

# BATTLE ZONE MAGAZINE

## What's Inside:

Interveiw with Brad Pickering

*Hidden Enemy* by Kevin Skrepnek

*Glory of the Revolution* by Jadkiwi

MORE!



VOLUME 1 ISSUE 2



# Battlezone I: The Programmer

By Jonathan "Lucky Foot" Snyder

All legends start somewhere and the Battlezone series is no exception. Originally published in 1998, this action packed game has seen publication three times with the original release, the gold edition, and the Xplosive edition.

In this issue of Battlezone Magazine, we will be interviewing the lead code developer behind the Secret Cold War and a behind the scenes look at the game itself.

## What got you interested in game programming?

I've always loved games of all kinds: chess, Stratego, rummymcube, baseball, soccer, water polo, asteroids, missile command, hard hat Mac, etc. My mom was a computer programmer for Burroughs (now Unisys) and I was pretty good at Math, so I took to programming pretty quickly when I finally got access to development tools late in high school. I dabbled in game programming with a simple artillery game and later with a snakebyte clone. Neither one was anywhere near commercial quality. I didn't get to do any real game programming until I was hired at Activision.

## What was the first game you ever worked on?

I was hired on at Activision to work on shared technology for 'Spycraft - the Great game', 'Muppets Treasure Island', and 'Zork - The Grand Inquisitor'. Only 'Spycraft' ended up using the technology. Andrew Goldman was the Director on 'Spycraft' and when that project was finished he made me lead programmer on his next project, which started out as Spycraft 2 and ended up as Battlezone.

## When Battlezone was presented to you what was your opinion about it?

The Battlezone game play was not really 'presented' to me, it grew out of the desires of Andrew Goldman, George Collins, and myself to make a game that mixed the strategy elements of Command and Conquer/Warcraft with an action game like Quake or Interstate 76/Mech Warrior II. This game play was refined over time by the whole team. The 'Battlezone' license came on fairly late in the process. I didn't think the Battlezone name would hurt so I was not opposed to it. In hindsight I am happy with where the Battlezone license lead our story and environment, but I suspect the association with a 20-year-old coin op arcade game hurt the game in the market.

## What part of the game did you work on and program?

I mostly worked on AI: path planning, path following,

target selection, weapon selection, aiming, firing, etc. The team was pretty small so I did other stuff too like audio and load/save.

## What about Battlezone did you like the most?

I liked the 3D mini map, linked weapons, and first person interface for building stuff.

## How long was Battlezone in development before the 1.0 release?

I think it was about 18 months.

## How much did Battlezone cost to make?

I have no idea. I would guess 1 to 2 million.

## How many copies were sold?

I don't know how many copies were sold but I do know we at least made our development money back. Many of the copies were sold through bundling with video card so the retail sales are probably much lower than the number of people who played the game. Activision must have made some money because they had us make a sequel.

## Would you do anything differently if you were building the game today?

I would try to make the transition from quake play to BZ play a little more gradual. Maybe start with a more quake like soldier, then introduce vehicles, then purchasing, then base building, then resource collection. I think Tribes and Battlefield 1942 have done a good job at adding depth to the shooter genre without getting overwhelming.

## Do you still sometimes play BZ? If not, when did you play it last?

I install it probably once a year and play a few missions then I get busy with other stuff. I also like to show my son his baby picture, which is an Easter egg in the game. He is 10 now but there is a picture of him as a 1 yr old. At the mission success screen type W, E, S, L, E, Y, <SPACE>, <SPACE>, <SPACE>, <SPACE>

## Under which name, and are/were you good at it?

I didn't play online much. I thought I was pretty good, but I'm pretty sure that within a few days after release there were people much better than I. I usually play as 'Drone' or 'BZ-Drone' in most games.

## Who is/was the best in playing BZ1?

I don't remember for sure but I think it was Will Stahl.

