1. Introduction & Overview

1.1 What LAN+ Arc Raiders Is

LAN+ Arc Raiders is a **ranked competition layer** built on top of Arc Raiders public raids.

We provide:

- A **Ranked 3-Raid Series** format (MMR ON)

- An **Unrated 1-Raid** format (MMR OFF, stats tracked)

- A scoring system tuned for PvP-style competition

- A **ladder and rank system** from Scrap to Singularity

1.2 Why This Format (No Customs, Public Lobbies)

Arc Raiders doesn't offer private team vs team lobbies yet. So, we:

- Let each team play their raids in **public lobbies**

- Use **consistent scoring rules**

- Aggregate over a 3-Raid Series to smooth out RNG

- Use **ELO-style LR** to keep the ladder stable

1.3 Who This Guide Is For

- Players and teams playing **Ranked** or **Unrated** LAN+ modes

- Admins/mods running seasons and events

- Casters and creators covering the ladder

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2. Player & Team Basics

2.1 Eligibility

- Must meet minimum age requirement (e.g., **16+**, or as specified per region/season).

- Must comply with Arc Raiders ToS and LAN+ rules.

- Any account bans / cheating in Arc Raiders or LAN+ may disqualify you.

2.2 Accounts & Identity

Each player must:

- Compete on a single, primary **Arc Raiders account**.

- Keep a consistent **in-game name** and **Discord identity**.

- Register their ID with LAN+ if required for verification.

Smurfing / alt account abuse to dodge rank, sandbag, or hide identity is not allowed.

2.3 Team Composition & Rosters

- Team size: Defined per season (e.g., **Duos** or **Trios**).

- Teams register:

    - Team name

    - Captain / contact

    - Player list (+ approved subs, if allowed)

Roster changes may be:

- Limited per season

- Locked before playoffs or special events

Details will be announced per season.

2.4 Code of Conduct

All competitors must:

- Avoid cheating, exploits, or banned software

- Avoid harassment, hate speech, or targeted toxicity

- Follow staff directions in disputes and reviews

Violations can result in:

- Match loss / forfeit

- LR / rank penalties

- Temporary or permanent bans from LAN+

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3. Competitive Modes

LAN+ Arc Raiders runs two core modes:

1. **Ranked (3-Raid Series, MMR ON)**

2. **Unrated (1-Raid, Stats Only)**

3.1 Ranked – 3-Raid Series (MMR ON)

What it is:

- The **official ladder mode**

- Each match = **3 raids per team**

- Only this mode affects **Ladder Rating (LR)** and ranks

Flow:

1. Schedule a match vs another team.

2. Each team plays **3 raids**.

3. Score each raid using LAN+ rules.

4. Sum to get a **Match Score**.

5. Higher Match Score = **match win**.

6. Match result updates LR.

3.2 Unrated – 1-Raid (Stats Only, MMR OFF)

What it is:

- Single raid, LAN+ rules, but **no LR / rank changes**

- Used for:

  - Practice

  - Warm-up

  - Showmatches / content

  - Testing lineups and routes

What we track:

- Raid Score

- Kills / knocks

- Extracts

- Damage

- Other stats as implemented

These stats can be used for:

- Personal records

- Team analytics

- Public stat pages (if LAN+ publishes them)

Unrated results are **never** used for LR, rank promotions, or standings.

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4. Scoring & Match Structure

4.1 Scoring Components (Per Raid)

Default scoring (can be adjusted per season):

- **Enemy Knocks / Eliminations:**

  - +4 points each

- **Successful Extractions:**

  - +2 points per player who extracts

- **Damage Dealt:**

  - +1 point per **1,000 damage** dealt by the team (rounded down)

Admins may add optional bonus objectives (bosses, events, etc.) in special modes and will announce those separately.

4.2 Raid Score Formula (Example)

For one raid:

Raid Score = (4 × knocks) + (2 × successful extracts) + floor(total damage ÷ 1,000)

Example:

- Team knocks: 7

- Successful extracts: 2

- Total damage: 8,700

Then:

- Knock points = 7 × 4 = 28

- Extract points = 2 × 2 = 4

- Damage points = floor(8,700 ÷ 1,000) = 8

Raid Score = 28 + 4 + 8 = 40

4.3 Ranked Match – 3-Raid Series

For Ranked:

- Each team plays **3 raids**.

- You calculate **Raid 1, Raid 2, Raid 3 scores**.

- Then:

Match Score = Raid 1 Score + Raid 2 Score + Raid 3 Score

Higher Match Score wins the match.

Example:

Team A raid scores:

- Raid 1: 40

- Raid 2: 32

- Raid 3: 38
  → Match Score A = 40 + 32 + 38 = **110**

Team B raid scores:

- Raid 1: 35

- Raid 2: 37

- Raid 3: 33
  → Match Score B = 35 + 37 + 33 = **105**

Winner: **Team A** wins the match 110 to 105.

