SUBSPACE RELOADED

LEAGUE CAPTAIN'S CARD

Commands for a league match. Use `?help match` for an in-game reference.

BEFORE GO

the match lobby

`?match join` *[code]*

Check in: "I'm here to play."

- Every rostered player needs to check in.
- Leaving the match lobby, or 60 seconds out of the zone, clears your check-in.
- If your league's assigned captain isn't here yet, the first player on each side to check in is given captaincy until they arrive.

`?match captain` *name*

`?cap`

Hands the captaincy to a teammate in the arena.

- If you leave the arena, it passes on to a teammate.

`?match lineup` *[name, name, …]*

Name your starters.

- Bare: opens the chooser (a menu in Continuum). With names: sets them directly.
- Separate names with commas; spaces stay inside a name.
  `?match lineup Blue Fox, Red Raven, Ann, Bob`
- Everyone in your lineup must already be checked in.

`?match ready`

`?rdy`

Your side is ready.

- Only possible once enough players on your squad have checked in to the match. If you have extra depth (i.e. bench players), you must also specify your lineup before readying.
- Once both captains are ready, a 5-second countdown starts the match.
- If the captains aren't both ready by the deadline, the match starts anyway, as long as enough players have checked in and lineups are set.

`?match info`

Lists information about the current state of the match.

AFTER GO

the match

`?match control` *[subs | fullsubs]*

Toggle your match sub settings between AUTO and MANUAL.

- Bare: show your settings. With a word: flip that switch.

Switch	Auto	Manual
`subs`	Players may step out anytime at their discretion by speccing (Esc + S, at full energy). Benched players may hop in to empty slots at will. *(default)*	Only your `?match sub` moves anyone. (Pilots who disconnected may still reclaim their previous spot.)
`fullsubs`	Every sub-out spends a full sub while any are left. Death subs don't use one.	Only `?match fullsub` spends one. *(default)*

`?match sub` *out:in[:ship]*

`?sub`

Take *out* off, put *in* on in their slot.

- `?match sub Bob:Ann` puts Ann in Bob's ship.
  `?match sub Bob:Ann:3` puts Ann in a Spider.
- Works with subs on auto or manual, and after Bob has already left.
- **Mid-fight, it waits.** Bob comes off once he's clear: straight after a respawn, or after 5 seconds at full energy with no shots and no damage.
- No repeat subs. Once a player is replaced, they're out for the match.

`?match fullsub` *[clear] name*

`?fullsub`

Whoever replaces *name* arrives with fresh items.

- Call it while they fly, or after they've left, until someone replaces them. Then `?match sub` them, or let them spec (Esc + S).
- 2 per side. Marking one uses it up; `clear` gives it back.
- League fours: not in the last 10 minutes of regulation, and not in overtime.

`?match concede`

`?concede`

Ends the match.

- Type it twice within 15 seconds.

DISCONNECTIONS

lagouts

- A lagout opens the player's slot straight away. There is no time limit to return: they can reclaim their slot as long as nobody has taken it.
- With subs on AUTO a bench player can take the open slot; on MANUAL only your `?match sub` can.
- Players returning from a lagout are always put back into the game burned (with no items).
- A side with nobody on the field for 60 seconds concedes.

REFERENCE

subs and ships

Substitution types

Full sub	Fresh items. Costs one of your 2.
Death sub	Fresh items, free. Applies to a slot vacated within 30 seconds of a death, before its pilot fires again.
Any other	No items.

Ship numbers for `?match sub`

1 Warbird	**2** Javelin	**3** Spider	**4** Leviathan
5 Terrier	**6** Weasel	**7** Lancaster	**8** Shark

CAPTAIN COMMAND FLOW EXAMPLE

1. Check in

```
SVS League vs Reign - your match is ready. Type ?match join to check in
(30 min left).
      Ann> ?match join
Checked in. ?lobby info shows who else is.
Bob checked in.
Cat checked in.
```

2. Set the lineup

```
      Ann> ?match lineup Ann, Bob, Cat, Dan
Line-up set. Your team sees it once you ?rdy.
```

3. Ready your side

```
      Ann> ?match ready
Your side is ready for an early start. At the deadline, enough check-ins
and valid line-ups can start the match even without both captains ready.
```

4. Call a full sub

```
      Ann> ?match fullsub Bob
FULL SUB called on Bob (#2) - whoever comes on for them gets new items. 1
left.
```

5. Make the sub

```
      Ann> ?match sub Bob:Eve
Bob is still in the fight - Eve comes on as soon as they're clear.
Talon #2: Eve subs in for Bob (full sub - fresh ship) - 2 lives left.
```

6. Concede

```
      Ann> ?match concede
This ends the match for your team. Type ?concede again within 15s to
confirm.
      Ann> ?match concede
Ann concedes for Talon.
```

Limits shown (2 full subs, 5 seconds rested, 30-second death window, 15 seconds to confirm a concede) are those of league games.