

## Operation: Alpha's Slumber Party - MP Stage

### Main Objective:

Reach an operational status competitive with other units in terms of flight performance, as defined by indicators.

### Secondary Objectives:

Familiarize pilots with the art of MP duels.  
Incentivize unit cohesion  
Motivate unit overall activity  
Gauge pilot's individual abilities to better understand their training needs  
Make Horus curse at the mods  
Timeout the server and embrace the lag.

### Operation format:

Pilots will face each other in PvP even engagements of 1v1, 2v2, 3v3 or 4v4. You have to pick pilots from the opposite squadron. To participate, you'd have to play at least 1 match. The pilot's performance on each squadron will be individually measured as follows

$$IR = TP * A * B * X * Y * Z$$

### Where

IR: Individual Ranking (of the pilot)

TP: Total points (scores from all matches pilot has flown against the other squadron)

A: is the modified average of Player Win/Loss ratio. Player Win/Loss from 1v1 matches counts as 2\*Player Win/Loss towards the sum. On 2v2, 3v3, 4v4, highest score on the match will have the highest Player Win/Loss ratio and lowest score will have the lowest Player Win/Loss ratio regardless whether the pilot's team won or not.

B: is the average of both individual and team Game Win/Loss ratio. Game Win/Loss ratio counts as  $(2 * \text{Game Win/Loss})^2$  if the game is won with equal or less than 3 deaths and a K/D of 1.5 or better. Game Win/Loss ratio is a measure of the team's performance

Note: In the case of zero losses, the upper number will be considered for rankings i.e. Total Game W/L ratio of 4/0 will mean 4, same as an overall Game Win/Loss ratio of 4/1. In case of a tie, 4/0 will imply better performance

than 4/1 and if both teams have 4/0 then average Player Win/Loss Ratio, and average K/D ratio can be used as tie-breakers.

X: Kill/Death ratio. All player kills (S-kills/2 + Kills) versus all deaths from all flown matches by the pilot. A direct indicator of a pilot's in-game performance. Can be used as a tie-breaker in matches.

Y: Adversary squadron's average K/D ratio. Average of all participating opponents K/D

Z: number of opponents the pilot have flown against.

The team performance is measured with this formula:

$$TR = C * AIR * PR$$

Where:

TR: Team Ranking

C: is the average Game Win/Loss ratio for team matches exclusively. On a given game, multiply by 1.5 if the K/D of all pilots on the winning team exceeds 1.5 in said game

AIR: Average Individual Rating of all pilots participating

PR: Participation ratio is the relation between your squadron's participation vs the enemy team's own participation: (total pilots participating from your own squadron) \* (Adversary squadron's strength) / (Your squadron's strength) \* (total active pilots participating from adversary squadron)

The squadron that achieves the highest Team Ranking wins. Top 3 players sorted by Individual Ranking will be awarded medals.

## Section 1 - Basics

Every month, pilots from Alpha squadron will fly PvP matches against pilots of a designated squadron of the TIE Corps. Alpha will fly against every single other unit of the TC. Performance metrics will determine the winning pilots and the winning squadron. The objective isn't much to spam LoCs but to create unit cohesion, build unit morale and motivation and obtain field experience against real opponents. Get the ball rolling in terms of training towards participating in other online events.

### Section 3 - Platforms/Patches/Ships Allowed

2.1 Platforms: Matches will be flown using XvT/BoP, XWA, XWAU, TFTC-C/TFTC-R

2.2 Patches: For XvT/BoP any flyable patches from the SCO. Alternatively the famous ImpTac Ship Patch can be used. For XWA, any SCO flyable patches can be used. No patches are allowed for XWAU/TFTC-C/TFTC-R

2.3 Ships Allowed: all flyable ships. All extra ships in flyable patches are allowed as well.

### Section 4 - Match information - game modes

3.1 Even teams: pilots can fly 1v1, 2v2, 3v3 or 4v4 matches. Teams will exclusively consist of pilots from each squadron (Alpha pilots in one team, pilots from the challenged squadron in the other team)

3.2 FFA (Free For All): alternatively pilots can fly FFA matches providing the third pilot does not belong to any of the two contesting squadrons (be it a pilot from another squadron, TCCS, reserves or a non EHer). The stats of the third pilot, however, will not be taken into account towards this particular competition.

3.3 Uneven teams: 2v1, 3v2, 4v3 matches are allowed if both parties agree to it.

3.4 Uneven ships (mixed matches): both parties can agree to mirror the ship choice (be it same ship or different ships on the team, as long as the other team mirrors the ship choices), fly different craft providing they switch ships on a back-to-back basis (one match flying each ship or set of ships) or fly just one match with different ships.

On the case of uneven ship on a single 1v1 match, the value of the ship with the highest points will be divided between the value of the ship with the lowest points. This will be the multiplier of the Kill/Death Ratio of the pilot flying the lesser ship and the inverted value will be the multiplier of the K/D ratio of the other pilot

I.e. on XvT: X-Wing: 1200 points vs TIE Fighter, 600 points.