Ranked LR update uses only the match result: A win, B loss.

4.4 Unrated Match – 1 Raid

For Unrated:

- Play **1 raid**.

- Calculate Raid Score the same way.

- Winner is simply the higher Raid Score (for bragging & stats).

- No LR changes.

Example:

- Team A Raid Score: 42

- Team B Raid Score: 38
  → Team A wins Unrated match; both teams get a stat entry, but no LR change.

4.5 Tiebreakers (Ranked)

If Match Scores are tied at the end of 3 raids:

1. **Tiebreaker 1 – Highest Damage Total**

    ○   Each team submits the Raider with the highest **one-game damage** from the three-raid series. The highest of these single-raid scores wins.

    ○   Higher single-raid score wins the match.

2. **Tiebreaker 2 – Time on surface xp**

    ○   If still tied:

        ■   Check the xp amount given at the end of your final raid screen.

        ■   Each team will use one game from the 3 raid series where they received the most xp given for "Time on surface"

        ■   If only one team had any successful extraction, that team wins.

3. **Tiebreaker 3 – Overtime Raid**

    ○   If still tied or if evidence is unclear:

        ■   Play a 4th **Overtime Raid**.

        ■   Higher score in the Overtime Raid wins the match.

        ■   Overtime Raid score is **not added** to the original Match Score; it's just the decider.

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5. Ladder Philosophy – Match-Based, Not Grind-Based

LAN+ is built around **competitive integrity**, not stat farming.

●   We do **not** rank you based on total kills, total damage, or total hours.

●   We rank you based on **match results in Ranked 3-Raid Series**.

This means:

- A team that plays less but wins consistently can still climb.

- Grinding hundreds of raids without winning doesn't earn high rank.

- The ladder values **quality of play**, not just volume.

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6. Ladder Table & Standings

6.1 Ladder Columns

A typical ladder entry includes:

- Team Name

- Matches Played (MP) – Ranked matches only

- Wins (W) / Losses (L)

- Ladder Rating (LR)

- Rank Tier – Scrap, Rust, Iron, Steel, Titanium, Diamond, Celestial, Singularity

- Optional:

  - Score For / Score Against / Score Differential

  - Last 5 results (form)

LR + rank tier define your **status**; the other columns tell your **story**.

6.2 Standings Tiebreak Order (If Needed)

If teams are tied in ladder points or LR (depending on the standings you use), tiebreakers can include:

1. Head-to-head result

2. Score Differential (total Match Score For − Against)

3. Total Score For

4. Tiebreaker match series (admin-decided)

Exact tiebreak order will be defined at season start if using league-style tables.

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7. Ranked Rating System (Ladder Rating / LR)

7.1 What Is Ladder Rating?

Ladder Rating (LR) is a number that represents your team's competitive strength.

- Every team has one LR value.

- Win Ranked matches → LR goes up.

- Lose Ranked matches → LR goes down.

- Beating stronger teams = bigger gains.

- Losing to weaker teams = bigger losses.

LR is used to:

- Place you on the ladder

- Map you to a **rank tier** (Scrap → Singularity)

- Seed special events or playoffs

7.2 Match-Based, Not Stat-Based

Only **Ranked 3-Raid Series** affect LR.

- Unrated 1-Raid matches never change LR.

- Raw raid stats (kills, damage, etc.) are not used to compute LR directly.

- The system looks at **who won the match** and **who they beat**.

7.3 Placements

New teams go through **placement matches**:

- Example: first **5–10 Ranked matches** are placements.

- During placements:

  - LR moves more aggressively.

  - Teams may be shown as "Provisional" in some displays.

- After placements:

  - The system stabilizes LR.

  - The team is assigned a rank tier (Scrap → Singularity).

7.4 Simple ELO Concept

LAN+ uses an ELO-style update:

- Before each match, it estimates how likely each team is to win based on LR.

- If you beat someone **better** than you, you gain more LR.

- If you lose to someone **much worse**, you lose more LR.

Players don't need the math—just the intuition:

Upsets move LR more.
Predictable results move LR less.

7.5 LR Change Per Match (Example)

Typical values (can be tuned per season):

- Standard win vs similar LR: **+15 to +20 LR**

- Standard loss vs similar LR: **−15 to −20 LR**

- Big upset win vs much higher LR: might approach **+25 LR**

- Bad loss vs much lower LR: might approach **−25 LR**

Because each Ranked match is 3 raids, each result is relatively "rich" in info, so LR changes can be meaningful without being absurdly swingy.

