

Battletech Superbowl 2008

Second Playoff Round

...And welcome back to the action listeners. In case you are just tuning in, the Steiner Coliseum welcomes you back to the event of the evening. Those of you have been with us for the day, we just finished up a grudge match between the Sakura-Ryu Stables and the fearsome Iron Blade Stable. So far, they're still working out the mess to see who won. Apparently the reason for the match was that one had come into a certain amount of Tech information that was supposed to go to the other and, well, you get the picture. We'll report on the results later.

Right now, the second round of MechBowl is about to get under way in this arena. This morning, Captain DeadMeat's team lost by a small margin to Captain Q's contingent, thereby forcing them to compete in this evening's event instead of resting up for tomorrow. If they loose this bout there is a slim chance they could compete for second or third place. But that's not the goal of MechBowl. The goal is to take the top slot in the rankings into next season.

This station would like to remind listeners that next Saturday is donation day at the local Charity Ball sponsored by the ChengSu corporation. Makers of affordable homes and supporter of The Way adoption agency. Please make a donation and help a war orphan find a happy home.

And now back to the action. According to the lineup, Team Deadmeat has changed things around a bit. Probably to let their usual Mechs get the repairs they so desperately need after the battering they took this morning. Captain Deadmeat has retained the Hollander II, but the rest of his team have switched it up. Wildcard is now sporting a Madcat II in preparation for some heavy combat while Tovaar is giving his Daishi a rest and is piloting a Deimos instead. Their ball, Nightmare, is now on the field in an Osiris. Word has it the entire armor plating on the Raven had to be replaced with the pounding it got during the first bout.

The noise you hear is the crowds cheering on the newest arrivals. The new challengers fresh from the Quartan 5 Championships. Team Stone, led by Captain Stone himself. A vetran of the Taurian Mechfights and one Dare to Die Matchup with an Emmisary from the Tholis Directorate, he brings a team of players who have worked well together. Captain Stone will be riding in an Uller while the other players come out with their choices. Bloodshed has just

entered the arena piloting an exceptionally well made Awesome. Pilot OniDono has selected a Shadowcat for his preferred method of choice. An odd name for a pilot, but still an incredibly dangerous one all the same, Corpus Decrepid is piloting a Deimos.

Captain Stone has elected to take on the task of being his team's Ball during this match. It should prove to be interesting.

If you're just listening in at this time, let's review the rules. In the game of MechBall, there is only one way to win the game. To hunt down and kill off your opponent's Ball as many times as possible before the end of the time period. It is fast and brutal and this is no game for the weak of heart.

KMEK radio reminds it's listeners that these are trained professionals and they know what they are doing. Please, DO NOT try this at home. At no time should any adult or child attempt to re-create any of the battles fought here today as risk of serious injury would be a high statistical probability.

The referees have finally entered their booth and activated the protective shield in the Coliseum. Designed to keep the violence inside from creating violence outside. Any minute now, YES, the force shield has just change colors and the game is on.

This is a night time game so the flood lights and anti-glare lamps are spaced evenly about the arena so that people viewing the Holo vid at home or the spectators in the seats around the announcer's box can see the action without having any problems with light and shadow. The anti-glare system also doubles as night vision when the blind fighting is called for.

And first blood goes to Team Stone as OniDono sends Nightmare's escape pod up past the safety field. The Osiris is a complete pile of scrap metal on the sands. An excellent shot even though Nightmare's piloting has kept her out of most of the action and her team's ability to keep her safe has improved a bit, Team Stone is able to get the shot off.

At this point, listeners, the use of infrared or light amplification cameras would be useless. There's so much flare from the combat, it would simply be a blank screen. Later on in the match, the burning wreckage and hot metal parts would futz the display until it was completely distorted.

It seems that Nightmare's Osiris is back on the field. Unfortunately, some moron in the Mechbay either unknowingly or knowingly slapped a big target on the back of the machine she's riding in. Even her own team mates are mistaking her for the other team because Wildcard just sent her back to the hangar bay with major damage to the escape pod. That's not going to be one for the after action reviews.

rustling of papers Yep, the referees have penalized Captain Deadmeat's team 500 points for destroying their own Ball. Even after a full review of the situation, it's still apparent that the hit was a killing shot and caused the ejection of the pilot.

While they're still working on getting the Osiris back in action, let's get a news update from the station. Jason?

Thanks, Dorian. I'm Jason Randall and this is your on the hour news update from around the planet.

Those of you trying to make the transport to the North are in for a wait, the skybus is currently in the upper atmosphere thanks to a malfunction of the anti-grav units. Unfortunately, this is a tragic event and could have been avoided with proper inspection and maintenance.

The verdict is in for the serial killer known as Mr. Freeze. Those of you who keep up with the news will remember that Justyne Cayce, aka Mr. Freeze, was apprehended at an art viewing. Mr. Cayce had been killing his victims by slowly freezing them in Liquid Nitrogen after binding them in position, then claiming to have bought the corpses through legal means for the purpose of his morbid artwork. The courts have found him guilty and recommended he suffer the same fate as his victims. More news after the game.

