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Abstract / Pitch

       Structural proposal for **regular biweekly organized Terrain Control (TC) games with minimal organizational overhead.** Semi-open TC on **Saturdays or Sundays from 1830 UTC to approximately 2130 UTC**. Games will take place on a locked MWLL server - presence in a public Teamspeak voice channel will be required, where interested players can get a password. When ~8 players are ready, the password to the server will be provided, teams will be decided by the event organizers, and the event will begin. Participants can join or leave at their discretion throughout the event's duration, and without consulting the event organizer. The format is not meant to be particularly competitive - instead, it is intended to provide a platform for regular community interaction, elevate the level of public play, and help newer players learn the game.

The Merc Nights channels on the Wolverines' Rebirth Teamspeak server (wr-clan.no-ip.org) will be used for VOIP, and the game server password will be distributed there!
Teamspeak can be downloaded for free [here](#) (~90MB)
Quick UTC to local time conversion can be found [here](#)

Event dates and other announcements posted in the #event-announcement channel of the [official MWLL discord](#), [the mekmaster forums Merc Night thread](#), and the Merc Night channel description in the W-R Teamspeak

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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 were consistent draws, but the barrier to entry was high. Single-life drops are challenging, especially for new players. In addition, the CM metagame was complex and required significant investment and consistency from organizers and faction leaders. The format is on indefinite hiatus until those issues are resolved. Invitational, low-overhead single-life drops run by Clan Star Adder continue to draw players and maintain a high standard of play, but that standard is maintained through selective admission. The niche for a public, technically accessible, regular, and low pressure MWLL event is filled by **Merc Nights**: biweekly, organized VOIP Terrain Control games with minimal organizational overhead**.**

Organization

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

Games are semi-public: A dedicated passworded TC server runs for the duration of the event, and players must join an open voice channel where an organizer can provide the password. Participants are not required to use a microphone, but it is highly encouraged, and players must be in a voice channel in order to play. The Wolverines' Rebirth Teamspeak server (wr-clan.no-ip.org) is the chosen venue. Teamspeak is the event's preferred VOIP platform due to its granular administrative permissions and high quality codecs for scaling participant counts. Although the official MWLL Discord voice channels could serve as an alternative, past experiences indicate that the theoretically lower barrier to entry does not increase player turnout.

Event Format

The event's regular timeslot is on Saturdays or Sundays between 1830-2130 UTC (time conversion available here). When a sufficient number of players (approximately 8-10) arrive in the VOIP Ready Room, a TC map is loaded on the event server, and the password will be distributed verbally or through channel designations. Organizers divide the players into teams, and move members to appropriate channels as the game begins. No formal procedure is needed for team assignment, but captains can choose to create teams through a draft to keep the process engaging. If it later becomes obvious that there is a serious skill imbalance as the game progresses, a captain or organizer might request that players swap places. The primary event organizer will also perform a balance check around the game's halfway mark, asking both teams if they are satisfied with the current balance of skill.

Like ordinary TC games, players can join games in progress, and need not consult an event organizer to join. If team numbers are even, new joiners should join the team at a ticket disadvantage. If team numbers are uneven, new joiners should join the team with fewer players. Exceptions can be made at the organizers' discretion (for example, if there's a very large ticket gap).

After TC matches end, there is a five minute break where teams can be reassigned and players can discuss the next map they want to play. Teams will likely be shuffled to keep things fresh and to accommodate departures and new arrivals. After the break is over, teams are finalized and players can select a map via the ingame !loadmap command, or organizers can quickly load a map on request. Unless otherwise communicated, the match will begin as soon as the selected map starts.

Matches will continue until either a designated end-time (tentatively 2130 UTC) or until the population drops below some value (perhaps less than 8 players) after peak hours. If there is still a viable population of willing players present after the scheduled end time, matches may continue until the organizers or server provider can no longer provide oversight. When matches

conclude for the day, players should feel free to stay in comms and migrate to public games. Captains and organizers will make themselves available for any feedback or for questions about the game.

Please contact DireWolf#3295 on discord [or on Steam](#) if you have any questions. Further updates will be posted in the #event-announcements channel in the [MWLL Discord](#), and discussion can take place in that server's #event-discussion channel. The [discourse.mekmaster.com](#) forum is also a valuable (albeit underutilized) resource, and I would be glad to use it as a more historically resilient information repository for MWLL event planning.

