

# **Battletech Superbowl 2008**

## First Playoff Round

Welcome to the first annual Battletech SuperBowl! It's a wonderful day out and the light fog and slight weather changes should make this an exciting day here at the Steiner Coliseum in the Silesia section here on Solaris. The teams have been working hard and practicing diligently throughout the year and only the four best teams have emerged to challenge one another for the ultimate title of Champion.

For the record, we are not given their true identities for the sake of their privacy. Instead, we are given their callsigns so forgive this reporter if it sounds a bit strange.

And here they come. The first two teams have entered the Coliseum! The first team up is Captain Deadmeat's players are a lively bunch. A combination of mechs that look rather interesting from this viewing box. \*A rattling of papers is heard\* Ahh, here we are. They are as follows. Captain Deadmeat is piloting a fearsome looking Hollander II while Tovaar and Wildcard are piloting a Daishi and Masakari respectively. Their designated Ball, Nightmare, is strapped into a wicked looking Raven. Built for speed and agility.

On the other side of the playing field is Captain Q's team. Q himself is strapped into the piloting couch of the Hauptmann while Aslan and Outlaw are looking in top form in a Daishi and a Shadow Cat. Their Ball has chosen an Osiris for their first round of the Playoffs. On a side note, this team recently enjoyed a warm up session several weeks ago against the practice bots and did very well.

The safety field is coming up in all it's electron glory, a clear indication that the competition is about to start. Four members of the Referee Corps has just risen in a hovercraft to the top of the field so that they can observe the entire field of play. Both teams have spread out so that the strategy is not quite apparent.

There! A Brief burst of colored light against the field and the game is on!

Both teams are on the field, and the game is quickly heating up. Some show of bravado is being fired off with brilliant explosions, but nothing important but.... Wait.. An escape pod has just been launched, seconds before a Mech exploded on the far side of the field. First Blood goes to DeadMeat's team as Tovaar's Daishi turned Outlaw's

Shadow Cat into a heap of smoking rubble. That's gotta hurt!

There's a lot smoke, but Q's team has reciprocated by Aslan, also in a Daishi, finding and sending the opponent's ball, Nightmare, to the scrap heap. Reports are good that she'll be okay and.. There she is.. Stepping back out onto the field and running in top form. There's a light fog rolling in that is making the explosions a bit more spectacular, but.. Wait.. What's this?

After reading the printouts coming over this reporter's station, there's been a double kill! A first in this Superbowl playoff! Captain Deadmeat's Hollander II and Q's team's ball, Blood Demon have been thoroughly destroyed. You heard it here first, on KMEC broadcast. And now a word from our sponsors.

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'and now we return you to the game'

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Welcome back and if you haven't been keeping score, well, we won't know about that til the end of the match. There's so much smoke and debris floating around out in the arena it's hard to tell who has been blown apart and who hasn't. All that matters is the Ball. At the end of the Match, there will be a tally of Ball Mechs killed in battle and that will determine the winner of the match. During our commercial break, Captain Q himself lead a charge into his opponent's side of the arena to devastate Captain Deadmeat. The

firefight is now spread throughout the arena and it's hard to see where each football mech is hiding. But that is the name of the game. Nightmare and Blood Demon are both valiantly attempting to stay away from the fighting, though it's becoming apparent that both teams are now homing in on the smaller, faster Mechs.

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At this time the radio station would like to remind our listeners that any broadcast, reproduction, or performance of this radiocast without prior permission from the Solaris Gaming Association, the Steiner Collesium, AND legal representatives of MechBowl is highly illegal and the penalties could range from a fine or a period of time in the nearest penal colony.

So, have a good time and remember, It's not just MechBall... it's MechBOWL!

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And there goes the 3 minute horn. Time's running out for both teams and the firepower is getting more impressive. Those mechs who have jump jets are now using them with frequent and deadly results. Some of the flares and explosions are even messing with our visuals on the ground. But not completely however.

Thanks to our cameras situated all around the rim of the collesium, we can see the deadly effect of the battle. Ooooooh Ouch. Captain Q's mech just went down and his escape pod blasted free of the mess. He'll be back though, I have a feeling. The sand have been trashed with the skeletal remains of smoking mechs and the chipped and trampled stones of the archways.

Nightmare's just been tossed into the air by a direct hit from Aslan's mech and the scream of the crowds as even more pods are seen to fly upwards.

