Corsair Squadron Challenge

Corsair Squadron Wallpaper

Attention All Renegade Wing Pilots and Recruits!

The Sovereignty *is in need of our help! Intelligence identified an Imperial attack force destined for Chandrila in a hopeless strike against the homeworld of our chancellor, Mon Mothma! That attack was repelled, and now the survivors are retreating through the top secret breaking-yard at Sissubo! Since the* Sovereignty *is the closest ship to the area, they are being scrambled to finish them off before they can escape with the valuable intel they'd glean from that part of space. The* Happy Jack II *is also being requisitioned for this endeavor due to its heavy assault augmentations. These Imperials cannot be allowed to escape with the information of what we're doing with their broken Star Destroyers! Unfortunately, the* Sovereignty *interceptor fighters have been*

decimated by recent losses at Toseng and the engagement at Chandrila, and they are in need of our best A-wing interceptor pilots for this endeavor!

You and a wingman will each be flying an A-wing starfighter outfitted with any auxiliary weapon systems you prefer. Your task is simple: destroy all Imperial fighters in the area to allow the Sov Taskforce and their strike fighters to do the heavy lifting in destroying this retreating force.

Corsair Squadron prides itself on harassing Imperial forces in hit and fade strikes, scouting runs deep behind enemy lines, and escorting capital ships so they can remain free from fighter harassment. We know you all will be more than capable to handle that last task in this mission and show the Sovereignty *pilots just what Corsair Squadron is capable of in the cockpit of the wedge-shaped speed demon.*

We estimate that if you do your jobs well, the Happy Jack II *and strike squadrons of the* Sovereignty *will be able to finish the remaining forces in 5 minutes, give or take a few seconds, so rack up those fighter kills as fast as you can until they retreat or the ISD is destroyed!*

Good luck, and May the Force be with you!

The winners of this event will be the team with the most AI fighter kills once the Imperial Star Destroyer has been destroyed by the buffed AI New Republic Corvette.

Challenge Rules:

This challenge is intended for 2 pilots and should be completed in a Custom Fleet Battle. It must be completed between 11:59 P.M. EASTERN TIME 1/24/2022 and 2/11/2022. Practice runs flown outside this time are not allowed to be submitted.

Pilots can only be a member of 2 teams. We would prefer only 1 team per pilot, but in the spirit of everyone who wants to fly should be able to fly, there is a 2 team limit in case there is an odd number of interested pilots or time zone issues.

Please create a custom match with the following parameters:

Basic Settings:
Game Mode- Fleet Battle

Map- Sissubo
Privacy- Invite Only or Private with Password
Match Time - 60 minutes

Restrictions:
Ban X-wings, Y-wings, U-wings, and B-wings

Modifiers
Imperial Flagship shields = .1
Imperial Flagship hull = .1
Imperial Capital ship shields = .1
Imperial Capital ship hull = .1
Imperial Raider shields = .1
Imperial Raider hull = .1
New Republic Corvette shields = 4
New Republic Corvette hull = 4

Set your team to fly for the New Republic
On the ship selection screen you must fly the A-wing, with all components and auxiliaries at your discretion.

When Frosty and Syntax tested this challenge, they earned 36 and 21 AI kills in 5:17 for a total of 57 AI kills. We're sure you can do better!

Upon game end you will need 2 screenshots. Your first screenshot should be the timer at the end of the game (so we can keep track of how long the ISD survived in your run- the very same screenshot we've been getting for the Spectre, Buccaneer, and Sabre challenges previously), and then get a screenshot of your final score screen with the kill totals for both pilots' AI fighter kills. This is the total we need, though we would also like to know the time. It is ok if you can't snag the time screenshot (and just remember/enter your time on the form), but it would be preferred if you got and submitted both. In the event of a tie kill score, if one team did not submit a photo of their time, the tie would go to the team that submitted a screenshot of their time, so do your very best to get both screenshots.

You must submit your entries to **this google form** by 11:59 P.M. US time on 2/11/2022. You may share publicly if you like, or not at all. The owner of the google form (Bulldog) promises to not look at the results until the end of the challenge so scores not shared in the discord will remain a mystery until challenge end.

In the event of a tie between two or more teams with the same number of total AI fighter kills, here are the rest of the tiebreakers in order:

1. Time taken (lowest time wins). Two teams with 57 kills, but one with a 5:10 time and the other with a 5:15 time, the 5:10 team would win because they scored more kills in less time. If both teams have the same AI kill total AND time, then…
2. Team with the player with lowest solo AI Kills loses- you are only as good as your wingman! For example, Team A has AI kill totals of 33 and 23, and Team B has AI kill totals of 30 and 26. Team B wins because the lowest single pilot in AI kills had 23, which belonged to Team A.

If there are two teams that miraculously tie all of these metrics, then both will earn the ribbon they tied for.

Thanks to the ever-amazing Silence for her work on the ribbons for this challenge. There will be a ribbon for First, Second, and Third place teams, as well as an active window participation ribbon. There will be silver and gold pipped ribbons for later runs within a certain amount of time from the winning time, and also a different participation ribbon for runs completed outside of the window

First Place: Thanatos and Foo- 111 Kills

Second Place: Syntax and Jalb- 95 Kills

Third Place: Dragon and Bulldog- 83 Kills

Active-Window Participant (For teams that submit scores during 1/24-2/11 but do not earn a placement ribbon). This is ONLY available for runs submitted during the active window.

Animal and Raptor: 79 Kills
Damak and Zippy: 70 Kills
WOlf and Silence: 69 Kills
Jalb and Junior: 68 Kills
BattleDog and Faustus: 65 Kills
Wolf and Lock: 58 Kills
Frosty and Wildcard: 48 Kills

Post Challenge Ribbons- After the window closes on 2/11, these can be earned depending upon score (scores required to earn TBD at challenge end)