Asset purchase data for past events, courtesy of 12th VR, is compiled at [https://docs.google.com/spreadsheets/d/1uuUNsAzpYCZ9gXwJtqdAA2IUyyWzPl_nAGwTziO9l hU/edit?usp=sharing](#), and can be browsed with more intuitive search functionality at specific dates at [https://mwll.12vr.org/stats/purchases-tos2.html](#) or https://mwll.12vr.org/stats/purchases-yyyy-mm-dd.html

Map Pools
- TC - All population levels
  - TC_Bogs, TC_CitytechV02, TC_DeathValley, TC_Desolation, TC_Dune, 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, TC_SiriusV, TC_ThunderRift, TC_Wildlands
- TC - Only considered with large (~18+) population:
  - TC_Lunacy[v1], TC_Marshes, TC_Palisades, TC_Phlegeton_V03, TC_SnowblindV06, TC_Urban_Jungle, TC_WarzoneV06, TC_ZoetermeerV6

- TC - Unconventional pools; Jankier maps likely best suited to shorter (~40 min or <300 ticket) matches before the novelty wears off. Meant to be rare picks to spice up rotation.
  - TC_2Fort_TOW_001, TC_AcidKotH, TC_Altay, TC_Dustbowl_v6, TC_Flatlands_v25, TC_Frontlines, TC_IcePlanet, TC_Inferno, TC_JungleImpact, TC_KotH, TC_NewAvalon, TC_OldDustbowl, TC_Sandblasted, TC_SeaportV05, TC_SolarisA, TC_Taiga, TC_StoneRose_V2 (i.e. exploding stonerose), TC_ValleyForge, TC_Tukayyid_v11
  - Only considered with large population: TC_EmysRoom, TC_Enkeladus, TC_MonumentV4, TC_Slurm

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Companion Event: Single-Life Drops

Single-Life matches (in which teams select assets before a game and no repairs or respawns are possible) are more challenging to perform well in and accordingly can be considered to have a higher technical barrier to entry, but they provide a tighter and more focused tactical experience than Terrain Control. Such events formed the core of Chaos March and they possess immense depth that ought to be available to the public.

- Merc Single-Life events typically occur biweekly on weekends opposite Merc TC events. Like Merc TC, events typically run approximately from 1830-2130 UTC and comms are hosted on the W-R Teamspeak.
- All credit goes to Carbonel of Clan Star Adder for the following format's design and initial implementation (i.e. Pandemonium Slog)
  - Teams may have have designated captains, and will be assigned symmetrical CBill and techbase restrictions
  - E.g. a 3v3 might have limitations where each team must use an asset worth up to 53000, 65000, and 102000 CBills, one of which must be a Clan tank.
    - Teams cannot pool Cbills from their slots!
    - *Ammunition purchased counts against the total cbills available in a slot.* Such costs add additional depth to the list-building process.
    - E.g.: Should a more powerful asset with less sustainability be chosen, or a less powerful one that can do more damage for a longer period and not risk running out of ammunition?
    - Repeating assets are permitted unless explicitly noted otherwise
  - List-building time should be limited to roughly eight minutes; low match turnaround time is a major priority.
    - *Hard ten minute limit for setup time!*
    - If players cannot install the map or connect to the server within ten minutes of team restriction posting, they will sit out until the next match
    - If a team cannot decide on asset assignments within ten minutes, an organizer will intervene and make assignments.
  - Match time is limited to 15 minutes (20 minutes on exceptionally large maps)
- Stalling tactics are highly discouraged.
  - A match timer is enforced
  - Taking cover in main base hangars will count as a match forfeit
  - Air assets are limited in low population matches
    - Air assets will only be permitted if there are more than 5 players on each team
    - Air assets and VTOLs are only permitted on maps where both teams can build them from mainbases.
    - VTOLs are the only air assets permitted in seeded matches unless otherwise noted

- - Matches can be declared over at an organizer's discretion if only an air asset or light, highly mobile asset is left alive on a team against an overwhelmingly fresh force
  - Servers will run typical leaguemode rules (e.g. unlimited cbills, base turrets disabled, repairs disabled, ejection disabled, capture points disabled, etc.)
  - For large maps, match time is extended to twenty minutes, and teams will be required to take either C3 that cannot be easily hidden or BHP + GECM assets that encourage constant radar activity