7.6 LR → Rank Tier Mapping (Example)

You can adjust these numbers, but here's a clear starting point:

- **Scrap:** LR ~ 900– 999

- **Rust:** LR 1000–1099

- **Iron:** LR 1100–1199

- **Steel:** LR 1200–1299

- **Titanium:** LR 1300–1399

- **Diamond:** LR 1400–1499

- **Celestial:** LR 1500–1599

- **Singularity:** LR 1600+

As your LR crosses a tier boundary, your rank tier updates.

Admins can adjust ranges between seasons to keep distribution healthy.

7.7 Promotions & Demotions

- **Promotions:**

    - When LR rises above a tier's upper threshold, you move up.

    - Example: 1298 → 1305 LR → **Steel** → **Titanium**.

- **Demotions:**

    - When LR falls below a tier's lower threshold, you move down.

    - Example: 1395 → 1290 LR over several losses → **Titanium** → **Steel**.

7.8 Inactivity (INACTIVE)

LAN+ may apply rating decay at high tiers:

- No decay for lower tiers (Scrap → Steel).

- For higher tiers (Titanium → Singularity):

    - If a team plays **no Ranked matches for X days**, LR may slowly decay (e.g., −10 LR per week).

    - Playing a Ranked match stops decay.

    - LR won't decay below a defined floor from inactivity alone.

If decay is active, the exact rules will be announced before the season starts.

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8. Rank Tiers – Scrap to Singularity

8.1 Tier List

From lowest to highest:

1. **Scrap**

2. **Rust**

3. **Iron**

4. **Steel**

5. **Titanium**

6. **Diamond**

7. **Celestial**

8. **Singularity**

8.2 Tier Identity & Vibe

Scrap – *Entry Tier*

- Brand-new or struggling teams.

- Learning the rules, routes, and coordination.

- Visual: broken metal, jagged scrap.

Rust – *Low Tier*

- Teams starting to stabilize.

- Still messy, but can beat other low tiers and punish obvious mistakes.

- Visual: corroded metal plates, rust streaks.

Iron – *Foundation Tier*

- Teams with a grasp of LAN+ scoring and match structure.

- Understands rotations, rough timings, and risk vs reward.

- Visual: solid gear / shield.

Steel – *Competitive Tier*

- Strong, reliable squads.

- Positive records, can regularly beat Scrap / Rust / Iron.

- Visual: reinforced shield, sharp edges, darker metal.

Titanium – *Advanced Tier*

- High-level teams with consistent gameplans and good comms.

- Frequently appear in top matchups and events.

- Visual: sleek, light-colored futuristic armor/plate.

Diamond – *Elite Tier*

- Very sharp play: fast, punishing, minimal mistakes.

- Often favorites in any match they play.

- Visual: crystal shard, refracted light.

Celestial – *Cosmic Tier*

- Among the best on the ladder.

- Control pace, rotate cleanly, and rarely drop series to lower tiers.

- Visual: starfield, orbit rings.

Singularity – *Endgame Tier*

- The highest rank in LAN+.

- Reserved for a tiny number of teams who consistently win at the top.

- Visual: event horizon / black hole icon.

8.3 Discord Roles & Emblems (Summary)

Each tier is mapped to:

- A **Discord role name** (Scrap, Rust, etc.)

- A **role color**:

  - Scrap: dark brown-gray

  - Rust: warm rust orange

  - Iron: neutral gray

  - Steel: blue-gray

  - Titanium: pale silver-blue

  - Diamond: icy cyan

  - Celestial: deep indigo

  - Singularity: almost black with a bright accent

- A **badge/emblem** for overlays and merch:

  - Scrap → shattered plate

  - Rust → corroded plate/gear

  - Iron → clean gear

  - Steel → chunky shield

  - Titanium → sleek futuristic mask/plate

  - Diamond → crystal/shard

  - Celestial → orb with orbit ring + stars

     ○   Singularity → dark center with bright ring

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9. Match Operations & Reporting (IN DEVELOPMENT)

9.1 Scheduling Ranked Matches

- Use #match-scheduling to propose and accept match times.

- Include:

    - Team names

    - Proposed time (with timezone)

    - Format (always: **Ranked 3-Raid Series**)

Admins may set:

- Weekly deadlines

- Forfeit rules for no-shows

9.2 Match-Day Process (Ranked)

Before the match:

- Confirm rosters and available players.

- Ensure everyone knows:

    - Scoring rules

    - 3-Raid Series structure

- Designate:

- **Scorekeeper** (records data, screenshots)

- **Captain** (posts results)

During the match:

For each of the 3 raids:

1. Queue and play according to LAN+ rules.

2. At end of raid:

   - Take clear screenshots of scoreboard/end screen.

   - Record kills, extracts, damage, etc.

   - Compute Raid Score.

