mirage, TC_Oasis, TC_Outskirts, TC_Qandahar, TC_RingofFire_v0.3, TC_Scorched, TC_StoneRose_V2, TC_ThunderRift, TC_Wildlands, TC_ZoetermeerV6

- Unconventional pools; for special matches
  - TC - Specialized; short or unusual
    - TC_2Fort_TOW_001, TC_AcidKotH, TC_Altay, TC_Desolation, TC_Enkeladus, TC_EmysRoom, TC_IcePlanet, TC_Inferno, TC_JungleImpact, TC_KotH, TC_Lunacy[v1], TC_Marshes, TC_MonumentV4, TC_NewAvalon, TC_OldDustbowl, TC_Palisades, TC_Sandblasted, TC_SeaportV05, TC_SnowblindV06, TC_SolarisA, TC_Taiga, TC_StoneRose (but make it clear which one this is), TC_Tukayyid, TC_Urban_Jungle, TC_WarzoneV06
  - TSA - Mix-ups for minigames or lobbies if requested. Short time limits or low ticket counts.
    - TSA_Alshain, TSA_CanyonProV2_1, TSA_Carbon2_1, TSA_ClearCut, TSA_BadlandsV06, TSA_Desert_V2, TSA_Desolation, TSA_Extremity, TSA_ForsakenV06, TSA_Glory, TSA_HelsGate, TSA_IceArena, TSA_Jungle, TSA_JungleImpact, TSA_Marshes, TSA_Mirage, TSA_SolarisA, TSA_ThunderRift
  - CarbMarch / Crab Scuttle / Pandemonium Slog - Single Life, various
    - TC_Area88V1 and TC_Breadbasket001, in addition to all aforementioned TC maps.
    - All aforementioned TSA maps.
    - Discretion advised with the use of large maps!