Oh that's going to leave a mark. Tovaar has just given Captain Q his walking papers by a direct hit to the fusions. Not to worry, these are solid cased escape pods that are specially designed to take the punishments of repeated ejections.

Looking around, I see that Nightmare has returned to the field and is wisely keeping out of the line of sight. Until she comes across Outlaw. Yikes! Look at that armor fly. Wow. The Shadow Cat Outlaw was driving just exploded. Wait.. Yes, the referees have ruled that it was a Self-Destruct and it is one of the few things that will take points away.

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For those of you playing the home game, let me explain. A player is allowed to self destruct his own vehicle only after it is no longer able to function. While it is the best way to return to the game, the points cost could make the difference between a win and a loss to the opposing teams.

Points can be further removed from things such as friendly fire, running into your team mate, and other things like that.

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And the final minute horn has just sounded. Team Deadmeat has to pick up the slack and find that ball before the end of the match or else they're going to be defeated. Flares and explosions across the force shield are blinding this announcer's eyes to what's going on, but the vid screens are showing us that damage is being made. Captain Q is in top form after his last explosion and seems intent on truly gaining vengeance.

As the clock ticks down, Q sends Tovaar back to the Mechbay in a violent display of weaponry and bravado, followed closely by Wildcard. As a coup de Grace, it seems that the unlucky ball, Nightmare has really taken a beating.

\*HOOOOOOONK\*

That's the final horn. The game is over and Captain Q's team has won this competition by gaining 5 kills on Captain Deadmeat's ball and their competitors only gained 2.

Looks like Team Deadmeat is in need of a lot more practice.

However, they're not going to get it today. They're slated to take on their next competitors tomorrow and will need ever minute they can to make repairs and soak away their aches and pains because they're going to have to go head to head against Team Bloodshed who are fully fresh and really alert.

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Until then, dear listeners, we return you to the upcoming news and weather for Solaris and the surrounding planets. I am Diane Taylor, Goodnight from Steiner Collesium.

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This radio broadcast has been brought to you by KMEC radio. Tune in tomorrow for the next game.



## MechWarrior: Nightmare

Score: 718

Kills: 1



Pilot:	'Mech:	Score:	Kills:	Deaths:	Q	Asland	Outlaw	Blood Demon	Tovaar	Wildcard	Deadmeat	Nightmare
<b>Team 2</b>		7902	11	6	0	1	1	0	2	1	2	5
Q	Hauptmann	3360	5	1	0 / -384	0 / -8	0 / -167	0 / 0	1 / 782	1 / 537	1 / 1367	2 / 1233
Asland	Daishi	3251	3	1	0 / -6	0 / -384	0 / 0	0 / -16	1 / 830	0 / 1006	0 / 328	2 / 1493
Outlaw	Shadow Cat	807	2	3	0 / -16	1 / -543	1 / -646	0 / 0	0 / 7	0 / 170	0 / 69	1 / 1766
Blood Demon	Osiris	484	1	2	0 / 0	0 / 0	0 / 0	0 / -186	0 / 0	0 / 6	1 / 611	0 / 53
<b>Team 1</b>		6084	5	10	1	0	2	2	0	1	0	0
Tovaar	Daishi	1934	2	2	1 / 1126	0 / 623	1 / 716	0 / 7	0 / -538	0 / 0	0 / 0	0 / 0
Wildcard	Masakari	1742	0	2	0 / 876	0 / 488	0 / 822	0 / 66	0 / 0	1 / -500	0 / -7	0 / -3
Deadmeat	Hollander II	1690	2	2	0 / 55	0 / 8	0 / 118	2 / 1606	0 / 0	0 / 0	0 / -88	0 / -9
Nightmare	Raven	718	1	5	0 / 31	0 / 130	1 / 914	0 / 0	0 / -10	0 / 0	0 / -17	0 / -330

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### Mission Highlights

Mission: Coliseum Date: 02/02/2008  
 Drop Time: Day Time: 21:16  
 Visibility: Light Fog/Weather. Game: Team Attrition

**(02:08) Asland delivers the last blow as Nightmare's Raven explodes in flames!**

(04:00) Outlaw damages Nightmare's LeftTorso.

