Renegade Wing Top Gun Revival



Photo Credit: Euderion (Deviant Art)

Calling all pilots and recruits! It's that time again! Time to resurrect an old tradition from the days of yore onboard the *Liberty*, where we try to figure out who the best of the best pilots currently are!

We bring you ... drum roll ... the Top Gun Tournament!

This time, we are going to focus on the best **WING PAIR**, rather than mano-a-mano jousts. Tactics will come into play more than ever this time as a confident and coordinated team can overcome a more skilled opponent with a lesser coordinated partner.

A tournament-style bracket will be created once signups are closed. You can ONLY be a part of one wing pair for this tournament, which is slightly different from the last event where pilots could be a part of multiple teams as they took on the Spectre Challenge.

This will be open to all Renegade Wing personnel and Recruits! Recruits will get their award ribbon upon completion of their training and official entry into the wing. It will take place during the month of **June**, so if you have a vacation planned during that month, you may want to sit this one out. There will definitely be different iterations of this tournament in the future, so

you can rest assured if you won't be able to participate this time around, you will have an opportunity later to participate in a tournament.

Once you have opponents assigned, you will have 1 week to coordinate a time to schedule and play the round matchup.

Round matchups will consist of 2 games, where each team flies as Imperial and New Republic once.

Game host should be on the team playing Imperial, therefore each team has one chance to host each matchup. Exceptions can be made in the event of somebody with a notoriously terrible host connection for the other 3 pilots, but this will be a case by case basis. Please don't attempt to utilize host as an advantage.

Scoring

Scoring will be as follows and screenshots or pictures of the final score screen should be taken after each bout for comparison. **Total kills between the two sorties will win the round**. In the event of a tie kill score after both rounds (for example game 1 is 10-6 and game 2 is 6-10 so both teams end up with a total of 16 kills), then the tie breaker will be the total game score between both rounds (team score game 1+ team score game 2). The points awarded for assists etc should provide enough variance that the total game scores shouldn't be identical after both tilts.

Additional Tiebreakers: In the HIGHLY unlikely event that both the kills AND game scores are the same, then the team with the most assists will win. If, and we're talking crazy here, the assists are also tied, it'll come down to the team with the fewest deaths win, so watch those pilot errors! The notorious Imperial ace Py Laterra is always watching!

Timeline

- 1. Signups will be open for 2 weeks: Dates 5/15/21 to 5/29/21. You will post your team in the signup channel. Again, you can only be a member of one pairing
- 2. A bracket will be created once the team signups are completed. There is no limit on the number of teams, as a bracket will be created to house all comers.
- 3. First round matchups need to be scheduled and within the next week. The scheduled game should be as soon as possible, but no later than a week after the bracket announcement.
- 4. Winners of the round will post their score screenshots to the Top Gun scores Discord channel

- 5. Once all first round matchups are complete and scored, 2nd round matchups according to the bracket will need to be scheduled within the next few days, and the match should happen within 7 days of being announced. There will be no re-seeding after each round.
- 6. Wash/Rinse/Repeat for each round (depending on how many teams we have)

Awards:

"The Top Gun" (MVP) - Player out of 4 finalists with best KDR through the entire tournament



"The Top Wingmen" - 1st Place wing pair



Participation Ribbon



Game Setup Rules:

Game Mode: Private Dogfight

Time Limit: 10 Minutes

Score Max: 10 Kills

Craft Selection: ANY. If you want to run dual support craft, that is your prerogative.

Loadouts: ANY. No loadouts are taboo.

Map: To be voted on by the participants during the signup period, but must be uniform through the rounds. I.e. all first round games would be played on Galitan if that was the group vote. The final round is locked to Esseles.

No adjustments to scoring, hull values, shield values allowed. Straight up default game settings.

Other notes:

This is for fun. Teams that attempt to "game the system" by getting the lead and then playing keep-away will be disqualified.

It would be nice if games were recorded or broadcast, but we understand that it can cause connection stability issues and is not required.

TEAMS:

- 1. Dragon and Lock-- Team Loch Ness
- 2. Jalb and Thanatos-- Team Seguor Pot
- 3. Talon and Zippy-- Team Zippoklides
- 4. Shadow and Frosty-- Team Black Ice
- 5. Silence and Freak-- Team Quiet Disquiet
- 6. Dobber and Syntax-- Team Bladerunner
- 7. Bulldog and Foo-- Team BullFoo Branded Cheese
- 8. Animal and Battledog-- Team Beast Mode

Official Bracket!

https://challonge.com/tournaments/bracket_generator?ref=1o1ZaxjxA6

Round 1 Matchups

Team Loch Ness (7) vs Team Seguor Pot (20) Team Zippoklides (7) vs. Team Bladerunner (14) Team Beast Mode (20) vs. Team Quiet Disquiet (7) -- wolf subbed for freak due to technical difficulties Team BullFoo Branded Cheese (19) vs. Team Black Ice (9)

Round 2 Matchups (scores when reported)

Team Seguor Pot (18) vs. Team Bladerunner (12) Team Beast Mode (20) vs. Team BullFoo Branded Cheese (12)

Final Round

Team Seguor Pot (20) vs Team Beast Mode (12)

KDR of the finalists

Jalb 17/18 == .94 Thanatos 39/13 == 3 Animal 21/15 == 1.4 Battledog 31/24 == 1.29

Assist Tracker

Bulldog 11 Foo 8 (19) Frosty 3 Shadow 1 Jalb 8 Thanatos 6 (14) Dragon 0 Lock 1 Zippy Talon 1 Dobber 6 Syntax 4 (10) Wolf 1 Silence 1 Battledog 9 Animal 7 (16)