

Rally Timing - the Checkpoint Card

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One equation runs the whole system: **launch time = hit time minus march time**. Let the sheet do that arithmetic. Nobody should be subtracting minutes in their head at midnight.

Post the call twice - once when the plan is set, once at T-30. Use this format:

"[Target] - hit [time] UTC - lead [name], backup [name] - join by [time] - [troop note]. Checkpoints at T-30 and T-10 in this chat. If you cannot make it, react or mail [war officer] before T-30 so we can fill the spot."

When	What happens
T-30	Lead confirms the target and the joiner count so far. The lead is online; the backup is named. Post the call a second time here.
T-10	Lead confirms launch or delay, by name - even if the answer is "on time, no change." Silence at T-10 reads as absence. If the lead is not present and has not messaged, the backup leads. Nobody debates it in chat.
T-2	Chat goes quiet except the lead.

Joiners: say what to send and what not to send, in the call itself. A new member sends the wrong march because nobody told them, then gets blamed for a weak rally, then stops joining. One line prevents the whole sequence.

If you must delay: say so before the original launch time, give the new time in the same format, and say why in four words or fewer. "Delayed 10, lead disconnected" is enough.

After the event, write three numbers down: how many were expected, how many were online, how many joined. 14 of 30 online with 13 joining is a scheduling problem. 26 online with 11 joining is a calls problem. The record tells you which one you have.

Event	Target	Lead	Backup	March (min)	Hit (UTC)	Launch (UTC)

This card is one page of the **Kingshot Alliance Toolkit** (\$14.99, Gumroad): a war-planning spreadsheet where launch times and checkpoints calculate themselves, a roster and availability sheet, a research queue tracker, and a 16-page leadership handbook that covers rally discipline, officer roles, and the member problems that actually end alliances.

Join the studio list at goatlockerstudios.com (gaming segment) - one short email a month: new printables, templates, and Tampa-season notes. No spam; unsubscribe in one click.

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