**The storyline to Battlezone is among the most unique of Cold War style stories. Where did the idea of a secret war in space come from?**

I wasn't involved very much in the design side so I'm not sure on the details of how we came up with Cold War in space. I know that the idea for Action RTS and "scrap" as a resource came well before the idea of the Cold War. I believe we were looking for factions that were easy to relate to without having to tell a lot of back-story.

**Did you have any concerns with Battlezone?**

Not at the time. I thought what we were doing was great, the Next Big Thing. I thought the basic RTS popularity was waning and that people would be looking for more action in their RTS or more strategy in their shooter. But StarCraft came out at the same time and is a great game and Quake / Unreal games kept doing well with not much change to the basic game play.

**Even after nine years since the game hit the shelves, a small band of fans continue to hold on and play this game. Did you think that Battlezone would continue to live on after the "normal" life expectancy of a game?**

I hoped that battlezone would have a shelf life similar to quake or command & conquer. We tried to give it re-playability with some mod tools and multiplayer support. I wasn't thinking 9 years into the future but I'm sure if I had I would not predict that people would still be playing bz1. I would probably hope they were playing bz5 though.

**Summing up everything, what is your overall opinion on the whole Battlezone Series?**

BZ was a great idea that didn't live up to its potential. The marketing, technical, and design mistakes kept it from becoming a massively successful series. I'd love to make BZ3 even now but I think publishers will stay away from this genre because neither BZ nor Uprising did well commercially.

**Thanks for your time, Mr. Pickering. This has been fun! ♠**

Brad Pickering is a programmer and game developer at Pandemic Studios.

Other games by Pandemic are:

Destroy All Humans I & II  
Star Wars Battlefront I & II  
Full Spectrum Warrior  
Mercenaries



### **Dune Command**

*By Fishbone*

No new information.

<http://www.bz2md.com/smf/index.php?board=12.0>

### **Hidden Enemies**

*By JonathanS*

HE is about to leave phase 2 with almost all the Shree models completed. All that is left is completion of the missions and tweaks.

<http://www.bz2md.com/smf/index.php?board=47.0>

### **FleshStorm**

*By Lizard*

A development pack has been released that allows modders access to DLL scripts, Maps, XSI models, and textures of the FleshStorm expansion Pack.

[http://www.lizard.clara.co.uk/FsWebsite/FleshStorm\\_Download.htm](http://www.lizard.clara.co.uk/FsWebsite/FleshStorm_Download.htm)

### **BZRAP**

*By SkyNet*

Under new management. The BZRap has again picked up steam and is on the path to development.

<http://www.bz2md.com/smf/index.php?board=19.0>

### **Battlezone: Classic**

*By Avatar*

A Private Beta 4 has been released for the Private Beta 3 people since the game relies on some unreleased features.

<http://www.bz2md.com/smf/index.php?board=43.0>

### **X-MOD**

*By -X-*

The X-Mod has entered the 3.2 Final Version.

<http://www.bz2md.com/smf/index.php?board=45.0>

### **EPIC**

*By Sloar*

No new information

<http://www.bz2md.com/smf/index.php?board=3.0>

### **Tiberian Battles**

*By Huscar*

No new Information.

<http://www.bz2md.com/smf/index.php?board=?38.0>

### **Rise of the Jenova**

*By Raven*

RavenMod is going through a complete overhaul of unspecified proportions. The Alpha that had been released to the beta testers is now considered obsolete.

<http://www.ravemod.com/>

### **Special Ops**

*By NoK0mm3nt*

No New Information

<http://www.bz2md.com/smf/index.php?board=25.0>

### **NOMAD MOD**

*By GreenHeart*

Still being paused till the end of the 1.3 patch development.

<http://www.bz2md.com/smf/index.php?board=31.0>

### **RACES**

*By Juvat*

No New information released.

<http://www.bz2md.com/smf/index.php?board=39.0>

## **Outpost Mod**

*By ctaragon*

No new Information.

