SUBSPACE RECLAMATION



RECLAMATION PREMIER

# Season One

## Captain Draft Guide

# 01 Before Draft Night

You build a twelve-player roster: you plus eleven picks. Four play at a time, two nights a week, no postponements. Depth and attendance win seasons.

| 6 | 12 | 11 | 66 |
|---|---|---|---|
| TEAMS | ROSTER SIZE | PICKS PER TEAM | TOTAL PICKS |

- [ ] Know your seed and your pick numbers — they are fixed on the board overleaf.
- [ ] Study the Player Pool: ship, role, Thursday and Sunday availability.
- [ ] Use player values as scouting information, not a budget. Your top four, captain included, may total no more than 30.50.
- [ ] Run mock drafts from your seed in the Mock Draft Lab.
- [ ] Build a ranked queue of at least 15 names. It picks for you if you miss the clock twice.
- [ ] Draft for both nights: a star who never plays Thursdays is half a player.
- [ ] Join the Draft lobby 30 minutes early.

# 02 Your Draft Board

Overall pick numbers are printed in each cell.

| SEED 1 | SEED 2 | SEED 3 | SEED 4 | SEED 5 | SEED 6 |
|---|---|---|---|---|---|
| **Suri** | **Seven** | **Uku** | **Loveless** | **Rojo** | **Saiyan** |

| RD | SEED 1 SURI | SEED 2 SEVEN | SEED 3 UKU | SEED 4 LOVELESS | SEED 5 ROJO | SEED 6 SAIYAN |
|---|---|---|---|---|---|---|
| R01 | #1 | #2 | #3 | #4 | #5 | #6 |
| R02 | #12 | #11 | #10 | #9 | #8 | #7 |
| R03 | #13 | #14 | #15 | #16 | #17 | #18 |
| R04 | #24 | #23 | #22 | #21 | #20 | #19 |
| R05 | #25 | #26 | #27 | #28 | #29 | #30 |
| R06 | #36 | #35 | #34 | #33 | #32 | #31 |
| R07 | #37 | #38 | #39 | #40 | #41 | #42 |
| R08 | #48 | #47 | #46 | #45 | #44 | #43 |
| R09 | #49 | #50 | #51 | #52 | #53 | #54 |
| R10 | #60 | #59 | #58 | #57 | #56 | #55 |
| R11 | #61 | #62 | #63 | #64 | #65 | #66 |

# 03 Match Night, Simply

Six steps. That is all a player needs to know.

| | |
|---|---|
| **LINK** | Link your Reloaded account on the Reclamation site once. That is how the league puts you in your games. |
| **JOIN** | Log in to Subspace Reloaded before start time. Reloaded tells you that you have a league match. Join the lobby. |
| **START** | The game starts when both teams are ready, or five minutes after start time regardless. |
| **PLAY** | Four slots, three lives each. Two full subs, then death subs only. Out means out. |
| **WIN** | Wipe them out, or lead by two at 45:00 — by one once either team has six. Level? Play on. |
| **DONE** | Reloaded records the result and it goes on the Season One standings. A regular-season flex needs both captains and the same day. |