



[ServerSmash: MergerSmash](#)

03 August 2014 @ 18:00 UTC

Miller VS Woodman

336 vs 336

Game Referee: OdinsPride
Casters: Fara/RedolentBastard
Official cast: <http://www.twitch.tv/planetside2>
Server Reps: _____ Miller: [DIGT] Justicia, [WASP] Bvenged, [CONZ] BoxDirty
Woodman: [REBR] Darthsebius, [2CA] satrianivai1988,
[YBuS] ANGEHTR, [KOTV] SakuraGore

TeamSpeak 3 address: 37.187.35.243

Game Timetable

[All times in UTC \(-7 for PDT, -4 for EDT, +1 for BST, +2 for CEST\)](#)

	UTC	PDT	EDT	BST	CEST
PREP	16:00	09:00	12:00	17:00	18:00
PRE-GAME	17:30	10:30	13:30	18:30	19:30
MATCH START	18:00	11:00	14:00	19:00	20:00
MATCH END	20:00	13:00	16:00	21:00	22:00
POST-GAME	20:10	13:10	16:10	21:10	22:10
END	20:30	13:30	16:30	21:30	22:30

General Rules :

1. **Server Reps must properly allocate the Jaeger accounts to their server's participants.**
Each server receives **336** accounts with access to Jaeger. It is the duty of the reps in tandem with the force commanders to allocate these properly to participating outfits and their members. Each server has **36** reserve accounts to be used for situations including: disconnects, account inaccessibility, reserves, etc.
2. **Participants must use PickupTS.** To combat population imbalance and/or facilitate better organisation between match admins and players, both Server teams must make use of the Pickup Teamspeak server.
3. **Participants should use the outfit tag to approximate their live outfits.** As Jaeger is a live server, actual outfit tags cannot be used. Participant accounts are also not freely named but numbered. Therefore, participants should make outfits that approximate their live outfits for easier identification.
4. **The Game Referee has final say on all matters of the match.**
 - 4.1. All concerns during the match should be brought to the attention of your Server Rep..
 - 4.2. Server Reps will then bring matters to the Game Referee.
 - 4.3. The Game Referee is responsible for timekeeping of the match.
 - 4.4. The final result of the match is the responsibility of the Game Referee.
5. On Game day and during the prep phase, **participants should be online and on TeamSpeak at least 2 hours before the match start, meaning at or before 16:00 UTC.** We will need to make sure everyone is able to log on to their assigned Jaeger accounts, and participants will also need to use this time to kit out their characters to their liking. There will be no need to level up for beacons.
6. <http://www.twitch.tv/planetside2> is the Official cast - We encourage everyone to stream their own footage to record the history of the event, but ask streamers to use at least a 5 minute delay.
7. ServerSmash is not run by SOE, and our staff are not devs. We have support from SOE in running this event on Jaeger and with many aspects of the match, but we cannot guarantee details outside of our control.
8. When joining TeamSpeak please do so with your Outfit Tag and Live Name, and **add your assigned Jaeger account number to your TeamSpeak name..**
9. No immediate gameplay restrictions, but restrictions may be enforced if an item is bugged or currently facing balance issues. This will be determined on the day/night of the event during prep time.
10. Cheating, using exploits, hacking, or real life enemy team sabotage will disqualify your entire outfit and may impact your outfit's participation in future PS2.PickUp hosted events.

11. Participating outfits have all of gameday to prepare and 2 hours prior to game start to request TeamSpeak setups and layouts, and for any last minute questions and queries.

Objective - Land Grab

Capture as much of Hossin as possible within 2 hour time limit.