<http://www.bz2md.com/smf/index.php?board=40.0>

## **BZUA**

*By Skynet*

Paused while creator begins development of BZRAP.

<http://www.bz2md.com/smf/index.php?board=37.0>

## **SW MOD**

*By Kite*

New mod announcement slated to be released in the Summer of 2007.

<http://www.bzuniverse.com/forum/index.php/topic,6875.0/topicseen.html>

## **Eve of Darkness**

*By AngelWing*

The demo is still planned to be release to the public.

<http://www.bz2md.com/smf/index.php?board=50.0>

## **Doom's Day/ WarFront**

*By SeanTheGreat*

Possibility of a sequel, WarFront II emerging after the original development had been halted.

<http://www.bz2md.com/smf/index.php?board=55.0>

## **PROJECT: SIC**

*By DrummaDude*

No new Information

<http://www.bzuniverse.com/forum/index.php/topic,5975.0/topicseen.html>

## **Dark Empire**

*By DerVampyrEngel*

No new known information.

<http://www.bz2md.com/smf/index.php?board=16.0>

## **Zephyr**

*By spAce*

Zephyr has been released to the public since the 23<sup>rd</sup> of September.

<Http://www.bz2md.com/smf/index.php?board=26.0>

## **WAS YOUR MOD MISSED?**

If so, then you can have it inserted by sending a request to Morg223@jtworld.net. What you need to send is the name of your mod, your name and/or ID and a small blurb on what has happened recently with your mod.

Do you want to update the information in your section of this magazine about your Mod? Then email Jonathan at the same location with the new news. :)

# Hidden Enemy

*By Kevin Skrepnek*

Sergeant Roger Whyte, NSFD, stretched out in the cramped seat of his small Razor scout ship. Getting the job here on Ganymede was considered a dream job.

This planet had had been untouched in the CCA/Fury war, with only a small Soviet garrison the far side of the planet, the NSDF had almost complete control of the moon. He had personally not been in the CCA/Fury war, but he had heard the tales of gruesome machines, turning against their inventors like a pack of wild Hyenas. It was a miracle that the NSDF had destroyed the remaining Furies on Achilles.

He had joined the NSDF soon after the war, and was dispatched to the once illustrious Black Dogs, now a small Brigade after the beating they took from the Russians on Venus in the first Fury battle. The bulk of the Black Dogs were garrisoned here. He had heard some of the most violent war stories ever told well stationed here. The Black Dogs were known the outcasts of the NSDF, the beaten ones. The only platoon that still respected the Black Dogs, were the 4th platoon, the only surviving group (except the Black Dogs) to have fought Furies and survived. They knew the way the Furies fought, and the way they killed, and the 4th knew what fighting a Fury could do a man.

The commander of the 4th was the nameless soldier, "Grizzly1". After Achilles exploded, Grizzly1 was never seen again. NSDF command knows he got off Achilles in time, but after that, it's anybody's guess as to his whereabouts. There is rumors that he was sent straight to the Moon or some other NSDF stronghold, and kept there to become General Collins predecessor. Others say he somehow left the transport undetected, and went back to Earth, not wanting the attention of being the man to save the Human race. "The man to save the Human race", what a title, Whyte thought.

Then, breaking Whyte train of thought, his radio flared up in front of him, first he heard a distress signal. Then large bangs, sounding almost like the blast from an SP Stabber. Next he heard heavy radio chatter from what sounded like several Grizzlies mobilizing and giving chase to something, but what, he thought.

