**5Mans Purpose (channel)**

**What is 5Mans and who is it for?**

Star Wars Squadrons 5Mans is a highly competitive platform - the go to proving ground for competitive focussed pilots wanting to hone their skills against one another.  Our mission is to provide a level of competition above and beyond the in-game Fleet Battles ranked system.  We are a neutral server, providing this service for all competitive clans and players alike - a hub for the comp community at large.

**How do I as a comp player use 5Mans?**

Using the 5Mans platform, players and teams will be able to queue with other highly ranked members, accessing a consistent high level of competition not otherwise available.  5Mans provides a unique and essential way to make or break rosters, discover the next top players and put your experience to the test against the best in the business.  Never queue with no-mic scrubs again!

[This server will also be used as a test-bed for the point systems being used for upcoming competitions, including the Calrissian Cup.  If interested in participating in a tournament beta program, please ping a mod when you arrive!  Take part in helping to form the competitive Squadrons scene from the ground up, and be there from the beginning! Testing operations start Oct 4th.]

**Where does the name 5Mans come from?**

The 5Mans name refers to how many people are in a queue. As we don’t yet have private matches, a queue will be 5 people total.

**Proof of Concept**

The 5Mans concept isnt new: it’s a tried and tested way of growing a competitive scene. Previous versions took their respective comp communities months and in cases years after launch to develop.  5Mans is based on Rocket League's 6Mans system.  By using these past examples as blueprints, we have made detailed plans for how to structure 5mans to cater for the various eventualities given what we know about competitive in SWS.  If you have any questions following reading this and our FAQ, #info and #about channels, please ping @ADMIN with them.

**Roadmap for 5Mans**

**Phase 1**

* Squad finder features bring cohesion to the community as we rank up
* Testing tournament points systems for Cal Cup.  Agreeing on rulesets as a community.

**Phase 2**

* Initiate Ranks via manual rank submissions (screenshots)
* Text based queue system
* Secondary identifier roles (if needed)
* Players pick their teams and enter a bo5 series. This server will distinguish players based on rank.  Rank will be correlated with online rank (some ranks may be combined if we discover 2 ranks are basically the same skill level).
* For players who’ve reached max rank, we extend the ranking system via visual rewards. Rocket league ranks consist of bronze, silver, gold, platinum, diamond, champion, grand champion. Diamond 3 and above may only play 6mans. All ranks below are not allowed to play 6mans, we will evolve our system in a similar way over time. We plan to use a Rank S system for our ranking.
* If we get private matches, then 10 people will be able to queue into a game (server name changes to 10 mans)

**Phase 3**

* Auto-queue system