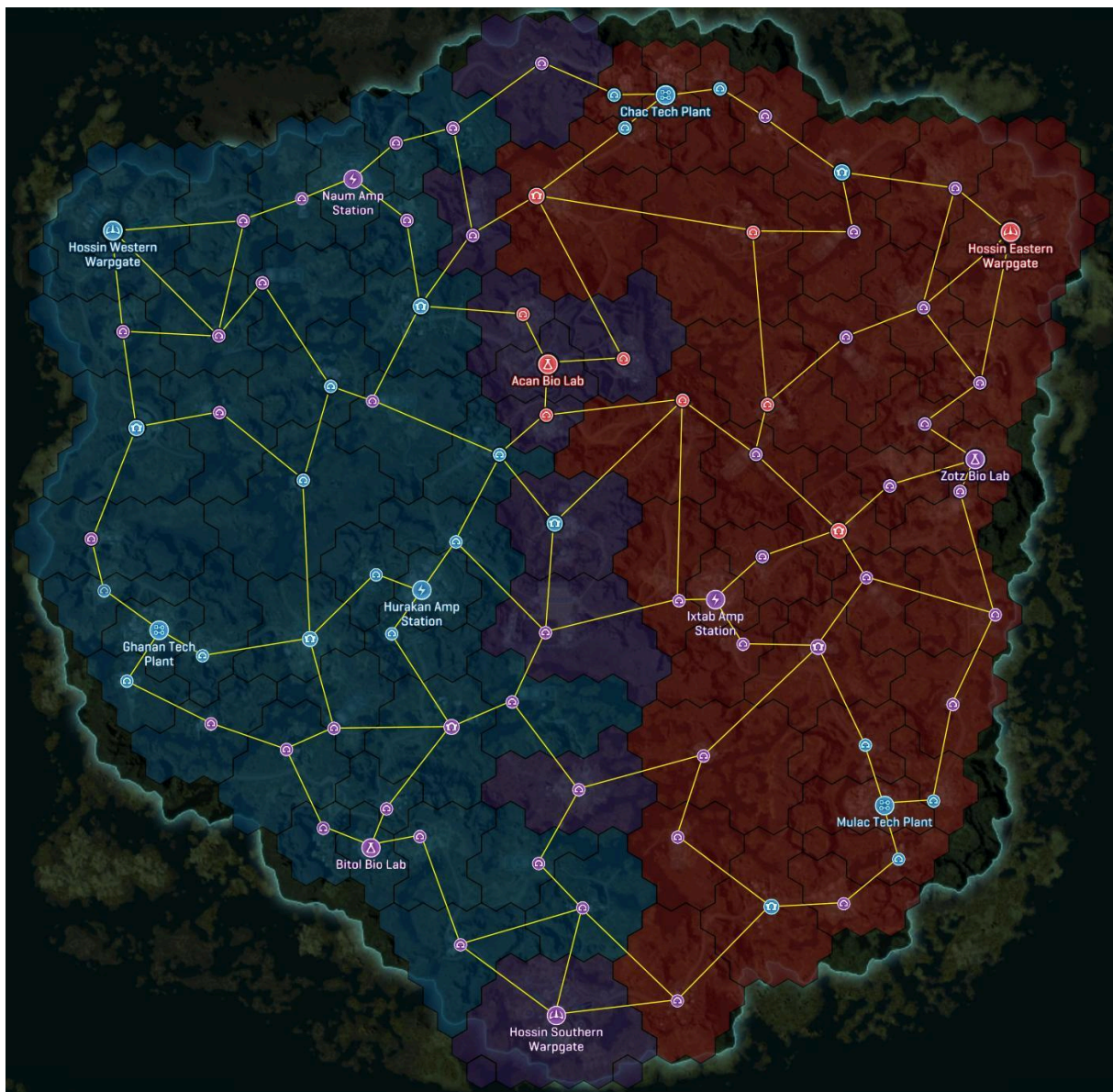
The winner is the server with the most territory at the end of 2 hours time, as determined by the in game territory control graph. There is no overtime!

Home Warpgate & Faction

Woodman - East Warpgate, **TR**

Miller - West Warpgate, **NC**

Starting Map:



****Participants are requested to stay off the event continent until told otherwise****

Miller [MILL]	Woodman [WOOD]
<i>Force Commanders:</i> • [G00N] StumpyCat • [DIGT] Maelstrom26 • [252V] RTiger	<i>Force Commander:</i> [EDT] Gavrilot
• [252V] 252nd Spec Ops • [ABTF] Airborne Task Force • [BRTD] Better Red Than Dead • [CONZ] Consortium • [CSG] Coldstream Guard • [DEIM] Deimos Corps • [DIG] Dignity of War • [DIGT] Dignity of War Tactical • [DWG] Deathwatch Gaming • [DWHQ] Druckwelle • [ES] Escuadron de las Sombras • [FRMD] Formido • [FU] Freelancers Union • [G00N] Goon Brigade • [GZC] Gamez Clan Multigaming • [iECP] Iron Eclipse • [IVRI] Vanus Revenge • [JNJ] Jianji • [LYF] Legio of Infanati • [MCY] Mercenarys • [NoDI] No Desire • [OC] Outcasters • [OCB] OCB • [RNX] Ruffnex • [RO] Red October • [RPS] Rock Planet Shotgun • [VCBC] Vanu Cream Bun Clan • [WASP] WASP • [XDT] XDT • /r/MillerPilots	[REBR] - Rebel Rifles [R1OT] - Riot Corporation [ORBS] - Orbital Strike Force [FFS] - 151st Freedom Fighters [YBUS] - Yellow Bus [IP] - Iron Pulse [M0O] - Legend of the Cow [EDT] - Elysian Drop Troops [S12] - Squad Of Twelve [VIB] - Vanu Inglorious Basterds [KOTV] - Keepers of the Void [UFR] - Nouveau Conglomerat Francophone [T4NK] - Polish Motorized Cavalry Brigade [FHM] - FH Marauders [S4NC] - Scarlet Sanctum [VoGu] - Void Guardians [2CA] - 2nd Combined Arms Core [ELME] - Elementary Beginnings [TNI] - The Nuke Incoming [NRI] - Renegades Incorporated [BWH] - Blastwave Heroes [SOHO] - Sword Of Honour [208] - 208th Strike Unit [5thF] - The 5th Faction [ACRO] - Cromites [F1RE] - Firebrands [YAAR] - Pirate Gaming [TAW5] - The Art of Warfare EU VS [WOLF] - Wolfsfrei [ENL] - Enforced Independence [ZRKL] - ZockerZirkel