The signal was getting weaker, but he made out next that the Grizzlies stopped for a moment, as if they found something. Then the Grizzlies quickly dis-

persed, as if they were making a very fast retreat. He heard the unmistakable sound of heavy gunfire, 3 or 4 loud bangs, then silence, the bad silence, the type of silence that struck fear into men. Whyte quickly maneuvered his Razor forward, heading back towards base. All he saw was a reflection his window before his ship was destroyed in a flurry of gun fire, his body ripped apart by the storm of SP rounds. He would too become a nameless soldier, not because he was never found, or because he had done something heroic, but because in the ensuing war that erupted across this planet and others, no one bothered to notice that one Razor never came back from its patrol, and when the numbers where counted, he would join the ranks of thousands of other soldiers, whose families where told that that there sons, fathers and brothers, had died in mere "training accidents". ♠

# Glory of the Revolution

*By Jagdkivi*

Now was the time of the APCs and scavengers. This short skirmish would provide plenty of valuable scrap for the CCA's nearby factories. The APCs were given the task of picking up the American survivors. The first flares had by now, faded and more were fired. They hung in the sky for what seemed like forever. How different things were here thought Natasha.

Omega group had been detailed to the APCs. Manpower was low so many of the 'troopers' were in fact pilots and scientists. Sigma group stayed in the field to keep an eye on the downed Americans. It was a dangerous job thanks to their Sniper rifles, but luckily or otherwise, no pilots were lost.

Unseen to those inside of the APCs a force of medium and rocket tanks proceeded south. The direction from which the Pollox Platoon had come. Natasha had performed well during the fighting, but now she might come face to face with her first kill the thought terrified her. She was just glad that she wouldn't be able to smell him.

Snell could not remember how he'd got there but he knew that he was lying on the surface of Earth's moon. Judging by how much pain he was in he decided that he was lucky to be alive.

He came to again as he was lifted into a vehicle, but only briefly. He came round a third time long enough to gaze groggily at the trooper seated opposite him, she wore red and she was a woman. Natasha was exhausted. After retrieving the prisoners, she had been ordered to be part of the APC team that stormed the dropship. The journey had taken hours each way and the APCs had had to wait while the attacking tanks had cleared the ship's defenses.

The whole mission taken nearly seven hours. Still at least she had not had to take part in the tank battle. The attack had very nearly failed completely and they had only just managed to take the dropship. Two under strength platoons totaling ten tanks and five rocket tanks had approached using Red-fields to hide their position. Without the Red field, the tanks would have had to move at half speed as the Americans had done and they would have thus run out of Oxygen. However over time the Red-field had put a severe drain on their ammunition, to remedy this an Armory was brought up to make two ammunition dumps near the target. The plan seemed perfect, Command even decided to have the Armory wait for the commander's order before deploying the supplies in case the Americans spotted them before the tanks arrived. Yet it was this that was the Achilles' heel of

the plan as the field commander failed to take into account that the munitions would take a good deal of time to travel nearly fifteen kilometers. Natasha and the others watched on the satellite view, and saw the attack start well. As the sun came over the horizon to herald another scorching hot day, the first tanks un-cloaked, charged, and overwhelmed the four nearest Badger turrets.

However, as soon as this line of defense was down the Americans reacted swiftly. Four 'Black-Dog' style Grizzlies charged from inside the dropship, their SP-Stabbers blazing. In the initial charge the Soviets had used eight of their ten tanks, four of which now had no ammunition. As the Grizzlies attacked they each targeted the same Czar which disintegrated before the pilot could react. Those Czars that could return fire, but in their shock, their aim was abysmal. The other four turned and ran to the closet area where the supplies should have been waiting.

Inside the APCs the troopers watched on white faced in terror. If their comrades failed to destroy the American tanks, then they themselves might become the targets of their enemies.

Meanwhile the Rocket tanks, which had been held between the first rank and the reserve, were ordered to attack. None had much ammunition but a short barrage of Shadower missiles was let loose. One of the five Tusker pilots waited impatiently to get a Hornet lock. As soon as he had tone the missile flew forward and smashed into the hull of one of the Czars destroying it.