- The current assignment process involves players on both teams receiving symmetric seed designations.
  - E.g. for a 3v3, each team would have a player with a seed value of 1, another with seed value 2, and last with seed value 3.
  - Cbill slots would be assigned to seeds rather than teams, making it clear what pilots are permitted to choose. Although this limits individual choice and seed assignment produces a bit more organizational overhead, it could also have the desirable effect of forcing pilots to diversify their asset choices and combat roles - a key attraction of old Chaos March.
  - ASF cannot be taken unless restrictions explicitly state otherwise.
    - At the start of the event before initial team assignments, attendants will be queried to see if there are players interested in flying ASF during drops. If there are at least 2 willing and similarly experienced ASF-capable players, they will be assigned to opposite teams and assigned similar seeds when playing 6v6+ on ASF-capable maps. If there are not similarly skilled pilots available for both teams, ASF will not be permitted and seeds will be assigned semi-randomly as normal.
    - At the end of a match where teams are large enough to play ASF and there are at least two known ASF pilots in attendance, an organizer will ask if there's interest in ASF matches. This will take place before the next map is loaded and before restrictions are posted, as not to unduly compromise map-specific strategy. If there is a positive response from potential ASF pilots, Teams may be rebalanced to account for ASF capability. Seeds will be balanced to account for ASF capability until there are fewer than two ASF pilots or teams drop below 6v6.
    - VTOLs may still be taken on any maps where both teams can build them.
    - Aerospace may not land at their airfield to rearm.
    - During holds, ASF should circle in place (unless they haven't taken off yet).

- Other House Rules:
  - 100 ton tanks will be considered 8000 Cbills more expensive than their list price to offset their effectiveness for the price; they are balanced around strategic

inflexibility and a challenging repair cycle in Terrain Control, which are not factors in Single-Life.

- Map List:
  - * indicates C3/BHP+GECM/VTOL/ASF requirement, and 20 minute timer
  - Rotation as of 11/05/2020:
    - [Stock Maps](#)
    - TSA_Mirage
    - TSA_Icearena
    - TSA_Ocean
    - TSA_SolarisA
    - TC_PhlegetonV03
    - *TC_Area88V1
    - TC_IcePlanet
    - TC_TukayyidNoTrees
    - TC_DeathValleyLite
    - TC_Inferno
    - TC_Desolation
    - TC_SiriusV
    - TSA_Extremity
    - TC_ThermoCline_006
    - TC_Extremity
    - TSA_ForestValleyV2
    - TC_Bogs
    - *TC_Frostbite
    - TSA_Limbo
    - TC_Kagoshima
    - TC_Flatlands_v25
    - TSA_Desolation
    - TSA_ThunderRift
    - TC_StoneRose
    - TC_SeaportV04
    - TC_Scorched
    - TC_Forsaken
    - TSA_Badlands
    - TC_ZoetermeerV6
    - TSA_JungleImpact
    - TC_Lunacy[v1]
    - *TC_Palisades
    - TC_IvoryTower
    - TC_AchlysV001
    - TC_Altay - one+ hovercraft required
    - TC_HighlandV02

- - - TC_CitytechV02
    - *TC_SnowblindV06
    - TC_Vector
    - *TC_VeiledThunder
    - TC_Urban_Jungle
    - TSA_Alshain
    - TSA_Jungle
    - TSA_HelsGate
    - TSA_SavannaPro
    - TC_2Fort_TOW_001
    - *TC_Bearpit2
    - TC_Dune
    - TC_Harvest
    - *TC_Marshes
    - TC_Oasis
    - TC_Taiga
    - TC_ValleyForge
    - TC_Wildlands
    - TSA_Frostbite
    - TC_Frontlines
    - TC_Deepspace
    - TSA_Carbon2_1
    - TSA_OutpostV2
    - TSA_Monument_A
    - TC_MonumentV4
    - TC_Mirage
  - Other potential candidates: TC_Breadbasket001, TSA_CanyonProV2_1, TC_Confusedv03, TSA_Desert_V2, TSA_ForsakenV06, TSA_Glory, TSA_Marshes
  - Purchase data for past single-life events, courtesy of 12th VR, is compiled at https://docs.google.com/spreadsheets/d/1YIqcCPGGsNGiAw-0sCTtBsPSd39Swl xtQMMCFW5o5lQ/edit#gid=1456425007, and can be browsed with more intuitive search functionality at specific dates at https://mwll.12vr.org/stats/purchases-yyyy-mm-dd.html