

# Last Stand Team Organization

*A minimum of 6 players are required to form a squad to a max of 24 players.*

*Each squad can have 1 DMR, 1 LMG, and 1 Sniper.*

*You must reach the next 12 player cap to increase your special roles from 1 to 2. If you do not have a squad nor have enough people to create a squad you will be placed into a mutual squad for your respective team*

---

The “Last Stand” event series will be a story driven experience that is tied to the game flow. As the story progresses during the game session it will change the dynamic and funnel players to objective based events that will occur. To aid in the immersion of the story each squad will represent a “clan” and all the different squads (Clans) are under the command of a clan leader which will be your respective teams, either the United Sky Castle or the White Horse Alliance.

In order to focus on the gameplay and reduce the complexity of organization, the event will use a simplified command structure and radio channels. We will also provide players with some freedom in the organization tree to allow them to create their squads as they see fit. This will hopefully give some personal incentives for teamwork and to complete game objectives as they arise.

Both sides will have their own command team split between commanders on the field and in the admin area. The base commanders will be coordinating the overall strategy and game flow in the admin area. The information sent out from the admin area will be directed to the field commanders and squad leaders. The field commanders will guide the squad leaders and provide direction as to how to conduct and fulfill the mission objectives. Players can get into contact with the command team/admins at any time for tasks to complete as well as any general game information.

The role of the Squad Leader is very important in the Last Stand event, as there are many objective tasks that require the Squad Leader to coordinate or initiate. Not only are Squad Leaders responsible for leading their squad, they also have the power to request supplies, confirm flag point captures, activate abilities from special capture points, etc. As the Squad Leader you are part of the game.

In order to simplify communications, the command team of each side will have one general use channel which will be shared between the command team and their squad leaders only. This means that only squad leaders can talk to the command team and will have to relay any information they receive to their squad members. For individual squad member channels it is up to the players to decide.

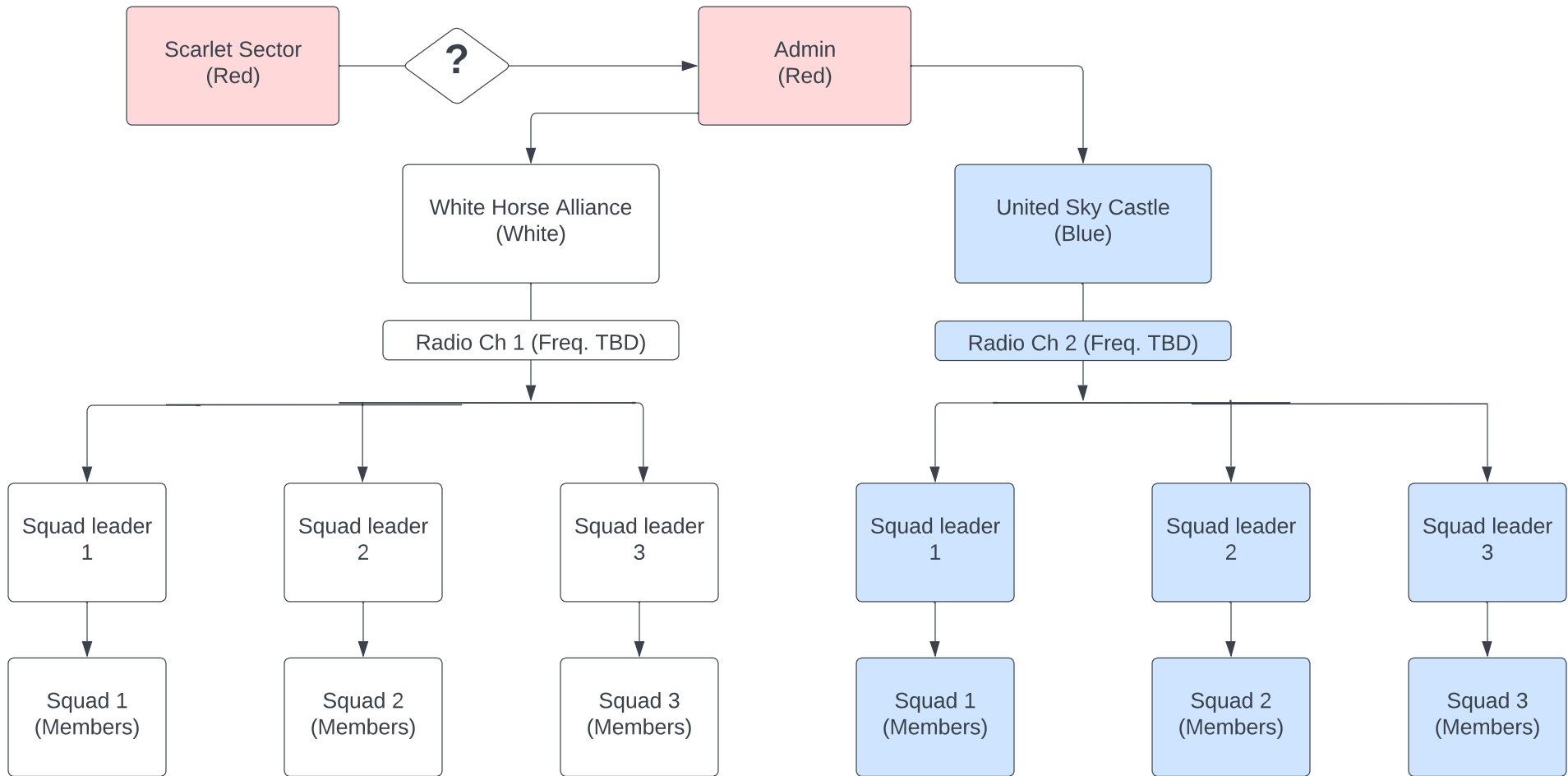
The event will heavily utilize radio communications, both for gameplay but also safety. It is a requirement that all players have a radio, it can be either a FRS “Walkie” type or a fancier Analog radio such as a “Baofeng” etc. We recommend that Squad Leaders or dedicated radio operators carry at least two radios for convenience and backup.

---

**NOTE:** In order to ensure that the event runs smoothly we encourage everyone to be on time for both the Check-In process and the game times.

**If you are late to Check-In, you will be directed to the Admin Area, and admins there will sign you in.**

**If you are late during game start time and unsure where to go, head to the Admin Area and your team commanders/admin will direct you. If at any time you are lost or confused head over to the Admin Area.**



-ALL RADIO CHANNELS **MUST** AND WILL BE **FRS** ONLY  
 -Radio channels within each individual squads will not be provided, you are free to use your own designated channels for within squads  
 -Only squad leaders will have access to the command channels for their respective command teams  
 -6 Players MINIMUM to form a squad, to a max of 24 players.  
 -Each squad can only have 1 LMG/MMG, 1 DMR, and 1 Sniper, You must reach the next 12 player cap to increase your special roles from 1 to 2 per role.  
 -If you do not have a squad nor have enough people to create a squad you will be placed into a mutual team squad for your respective team