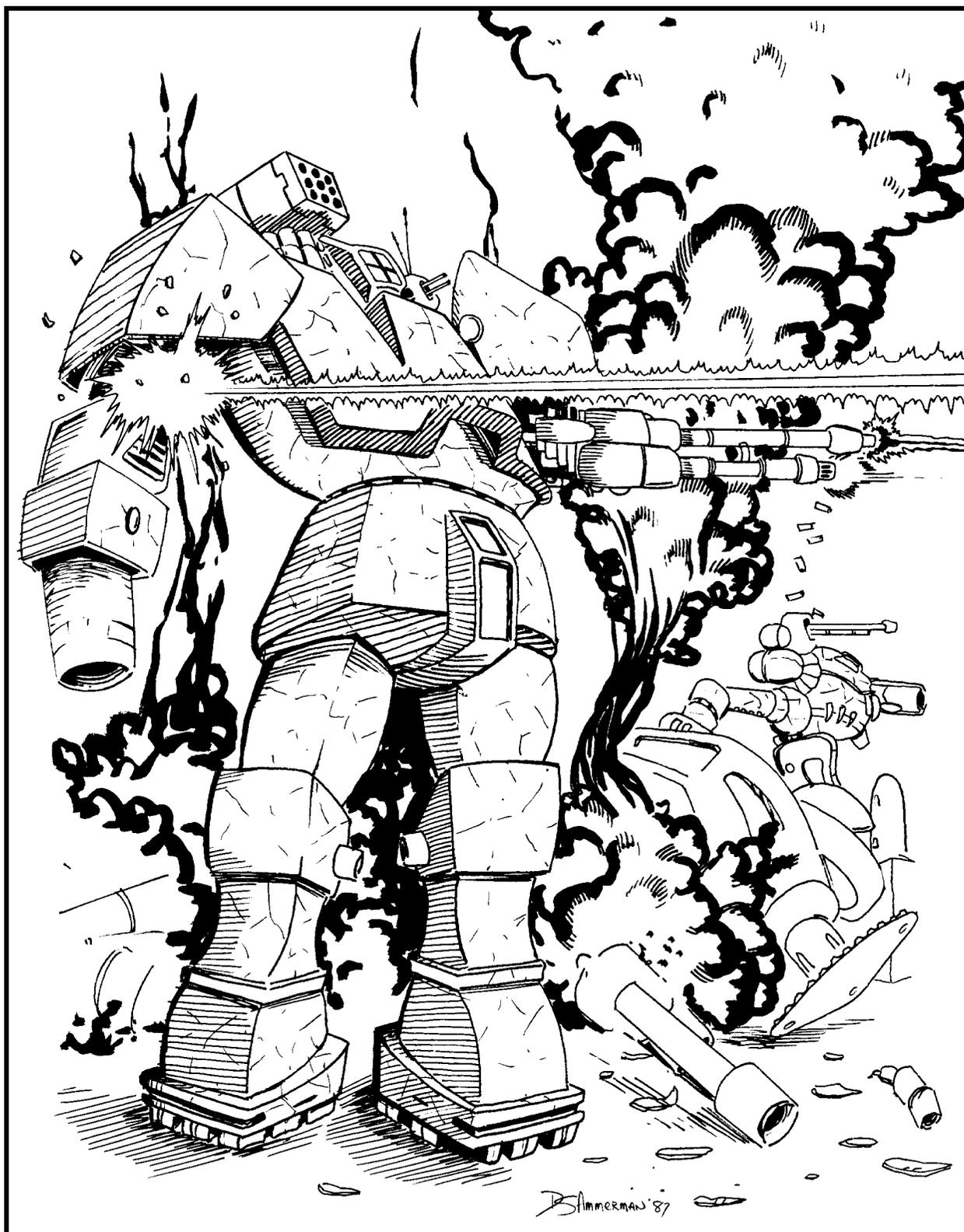


CTF 2187



Basic Rule Book

# CTF 2187

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## **Basic Rules Version 2.1**

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# INTRODUCTION

We had brushed aside all opposition, my comrade and I, and together stood before the enemy Command Post as we had so many times before. I radioed battle plans to my trusted friend in the Hornet and together we moved into position. Today we would use the "Shadow and Demon" attack to take out the CP.