And that's our news for the hour, back to the MechBowl Playoff Game now in progress...
Dorian?

Thanks Jason, we just had a couple of groups ejected from the stands for fighting. It seems both teams have a solid fan base in the seats. Someone should have told them that trying to incite violence in the Coliseum is not a good idea with a multinational security team and robotic security present.

Oh Nice! There went both Captains in a dual kill Smackdown. Not often two major players get a chance to take each other out, but it sure makes up for the mistake a few minutes ago. *pause* I'm told that both Captains have been retrieved and are being checked out by the medics as we speak.

In the meantime, things are heating up on the floor of the arena. This reporter can see the glow of the wreckage even from this lofty press box. Even the explosions of missiles that miss their mark make an impressive display in the dark. The combat is getting treacherous out there with all the pieces of armor laying about and the wrecked hulks of dead machinery.

We're just over halfway through the match and there have been several more pods launched. Including a direct hit on Wildcard by Corpus Decrepit in an impressive display of firepower. Tally's of kills made and a replay will be available on the Holographic Pay Per View channel an hour after the game has finished and the winners posted.

There it goes. The final three minutes of the game have just begun with the green flash of the force shield. This is the make or break minutes of the game.

Listeners are reminded that this broadcast of Game 2 of the MechBowl Championships is copyrighted by the Solaris Gaming Federation, Steiner Colesium Productions, And the MechBowl League itself. Any rebroadcast or public rendition of this game in any form is a violation of the Copyright laws and the laws of the planet Solaris. So Don't Do It.

All Mech Pilots in the MechBowl Playoffs are experienced pilots and have several years of experience under their belts. Listeners are reminded to Never EVER try to replicate this event at home. It would cause major injuries and probably scare the neighborhood dogs.

Kmech hopes you will drink responsibly and walk home safe. And now, back to the game.

Wildcard just sent Oni-Dono's mech flying to the ground, and the escape pod launched into the catch grid in the final minutes of the game. It's getting so that even the containment grid is one large flash screen. Who knew it could take that many direct hits and still keep on protecting?

There's a bit more maneuvering of machines as everyone returns to the arena for the final

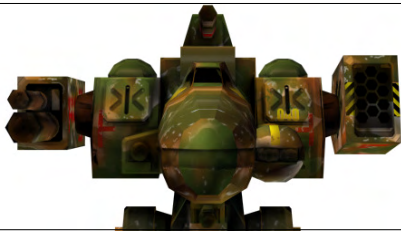
minute. Oni-dono has just stepped back onto the sand, fully stocked while a rundown on ammunition of all the mechs shows that most of them are fully stocked after returning to the field and the fighters are still in the top end of the endurance level.

Ooooh, that's going to leave a mark. Oni-Dono just peeled Nightmare's mech open like a grape! She's been getting hammered out there and it seems that, judging by the telemetry going to the Referees, she's about done for the night. She's still in the game, but the ejections are getting to her.

And.. We're down to the final sixty seconds of this game and it looks like there's going to be another Smackdown between Captain Deadmeat and Captain Stone. The screen is giving me a tight focus of this colossal fight. The darkness and the flares make it hard to see who it is but.. Wait... a pod just cleared the field just as the ending horn. The signal is.. Yes! Captain Stone lost the Smackdown!

However, as the hits are tallied up, it seems that Captain Stone's crew has won the night. However, Captain Deadmeat and his Pilots are now eligible for the Wildcard slot and can compete at the later end of the game.

This is Dorian Michaels, reporting to you from Steiner Colliseum. We now return you to your regularly scheduled Kmech program....



MechWarrior: Nightmare

Score: 137

Kills: 0



Pilot:	'Mech:	Score:	Kills:	Deaths:	Oni-Dono	Corpus Decrepid	Bloodshed	Stone	Wildcard	Deadmeat	Tovarr	Nightmare
Team 1		6783	6	5	0	0	0	1	1	1	0	4
Oni-Dono	Shadow Cat	2991	4	2	0 / -214	0 / 0	0 / -170	0 / -59	0 / 108	0 / 0	0 / 14	4 / 3312
Corpus Decrepid	Deimos	1740	1	1	0 / -4	0 / -396	0 / -13	0 / 0	1 / 1546	0 / 305	0 / 101	0 / 201
Bloodshed	Awesome	1674	0	0	0 / -16	0 / -16	0 / 0	0 / -10	0 / 43	0 / 582	0 / 1061	0 / 30
Stone	Uller	378	1	3	0 / 0	0 / 0	0 / -1	1 / -543	0 / 0	1 / 778	0 / 80	0 / 64
Team 2		4833	6	7	2	1	0	2	0	0	0	1
Wildcard	Mad Cat Mk.II	2209	4	1	2 / 1918	1 / 1483	0 / 0	0 / 88	0 / -660	0 / 0	0 / -120	1 / -500
Deadmeat	Hollander II	1417	2	1	0 / 0	0 / 20	0 / 16	2 / 1648	0 / -3	0 / -257	0 / -7	0 / 0
Tovarr	Deimos	1070	0	0	0 / 14	0 / 185	0 / 822	0 / 68	0 / 0	0 / -19	0 / 0	0 / 0
Nightmare	Osiris	137	0	5	0 / 124	0 / 13	0 / 0	0 / 0	0 / 0	0 / 0	0 / 0	0 / 0

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Mission Highlights

Mission: Coliseum
 Drop Time: Night
 Visibility: Good.