Kill/Death Ratio of the T/F pilot:  $1200/600 \times \text{original K/D ratio} = 2x \text{ K/D}$

Kill/Death Ratio of the X-W pilot:  $600/1200 \times \text{original K/D ratio} = 0.5 \text{ K/D}$

For teams flying uneven ship setups on a single game, or in sets of games where they won't switch ships, the total number of points on each team will be divided between the number of deaths. This will give a normalized point value per team. The highest of these values will be divided between the lower one. This multiplier will be applied to the individual K/D ratios of the pilot or pilots of the lower normalized point value while it'll divide the values of the K/D ratios of the pilots with the higher normalized point value.

Example: 2v2

Team Alpha flying T/F (600 points) and T/I (800 points): 10 kills , 5 deaths, 24.000 points ( for the sake of argument).

K/D ratios: pilot A, 5 kills, 3 deaths,  $K/D=5/3$  and pilot B 5 kills, 2 deaths,  $K/D \text{ ratio}=5/2$

Team Beta flying X-Wing (1200 points) and Y-Wing (1000 points). 5 kills, 10 deaths 18.000 points

K/D ratios: pilot C, 2 kills, 9 deaths,  $K/D=2/9$  and pilot D 3 kills, 1 deaths,  $K/D\text{ ratio}=3/1$

Normalized point value for Alpha:  $24.000/5 = 4.800$  points/death

Normalized point value for Beta:  $18.000/10 = 1.800$  points/death

Multiplier:  $4.800/1.800 = 2.66$

K/D ratio of Alpha pilots:

pilot A:  $(5/3)/ 2.66 = 0,62$ , pilot B:  $(5/2)/ 2.66$

K/D ratio of Beta pilots

pilot C:  $(2/9) \times 2.66$ , pilot D:  $(3/1) \times 2,66$

This somehow normalizes the difference between ships although it will penalize teams opting for better ships yet losing. A pilot choosing to fly TIE Defenders against TIE Fighters and losing all the time will be heavily penalized and will affect the ranking of his team. So, you can have fun experimenting, but for a price.

## Section 5 - Challenging

Special 1v1 or 2v1 challenges can be flown (using the FFA template for the case of XvT/BoP). K/D for the pilot flying alone in 2v1 will be doubled no matter the craft choice. Winners of 1v1 challenge will have their Game Win/Loss ratio doubled. If the winner finishes the challenge with 1 or 0 deaths, Game W/L will be 5x.

## Section 2 - Connection Issues

1v1 games can be played 5/5; i.e. one player hosts 5 minutes, then the other player hosts 5 minutes. The second round has to mirror the first round in configuration. The rounds are summed and submitted as one game. Or, the parties may agree to play the full 10 minutes on a single host.

If a player is not able to finish games most of the time, they need to voluntarily refrain from participating in the event.

- A challenge may be issued in any way which allows verification that the opposing player has received the challenge. The following ways are good examples of ways to do this: private messages on Discord, emails with notice of receipt, tag on any of the club channels, or chatrooms. You may be required to provide proof that the challenge was received by the other player.

## Section 6 - Game Setup

### Game settings - XvT/BoP

- Playing over the Internet: YES
- Host/Server Update Rate: HIGH
- Difficulty: HARD
- Mission Time Limit: DEFAULT
- Randomize: OFF
- AI Opponents: OFF
- Craft Waves: UNLIMITED
- Locate Players: AUTOMATIC
- Starfighter Collisions: ON

Games can be straight melees in open space or asteroids . Only Basic Furball, Furball for Two-Man Teams, Furball with 2 Four-Man Teams, and the custom 1v1v1 and 3v3 melee missions are allowed.

\*\* (All players must have a custom 1v1v1 FFA melee mission installed in order to participate in a three man free-for-all.) FFA must be with a pilot from each squadron and a third pilot from another squadron or CS or even someone outside the EH. Only the two squadrons involved will be taken into account for the ranking.

\*\*\* (All players must have a custom 3v3 melee mission installed in order to participate in a 3v3 game.) Download the custom missions for 1v1v1 and 3v3 games: <http://www.darkjedi.org/club/TFA/downloads/?file=xvtmelee.zip>.

### Game settings - XWA/XWAU/TFTC-C/TFTC-R

- Piloted By: SuperAce AI level
- Craft Selection: On
- # Craft Per Wave: 1
- # of Teams: 2 (3 for FFA)
- Number of Waves: Unlimited
- Setting: Deep Space/Asteroids/Minefield
- Warheads: NONE (unless otherwise agreed)
- Time Limit: 10 Minutes
- Beam weapons: NONE (unless otherwise agreed)
- Start Distance: 3 Km
- Countermeasures: NONE
- Collisions: On
- Primary FG: No
- Duty: Superiority
- Host Server Update is to be set to: NORMAL

Things not to do:

- No hyperspace jumps.
  - No turning around and running.
  - XvT/BoP: No shooting the Nav Buoy.\*
- \* (If it is clear that a player destroyed the Nav Buoy: one kill and 3000 points should be deducted from that players score for the report.)