You see, a CP is dumb, real dumb, and always (well almost always) shoots at the nearest enemy Bot. So Kramer and I developed the Shadow and Demon attack to take them out. Kramer likes the Light Bots because they're small and quick. He moves in close to draw fire while I open up on the CP with the big guns on my Titan. You see, Kramer is good, though a little crazy, and all he does is move in close and then stop and dodge enemy fire. No movement, no weapons fire, and saves all his energy to dodge. And like a Shadow he almost never gets hit. While I in my Titan just stand back a little bit and open up with everything I got like some unholy terror — you know... a Demon. Works like a charm.

But I was a little worried, because Kramer had taken on an Incinerator just before we broke through and had taken a number of hits. Nothing serious — a few light hits from Flamers and Lasers, but nothing that really caused any damage. But I knew it must be getting hot in that Hornet and a hot Bot tends to slow down a bit making it an easier target. Kramer says he's OK but I'm a little worried. But there's no time to worry. The CP is now in range and beginning to open up with its long-range weapons. As long as I take out the CP quickly, we will both be OK...

\* \* \*

I began to take long range missile fire from a pair of Reavers on my right. Quickly, I maneuvered my Incinerator into a nearby clump of trees for cover. Two against one was bad enough odds but as long as they stayed at long range I didn't stand a chance. The Incinerator is designed for close-range support work. Unfortunately I was alone. As I moved forward through the woods my optical scanners picked up a small Ridge running roughly parallel to the Reavers' line of fire. A plan began to take shape....

I began to move slowly forward only every other chance I had. This would not only conserve energy and reduce heat build-up, but might trick the Reavers into thinking I was badly damaged and stumbling my way through the woods. The Reavers took my cue and began moving forward, hoping to get me in optimum range. When the Reavers were in position I made my move.

Quickly dodging left put the ridge on my right and I began to rush forward. I was now in the open but the Reaver on the right could no longer hit me because of the intervening Ridge. The Reaver straight ahead could still fire but he was using his Missiles and I was closing fast. Soon he would be in range of my Particle Beam Cannon and if I could just take him out before the other Reaver could respond...

\* \* \*

Fighting in built-up areas — you know, cities — is the worst. Too much cover, poor fields of fire and a high risk of falling just make it a bad place to fight, especially with a heavy Bot like my Devastator. Fortunately a Devastator's got a good Gyro system so falling down isn't much of a problem.

I got stuck holding the flank while the main force pushed through to the CP. Or at least that was the plan, anyway. If any enemy Bots got by me they would have the main force caught between a rock and a hard place with the CP in front and the enemy Bots behind hitting them in the poorly armored Rear areas. But my flank was dominated by the city and there was one, maybe two, Bots in the area — probably Lights.

Just as the main force disappeared off my scanners an enemy Hornet and Reaver showed up hoping to catch everyone from behind. They could, of course, easily run by me, but in doing so they would leave their backs open to me and I would blow them away. Instead they headed for the cover of the buildings and began to open fire.

Now, these guys were good. They split up and would alternate back and forth with one firing and the other hiding behind a building. They couldn't do too much damage that way but it was playing hell with my weapons tracking system. The only solution was to get in close and flush them out. I was taking a number of good Torso hits moving toward the city, but nothing major. I headed for the Heavy Buildings so they would offer me some cover as I approached and once there the enemy would have no place to hide.

As I came in I was surprised to see that the Hornet and Reaver weren't turning tail and running as I expected. I guessed these guys weren't so smart after all. Carefully I broke through the first line of buildings to get a clear shot when these two decided to rush me. I couldn't believe it! Then suddenly it became clear. They had planned all along to lure me into the city. You see a Hornet and a Reaver are both equipped with Battle Fists and a Devastator, for all its firepower, is not. They were too fast to shake off and too close to hit effectively with my main weapons. I fought desperately but knew it was simply a matter of time...

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