Date: 02/02/2008
 Time: 22:05
 Game: Team Attrition

(01:40) Oni-Dono damages Nightmare's CenterTorso. Nightmare's Osiris suffers a direct hit to it's CenterTorso from Oni-Dono's ClanSSRM4.

(01:45) Tragedy strikes Nightmare as Oni-Dono guns the Osiris down.

(02:33) Corpus Decrepid's Deimos fires the ClanUltraAC2 and damages the LeftLeg of Nightmare's Osiris. (02:55) Corpus Decrepid fires the Deimos's ClanUltraAC2 and decimates the LeftLeg of Nightmare's Osiris. Corpus Decrepid targets and fires the ClanUltraAC2; Nightmare cries in dismay as the Osiris's LeftLeg is damaged. (03:42) Oni-Dono damages Nightmare's LeftLeg. (03:50) Corpus Decrepid's Deimos suffers a direct hit to it's Special-2 from Nightmare's MediumPulse. Smoke and fire are trailing from Corpus Decrepid's Deimos, all results of the SmallPulse blast inflicted by Nightmare. Fire boils from the damaged Special-2 of Corpus Decrepid's Deimos after Nightmare hits it with a MediumPulse.

(03:51) Nightmare's Osiris explodes in a fire-ball, thanks to Wildcard.

(04:40) Oni-Dono targets and fires the ClanSSRM4; Nightmare cries in dismay as the Osiris's CenterTorso is damaged. (04:46) Fire boils from the damaged RightArm of Nightmare's Osiris after Oni-Dono hits it with a ClanSSRM4. (05:12) Oni-Dono's Shadow Cat suffers a direct hit to it's CenterTorso from Nightmare's SmallPulse. Oni-Dono's Shadow Cat takes a devastating hit in the CenterTorso from Nightmare. Oni-Dono's Shadow Cat takes a devastating hit in the Head from Nightmare.

(05:12) The thunderous explosion of Nightmare's Osiris is music to the ears of Oni-Dono!

(06:10) Oni-Dono's Shadow Cat suffers a direct hit to it's LeftTorso from Nightmare's SmallPulse. Nightmare damages Oni-Dono's LeftTorso. Oni-Dono takes a severe wound to the LeftTorso as Nightmare aims for the Shadow Cat again.

Nightmare fires the Osiris's SmallPulse and decimates the CenterTorso of Oni-Dono's Shadow Cat. (06:16) Oni-Dono's Shadow Cat fires the ClanSSRM4 and damages the CenterTorso of Nightmare's Osiris. Oni-Dono's Shadow Cat suffers a direct hit to it's LeftTorso from Nightmare's MediumPulse. Oni-Dono takes a severe wound to the CenterTorso as Nightmare aims for the Shadow Cat again. Oni-Dono's Shadow Cat takes a devastating hit in the CenterTorso from Nightmare. Nightmare damages Oni-Dono's RightTorso. (06:20) Nightmare targets and fires the MediumPulse; Oni-Dono cries in dismay as the Shadow Cat's CenterTorso is damaged. Dense black smoke pours from Oni-Dono's CenterTorso as a result of Nightmare's targeted hit. Dense black smoke pours from Oni-Dono's CenterTorso as a result of Nightmare's targeted hit. Dense black smoke pours from Oni-Dono's LeftArm as a result of Nightmare's targeted hit. Oni-Dono's Shadow Cat suffers a direct hit to it's LeftTorso from Nightmare's MediumPulse. (06:23) Nightmare targets and fires the SmallPulse; Oni-Dono cries in dismay as the Shadow Cat's CenterTorso is damaged. Oni-Dono takes a severe wound to the LeftTorso as Nightmare aims for the Shadow Cat again. Nightmare damages Oni-Dono's LeftTorso. Nightmare targets and fires the MediumPulse; Oni-Dono cries in dismay as the Shadow Cat's LeftTorso is damaged. (06:27) Oni-Dono's Shadow Cat suffers a direct hit to it's LeftTorso from Nightmare's SmallPulse.

(06:31) Best wishes in the afterlife are presented to Nightmare from Oni-Dono.

(07:10) Nightmare's Osiris takes a devastating hit in the CenterTorso from Oni-Dono. (07:42) Oni-Dono damages Nightmare's CenterTorso. (07:47) Corpus Decrepid's Deimos fires the ClanERMediumLaser and damages the RightTorso of Nightmare's Osiris. (08:23) Dense black smoke pours from Nightmare's LeftTorso as a result of Oni-Dono's targeted hit. **(08:41) The burning wreckage of Nightmare's Osiris is a reminder to all of the prowess of Oni-Dono's battle skills!** Smoke and fire are trailing from Nightmare's Osiris, all results of the ClanGauss blast inflicted by Oni-Dono.