**(04:10) Fresh paint is applied to Q's Hauptmann to mark the destruction of Nightmare's Raven!**

(05:03) Nightmare fires the Raven's MediumLaser and decimates the CenterTorso of Tovaar's Daishi. Fire boils from the damaged CenterTorso of Tovaar's Daishi after Nightmare hits it with a MediumLaser. (05:09) Fire boils from the damaged CenterTorso of Q's Hauptmann after Nightmare hits it with a MediumLaser. Nightmare damages Q's CenterTorso. Nightmare fires the Raven's SRM6 and decimates the RightArm of Q's Hauptmann. Q's Hauptmann suffers a direct hit to it's CenterTorso from Nightmare's LRM5. Nightmare damages Q's RightArm. Q's Hauptmann suffers a direct hit to it's RightArm from Nightmare's SRM6. Nightmare damages Q's RightArm. (05:56) Outlaw damages Nightmare's RightLeg. (06:24) Dense black smoke pours from Nightmare's CenterTorso as a result of Outlaw's targeted hit. Nightmare fires the Raven's MediumLaser and decimates the CenterTorso of Outlaw's Shadow Cat. Smoke and fire are trailing from Outlaw's Shadow Cat, all results of the MediumLaser blast inflicted by Nightmare. Nightmare damages Outlaw's LeftArm. Smoke and fire are trailing from Outlaw's Shadow Cat, all results of the LRM5 blast inflicted by Nightmare. Dense black smoke pours from Outlaw's LeftLeg as a result of Nightmare's targeted hit. Nightmare damages Outlaw's LeftLeg. Fire boils from the damaged CenterTorso of Outlaw's Shadow Cat after Nightmare hits it with a SRM6. (06:27) Nightmare's Raven fires the SRM6 and damages the RightLeg of Outlaw's Shadow Cat. Dense black smoke pours from Outlaw's LeftTorso as a result of Nightmare's targeted hit. (06:30) Fire boils from the damaged CenterTorso of Outlaw's Shadow Cat after Nightmare hits it with a MediumLaser. Nightmare damages Outlaw's

CenterTorso. Smoke and fire are trailing from Outlaw's Shadow Cat, all results of the LRM5 blast inflicted by Nightmare.

**(06:35) Outlaw delivers the last blow as Nightmare's Raven explodes in flames!**

**(07:25) Best wishes in the afterlife are presented to Outlaw from Nightmare.**

**(07:47) Asland's Daishi destroys Nightmare's Raven!**

(07:59) Asland's Daishi suffers a direct hit to it's CenterTorso from Nightmare's SRM6. Nightmare targets and fires the LRM5; Asland cries in dismay as the Daishi's RightTorso is damaged. Nightmare's Raven fires the SRM6 and damages the RightLeg of Asland's Daishi. (08:38) Outlaw damages Nightmare's CenterTorso. (08:55) Outlaw's Shadow Cat fires the ClanSSRM4 and damages the CenterTorso of Nightmare's Raven. (09:03) Outlaw's Shadow Cat suffers a direct hit to it's LeftTorso from Nightmare's SRM6. Dense black smoke pours from Outlaw's LeftTorso as a result of Nightmare's targeted hit. Fire boils from the damaged CenterTorso of Outlaw's Shadow Cat after Nightmare hits it with a SRM6. Outlaw's Shadow Cat suffers a direct hit to it's LeftTorso from Nightmare's SRM6. Outlaw's Shadow Cat takes a devastating hit in the CenterTorso from Nightmare. Outlaw's Shadow Cat takes a devastating hit in the CenterTorso from Nightmare. Outlaw's Shadow Cat suffers a direct hit to it's LeftTorso from Nightmare's SRM6. (09:06) Dense black smoke pours from Outlaw's LeftLeg as a result of Nightmare's targeted hit. (09:09) Smoke and fire are trailing from Outlaw's Shadow Cat, all results of the SRM6 blast inflicted by Nightmare. Nightmare's Raven fires the SRM6 and damages the LeftLeg of Outlaw's Shadow Cat. Nightmare fires the Raven's SRM6 and decimates the Default of Outlaw's Shadow Cat. Dense black smoke pours from Outlaw's Default as a result of Nightmare's targeted hit.

**(09:11) The burning wreckage of Nightmare's Raven is a reminder to all of the prowess of Q's battle skills!**

(09:57) Nightmare damages Deadmeat's Special-2. Deadmeat's Hollander II takes a devastating hit in the Special-2 from Nightmare.