



League Concept

To identify and bring OpFlash2 players together for quality multiplayer games, where players may have been previously limited to public servers due to having few fellow players within their own circle of contacts. This league is open to other gaming communities other than Project Echelon, but there must be an obvious relationship already in place to warrant invitation to take part.

The league has no special precursor story defined other than to draw on the game's established plot of USMC vs PLA on the islands of Skira and Skirina. Players command and control a wide variety of multi-component, multi-weapon vehicles, including tanks, infantry fighting vehicles, APCs, attack and utility helicopters.

Rules

Timescale

League registration began in January 2010, with registration closing on the 31st January. The league match table for 'Tier One' will go live from the 1st February for matches to begin. These can be played at a mutually convenient time between players. Once all Tier One matches are complete, scores will be announced and the second Tier will be compiled for the progressing teams.

Tiers

There will be three Tiers (league levels) in total which make up this OpFlash2 league. Players all start on Tier One, advancing to Two, then Three. Each one is a progression from the first in numerical order and players cannot skip or advance Tiers out of order. Unless a player has been knocked out of the league at a particular level and cannot play more matches, all players are expected to play Tier maps as required by the player match table.

Players will compete in matches against each other fighting across two maps per Tier, with two maps games defining a 'match'. Matches are generally played by

doing one map after the other depending on time available to those taking part, but both must be completed before a winner can be determined, even if the second map is played at a later date.

Tier-One is the first Annihilation match where players compete in a death-match style game. The lowest scoring players are dropped from the league with the others progressing to Tier-Two. Tier-Two players continue to fight as the new table dictates until all scores are processed, some are knocked out and the remainder advance to Tier -Three. Upon reaching Tier-Three, the game type changes from Annihilation, to one of Supremacy, where the objective is to capture locations on the map.

Player Teams

Teams consist of one player, and compete as such throughout the whole league. Unlike an online co-op multiplayer game where more than one player can control one force, only one person can play at a time per side. This makes it literally a head-to-head battle with no assistance from anyone else. It is the responsibility of the league entrants to make themselves suitably familiar with the controls and in-game command interface well before the league begins, however players in any doubt are encouraged to seek coaching for hints and tips at every opportunity to give themselves a decent chance. After all, teams will not be taking prisoners...

Announcements for teams will be posted in the Operation Flashpoint 2 league section of the Project Echelon forums, and coverage of the league will be actively commented upon on the 'X-Blogs' boards.

MATCH SERVER SETTINGS

Who hosts is not important but if there are concerns over connection issues it is recommended the best connection hosts. To keep things fair, you may wish to consider hosting one round (map) each, swapping over between games. It is possible to set up your session so that both maps play one after the other with no return to the lobby. This is done simply by selecting both your maps in numerical order from the settings.

Annihilation game type settings as follows –

Players 2, Min players to start 2, Difficulty normal, Game time 30 mins, Spawn time 20 seconds, Respawn type unrestricted, Friendly fire yes, Team kill kick no, Score limit 70, Private slots 7.

Supremacy game type settings as follows –

Players 2, Min players to start 2, Difficulty normal, Game time 30 mins, Spawn time 20 seconds, Respawn type unrestricted, Friendly fire yes, Team kill kick no, Score limit 1000, Private slots 1.

Tier One - Annihilation

Map 1 - Choke Point, Map 2 - Battle for Mologa Ridge

Tier Two - Annihilation

Map 1 - Stomping Ground, Map 2 - Force Dispersal – all played in Annihilation Mode

Tier Three – Supremacy

Map 1 – Island Control, Map 2 – The Salt Flats

Match points and scoring

Both players taking part in a match automatically get a 100 point award, added by the league administrator. Players missing a match or forfeiting a match will have 100 points deducted from their total score including if their current balance is zero, possibly leaving a negative score of -100. The only way to increase your score is to play matches set by the league table for the current Tier.

Winning a match is determined by adding both maps scores together, with the highest player score winning. Individual player scores for **both** maps must be submitted upon completion of the match. Both players' scores are passed back to the league administrator to update the table. In the rare event of a draw on both maps, the first map will be played again as a decider.

Winning the league

Players compete to knock each other out of the league by winning Tier matches. The winner of the league is the last person to survive by progressing to the third Tier and winning the last match.