After the match:

1. Add Raid 1 + Raid 2 + Raid 3 = **Match Score**.

2. Compare with opponent captain.

3. Post results.

9.3 Result Submission Template

In `#match-submissions`, captains should post something like:

> **Match Result – Ranked 3 - Match - Series**
> Team A vs Team B – [Date] @ the opposing Captain
>
> **Raid 1:**
>
> - Team A: [Score] (Kills / Extracts / Damage)
>
> - Team B: [Score]
>
> **Raid 2:**

- Team A: [Score]

- Team B: [Score]

Raid 3:

- Team A: [Score]

- Team B: [Score]

Final Match Score:

- Team A: [Total]

- Team B: [Total]

Winner: [Team Name]

Screenshots: (attach images)

Opposing captain replies with a ✅ to confirm or raises a dispute.

9.4 Unrated Match Reporting

For Unrated 1-Raid matches:

- Use #match-submissions or a designated channel.

- Include:

    - Teams

    - Single Raid Score

    - Screenshots

Stats may be aggregated into public dashboards or per-team trackers.

9.5 Forfeits & No-Shows

- If a team doesn't show up within the grace period (e.g., 15 minutes), the attending team can request a **forfeit win**.

- Repeated no-shows may result in:

    - Match loss penalties

    - LR adjustments

    - Temporary or permanent removal from the season

Forfeits count as a loss for the absent team in LR calculations (specific LR handling may be defined per season).

9.6 Disputes & Evidence

If teams disagree on:

- Scores

- Validity of a raid

- Alleged cheating or rule violations

They must:

1. Open a ticket or tag staff in the support channel.

2. Provide:

    - Match time

    - Team names

    - All screenshots/clips

    - A clear summary of the dispute

LAN+ staff will review and give a final ruling.

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10. Seasons, Events & Unrated Usage

10.1 Seasons

LAN+ runs Ranked play in **seasons**:

- Each season lasts a fixed number of weeks.

- LR and ranks reset partially or fully at season start (as announced).

- Seasonal rewards may be tied to:

    - Peak rank achieved

    - Final rank at season end

10.2 Playoffs & Events

At season's end, LAN+ may run:

- Playoff brackets

- Finals

- Invitationals / Showmatches

Seeding is based on LR, rank tiers, or a combination of standings.

10.3 Role of Unrated in Seasons

Unrated 1-Raid matches:

- Do **not** affect LR or rank.

- Are used for:

    - Practice, testing

    - Community events

    - Creator content

- May have their own:

    - Leaderboards (most kills, highest single Raid Score, etc.)

    - Fun awards or cosmetic recognition

Unrated is meant to **support Ranked**, not replace it.

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11. Appendices

11.1 Glossary

- **Raid** – A single Arc Raiders game/lobby.

- **3-Raid Series** – Three raids per team; defines one Ranked match.

- **Ranked Match** – 3-Raid Series that affects LR and rank.

- **Unrated Match** – 1-Raid match that tracks stats only.

- **Raid Score** – Points scored by your team in one raid via LAN+ rules.

- **Match Score** – Sum of your three Raid Scores in a 3-Raid Series.

- **Ladder Rating (LR)** – Numeric rating used for matchmaking and rank.

- **Rank Tier** – Scrap / Rust / Iron / Steel / Titanium / Diamond / Celestial / Singularity.

- **MMR** – Informal term for LR (they mean the same thing here).

- **Overtime Raid** – Extra raid used to break ties in Ranked.

11.2 Example Calculation (Full Match)

Team A – Raid 1

- 9 knocks → 9 × 4 = 36

- 1 extract → 1 × 2 = 2

- 6,500 damage → floor(6.5) = 6
  → Raid 1 Score = 36 + 2 + 6 = **44**

Team A – Raid 2

- 5 knocks → 20

- 2 extracts → 4

- 4,300 damage → 4
  → Raid 2 Score = 20 + 4 + 4 = **28**

Team A – Raid 3

- 7 knocks → 28

- 3 extracts → 6

- 5,200 damage → 5
  → Raid 3 Score = 28 + 6 + 5 = **39**

Team A Match Score = 44 + 28 + 39 = **111**

Do the same for Team B. Higher total wins the match.

11.3 Change Log – v1.0

- Introduced:

  - **Ranked 3-Raid Series** as the **only** mode affecting LR/rank.

- **Unrated 1-Raid** mode that tracks stats but does not change LR/rank.

- Official scoring formula (Knocks, Extracts, Damage) with examples.

- ELO-style **Ladder Rating (LR)** system.

- Eight-tier rank ladder: **Scrap, Rust, Iron, Steel, Titanium, Diamond, Celestial, Singularity**.

Future updates (v1.1+, etc.) will list changes here.