The sight of a the first Grizzly going down to stabbers and Shadower was greeted by a cheer in the APC, but this was not before a third Czar and a Tusker were lost. There was now but one Soviet medium tank left facing the Grizzlies who had been reinforced by two relocated turrets. It turned and fled once it had fired its last shot, followed by one of the remaining Tuskers. The other two Tuskers slowed the Grizzlies down before pulling back to the position of the two reserve tanks and those waiting for supply. The Grizzlies were also lacking for munitions but their nearby Armory quickly re-supplied them so that they could push their advantage. Two Badgers were also moving onto a ridge from which they could dominate the area in which the Soviets waited. The first supplies had begun their final decent.

All three Grizzlies charged, aiming to deny the Soviets their salvation. Those CCA units, which still had ammunition, put up what limited resistance they could. The two Tuskers that still fought moved to the front of the two reserve Tanks hoping to save them from the brunt of the American attacks, so that those

with the most ammo would survive the longest. It was a brave act of sacrifice, even when one had used all his ammo he remained there so that his Comrades might be able to fight on after he lost his ship and maybe his life.

Those that had been waiting for supplies fled, under the cover of those who fought on. Watching the two rocket tanks dance in the face of the enemy fire Natasha felt sick, but also extremely proud to be part of the CCA. She almost wept when she saw the first go down to a deadly barrage of stabber fire, and she felt the desperation in the APC as the turrets destroyed the second. Things now looked very bleak to the Soviet commander indeed, but his luck was about to change. The first supplies were landing now and were greatly snapped up by the Grizzlies. The diversion was enough though to allow the Czars still fighting to flee. What the Americans had not spotted was that there were also supplies landing on the far side of the ridge, and obscured from the line of the turrets' fire.

The commander led his tanks in a large loop, in what at first seemed to be a retreat. Once he was alongside the ridge, he turned sharply right, back towards the American ship. Two Grizzlies had turned to give chase to this force while the other remained to guard the first drop-zone. The two turrets were re-deploying to cover the far side of the ridge but they were too late to stop the Czars from picking up the first supplies that came floating down.

On the satellite view, the troopers could see that each of the five tanks to make it this location now had a green health bar and something to fight with. One broke off to attack the still moving turrets, while the other four turned to the enemy tanks. The Americans had pursued what they thought were unarmed vehicles and were surprised when they turned about to let loose a volley of AT-Stabber fire. One went down without much fuss and the second turned to flee only to see the remaining Soviets, two Czars and two Tuskers behind him. He charged at the new threat firing a bruising burst at one of the Czars. The Soviet commander raced forward closely followed by three tanks and gave the American a roaring retort to his cannonade, which sent the pilot flying into space.

The last of the supplies were snapped up and the Soviets turned to the last Grizzly, which was pulling back to the ship. Two Hornets smashed into him and the pilot was viciously butchered by stabber fire. Once the remaining turrets had been removed, the APCs moved in to storm the ship. It promised to be a bloody business, but once they began, Natasha was posted to 'guard the rear'. It seemed that no one trusted her to do anything important.

As it turned out, they had only just arrived in time; the Americans had been preparing to launch, evidently prepared to sacrifice the tanks and turrets to save the ship. Natasha wondered what they would sacrifice her for.

Once the ship was taken they picked up the downed Soviets. The Americans were left to die; no prisoners were taken. There was no glory. Natasha dozed interminably on the long trip back to headquarters, some of the other troopers chatted amongst themselves. One man bled. They had tried to reduce the flow as much as possible but there was little they could do; his arm and abdomen were a tangled, bloodied mess. His face was deathly pale, tears ran down his cheeks and he whimpered whenever the ship jolted him. No one really expected him to survive, he didn't.

With complete disregard for his own safety, he had charged ahead to capture the ship's bridge. At the bridge's doorway, he collected several rounds from a plasma rifle to his stomach and a glancing hit from a Sniper's rifle that had come close to completely ripping his arm off. It was a scene that in an unconcealed war might have been immortalized by the Soviet authorities, artists and filmmakers. As it was nobody knew and nobody cared. In another war, his family would have been awarded a medal for his sacrifice for the revolution. Now he sat dead in the APC awash with blood and open mouthed.

