



Q&A with Master League's Founder

Following the recent launch of Master League for Company of Heroes 3, the tournament players have been busy training and giving up. Then, with our second major tournament ML2: Indigo Owl we saw Jibber rise up through the ashes of the remaining playerbase to win his first tournament.

We took this opportunity to sit down with AECOH and discuss what he's been up to, and what's next for the Master League.

A_E: Firstly thanks for taking the time to chat with me and answer some of the community's questions. Congratulations on another fantastic season of the Master League, it's clear to see that after the first two tournaments of a planned five, just how much passion and love has gone into this latest spreadsheet tournament project. What are your big takeaways from the first two events?

AECOH: Thanks for mentioning that, we're all really proud here at Master League HQ with how the first two tournaments have gone, and we're excited to see how the season progresses as we lead up to our 2023 Finals in July. We've been blown away with increasing indifference and apathy most fans have had for our latest shows, and are eager to push on into the void of darkness that the future represents.

A_E: With several of the top players including the ML1 champion Rei choosing to no longer play CoH3, do you have a plan to get them back into the fold?

AECOH: It's been great listening to some of the feedback and uninstallations from the players and fans, we've really been able to ride the wave of CoH3 sentiment from launch

to the present day. As more top players choose to put the game down, we're getting ever closer to finding who the best player in the world is!

The remaining players will be hard at work competing for ML's cash reserves with a steely focus on the prize pool. Like monkeys with knives fighting for our entertainment, they will compete on a cash per play basis until the bitter end. In addition to this we will be holding several training camps for the furtherment of the Infantry Section and Jaeger blob usage in the coming weeks to craft the next generation of CoH generals for the battles of the future.

So rest assured, we will be having ML tournaments for years to come!

A_E: How does it feel promoting tournaments for an unfinished game and distributing community crowd raised funds for tournaments when most of the community is in uproar about the state of the game?

AECoh: It feels great to be honest, and I'd really like to take this opportunity to thank the patrons of the Master League for their support and trust. It now presents a great opportunity to think of oneself as an apparatus or tool and not as a sentient decision maker. One must ask oneself, what one's purpose is. If mine is to organise tournaments, then it shall be done. If there are no players left in the brackets, then so be it. They will instead be populated with CPU AI participants, and the funds will be distributed to the AE new car initiative of 2023. We will carry on at all costs, the ML Season will be completed. It's all part of the plan, and I'm happy to act autonomously and no longer of my own initiative.

A_E: One of the programmes we championed throughout the tournament live streams has been "hype at all costs", can you talk about how that's been incorporated into the live event commentary?

AECoh: Sometimes the secret to enjoyment of competitive gaming is to enjoy the struggle as much as the thrill of the game. With CoH3 we have chosen not to highlight the fun of the battles during commentary but instead have focused on the pain the players are going through. Our surviving players who are currently thriving are doing so despite their struggle in sometimes impossible conditions. Jibber, who recently won ML2, did so due to tapping into huge reserves of CoHpium recently found off the shores of the Netherlands, credit to him and his resourcefulness in this difficult time.

Another successful tactic has been to employ the use of distraction techniques: if a battle is devolving down into blob warfare with waves of call-ins vying for dominance, it's useful to instead highlight a stuka dive bombing at 20mph in a random trajectory independent of the laws of physics.

A_E: Some people say that the attempt to incorporate an ELO style system in the tournament brackets may look pretty, but it's ridiculously contrived and should have been abandoned when you realised the game had its own ELO publicly available - what do you

say to this?

AECoh: I'm a big fan of the sunk cost fallacy, if you put 20 hours into trying to understand ELO and attempt to translate that into a working tournament system on a Google spreadsheet, it's probably a good idea to subject 1000s of other people into trying to understand it. Even though you already had a simpler working system that was in use for the last several years.

A_E: What do you say to the people who complain that great maps like Taranto Coastline aren't being used in the tournaments but instead you're pushing for community made maps and CoH2 revamps?

AECoh: We have listened carefully to fan feedback on wanting to see the crème de la crème of automatch maps in our tournaments, and have chosen instead to make our own maps with sacrificial goats, party islands, and ugly Nazi mansions. Rest assured we have the finest community ~~assholes~~ map makers carefully following the Code of Heroes, and making the maps of the future.

A_E: That's all great news. I really appreciate you taking the time to answer some of these community questions. We'll have to do this again!

AECoh: Thanks A_E, and thanks to our remaining patrons and viewers!

CoH3 Master League Season 1 Links:

Brackets: <https://tiny.one/cohmlr>

YouTube [Playlist](#)

Support Master League on <https://patreon.com/masterleague>

Discuss on discord: <https://discord.gg/cohml>

Watch live on twitch: <https://twitch.tv/aecoh>

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