## Section 7 - Standing Rules

Playing against members of a squadron you belong to is NOT allowed unless you are transferred during the event. Stats after your transfer is complete will be assigned to the new squadron.

No AI players may be present in the game.

The Default Time Limit is 10 minutes. If the game ends prematurely past the first two minutes it can be reported as a full game. The option to quit must be exercised prior to the two-minute mark. If a player drops out of the game, gameplay MUST STOP. If gameplay is not stopped immediately, then the game is VOID and should not be reported. In a 1v1 game, at least two minutes must be played on each host if players agree to switch hosts. Players leaving a game before their host is played and not returning will be subject to disqualification, and the results from the first round will be doubled and reported. Every opportunity must be made to accommodate players that are booted from the game/lobby.

Craft selection is to be negotiated between the combating parties immediately prior to actual combat. All crafts / combinations are eligible. A game that is played with more than one ship type is called mixed. The ImpTac Ship Patch ships are allowed to be flown, providing all players agree before the game begins. Patches from the Science Office can be used as well.

Matchmaking will take place primarily on GameRanger.  
Game rooms should include the name of the event in the title.

Players must have an XvT/XWA pilot name that matches their name or PIN and may include the EH prefix; i.e EH\_JoeDoe, EH\_11930.

Participants can request that two or more games be played. One game of ship choice of one team, and one game of the ship choice of the other team. This should be requested BEFORE the first game begins.

When ion weapons are available, there are NO limitations or restrictions placed on them; i.e. switching between ions and lasers.

You may use voice communication applications like Discord

Everyone has the right to play. Players CANNOT blackball members from the other side; i.e. do not play so and so ... they are too good. Players, caught doing this could be disqualified from the event, airlocked and dropped like an internet packet in the ocean.

Players do not have to play back-to-back games against opponents they just played with, unless it was a prior agreement to play multiple games.

- Player and Team ranking are referring to the Rank which are visible at the [Alpha Slumber Party Board](#)
- Game format will be determined by the challenged player. (1v1, 2v2, etc).
- Crafts will have to be agreed on by both sides. The game will be played either on one player's host or 5/5. If no agreement of crafts can be made, then playing two games is acceptable (one game in each chosen craft).

All participants must demonstrate good conduct and sportsmanship. This includes but is not limited to these examples: no cheating, arguments, or harassment of another player according to the EH CoC. Participants found breaking the rules or in wanton disregard of them, can and will be disqualified from the event depending upon the severity and/or frequencies of the incident(s) and must use an imaginary 28k modem courtesy of Alpha Squadron for the rest of the month. .

## Section 8 - Submitting Reports and Disputes

Games are to be reported following COO guidelines as regular LoCs and also the information must be entered within two hours at

[Operation: Slumber Party - Input Form](#) . The report has to include the correct points, kills, shared kills and deaths for each player. The LOSING side must ensure that each game gets reported correctly and on time.

## Section 9 - Dispute Handling

If you cannot report a game or should you have any other issues, please contact Hammer COM, COO personnel, Alpha CMDR, XO or FL.

Incomplete reports and games that do not abide by the events rules will be disregarded and lost in the endless sea of dropped internet packets

## Section 10 - Award System

IS-SW to 1st ranked player

BW 2nd place

CW to 3rd ,4th, 5th

1x ORA for those winning matches with zero deaths, for each match

ORA for an average K/D over 3 (must be held till the end of the month)

ORA for an average player win/lose over 5 (must be held till the end of the month)

ORA for an average game win/lose over 10 (must be held till the end of the month)

ORA for a match won with a K/D over 5

ORA for a match won with a difference of 10 kills or more between winning player and losing player for 1v1s

ORA for a match won with a difference of 30 kills or more between winning team and losing team for team matches.

Training Drills: SP drills will be exerted to strengthen basic piloting skills. You will earn 1 SP point for each mission flown, two if you reach a HS. If you complete a Battle, you will receive as many SP points as missions are on the Battle. If you reach a Battle HS you'll receive twice the points.

Weekly Sparrings: In order to maintain operative and tactical combat-readiness, Alpha Squadron will perform weekend sparring sessions where pilots will engage against each other in 1v1/2v2 matches on XvT/BoP/XWA/XWAU/TFTC platforms. You will get 1 LoC per victory but here really focus on the experience you gain as your skills grows and you receive combat tips.

Slumber Party: All this training will lead us to challenge other units on the TC and possibly other clubs in PvP matches. you will receive 1 LoC for each victory and will be ranked according to the competition indicators.

Alpha Chronicles: A RP dynamic campaign with PvE/PvP elements will take place to develop additional tactical/strategic skills and RP aspects to explore the squadron's plotline. You will earn LoS or LoCs for each PvE/PvP mission completed plus the appropriate ranking in accordance to competition metrics.