Natasha found it difficult to sleep with the dead man sitting opposite her staring into eternity. Before the attack, the personal carrier had had a slight smell of body-odor. Now the overwhelming stench of the blood which stickied the floor.

Those about her seemed stoically unaware of the dead man; Natasha wanted to weep for him. She didn't even know his name. ♠



# Picture Gallery

A place to show off pictures and screen shots of cool moments in your playing of *Battlezone Series*.



Europa Checkpoint from *Battlezone II: Classic* by Avatar.



The Wreck of the Hephaestus from *Battlezone II: Classic* By Avatar.

## The OvermindDL1 Corner

Originally released on January 24, 2007. Overmind has added the Blender 3D BZ2 XSI exporter to his already growing list of programs for the bz2 public.

This BZ2 exporter gives those who use Blender 3D a chance of using their favorite free modeling software the ability to export their models in a way that the BZ2 Engine can understand.

To download the Blender 3D XSI Exporter and to keep up-to-date on the newest version please visit:

<http://www.overminddl1.com/forum/index.php/topic,694.0.html>

## Battlezone: Enhanced!

Battlezone Enhanced is an enhanced version of the original Battlezone multiplayer for players of the game on to download and use.

Created by the BZ1 community, it is to introduce more BZ "stuff" to the general public.

### FOR MULTIPLAYER USE ONLY!

<http://www.battlezoneclub.org/invboard/index.php?showtopic=1296>

## SHIP INTELLIGENCE



**Name:** Russian Flanker

**Race:** CCA

**Mod:** Battlezone I

**About:**

Not much is known about the history of the Flanker because records have never surfaced when the ANN was formed.

The Flanker was the equivalent to the NSDF Scout and many believed that it was better built and better armed than the American counterpart. The Flanker saw much service in the Biometal wars, but fell out of favor at the formation of the AAN for the new Thunderbolt Scout of the newly formed ISDF.

The Flanker is believed to serve on some of the Jupiter moons as training craft to teach AAN member pilots how to use other technologies they are not familiar with, but this is conjecture.

*Hidden Enemy* was written by Kevin Skrepnek

*Glory of the Revolution* was written by Jagdkivi

*The Strangest Battle* was written by Hal 9000

The first two can be found at:

<http://www.battlezoneclub.org/youngguns/stories.html>

## Letter from the Editor

When Ken Miller was nice enough to forward my email to Brad Pickering about the idea of an interview focused on the original Battlezone, I decided that another issue of this magazine was necessary. I mean, how often does somebody get to interview one of the creators of his favorite game AND then get the chance to talk to another?

Because of Mr. Pickering's generous allotment of his important time, this issue of Battlezone magazine is focused completely on the original Battlezone. Pictures, stories, and so forth focus on this aspect of the game.

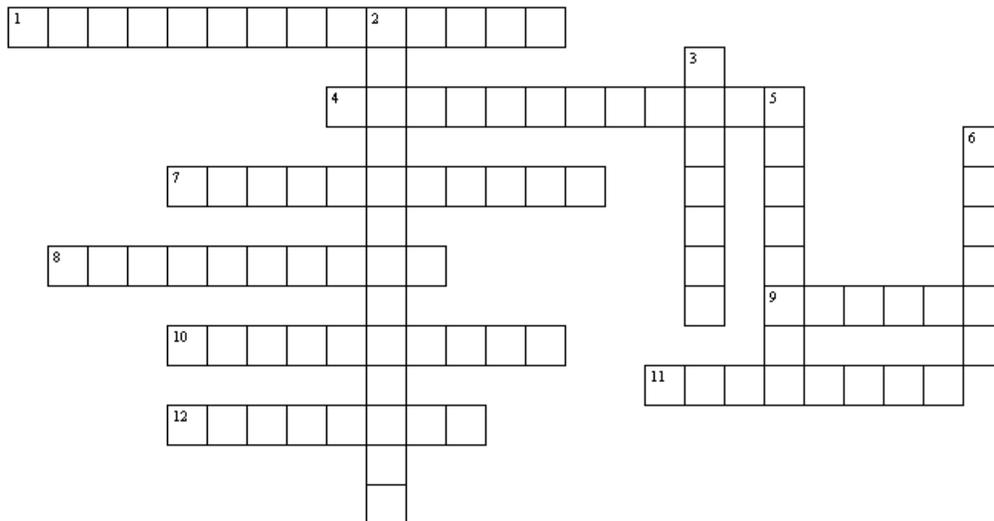
This will also start a trend. Instead of each magazine a throw together of anything I can get my hands on, I'm going to make it focused on a certain aspect of the game. At least it'll keep me from using up all my resources to quickly.

So, enjoy this episode and look for the next one coming soon!

Respectfully,

The Battlezone Magazine Team

## Battlezone Crossword



### ACROSS

- 1 Tasia Valenza voiced which character.
- 4 Actor that voiced Major Manson.
- 7 General Hardin's Carrier.
- 8 Which Mod features a Desert Planet and you must battle a mole in the ISDF.
- 9 Creator of BZ:Classic.
- 10 Annoying Major from Forgotten Enemies.
- 11 Substance that ships are made of.
- 12 The Crown's Arch enemy.

### DOWN

- 2 Lead programmer of BZ1.
- 3 Assault Tank's Nickname.
- 5 They eat everything they come across.
- 6 Crazed race of Computers.

# News from the Front!

## The Strangest Battle...

*By Hal 9000*

I thought I wasn't going to write here anymore because nobody else is posting their war stories, but I just got to describe the weirdest game I have ever played. I entered a sync-off strat that lasted about 10 min, and although I don't like sync-off games I just had to play this one when I saw that Westpac and Jens Stratking were in there.

Blast Chamber was the map. Spawn point didn't look good. All red on radar and no scrap in vicinity. I had to move, but luckily my search for scrap didn't last too long. I found a big pile that was already being collected by Jens's and Westpac's scav. I squeezed in and collected enough to build 2 scav, constructor, factory, armory and extra SP for my tank. But just as I dropped that SP Westpac came. I didn't see him coming so he hit me a few times before I returned fire. He blew me out of my tank but he was pretty damaged too so he had to go back for resupply. I had very little scrap so I could only afford a scout. 1 min passed and Westpac came shooting again. This time he had 2 bombers with him. They were firing on my factory while Westy was busy with taking out my rec. I couldn't do much in a scout... I lost my rec and I managed to build a tank before I lost factory too. I killed those bombers, and Westy again went to resupply. At that point I only had my stock tank, 1 scav, armory and constructor. I quickly repaired my tank and dropped dual SPs and, well you know, Westy came... He killed my last scav but finally this time I got him out of his tank. So, there I was with only my tank, armory, constructor, and without scrap. No scav, rec or factory.

Somewhere at that point Shogun entered the game. It was not over yet... I saw Jens scav that was stuck in a hill close to me. I sniped the scav, jumped in and out, and from that moment game started turning in my favor. One of my pilots was, right then, coming back home so I had a scav again. Westy didn't come this time. He was busy walking home and dealing with Jens. That gave me enough time to build hangar and supply. I secured that little I had left with gun towers, and went looking for Westpac. I found his undefended factory. It seemed that Jens and Westpac killed each others recs. So I killed Westy's factory and run back home. He was not happy about losing his factory so he chased me all the way to my base. That was the place where Westy died and lost his last life. But of course, you all know Westy, he couldn't stop there. He rejoined, dropped 2nd SP and went looking for me. He found me at my base where he died again. That was

enough even for Westy, so he left and rejoined no more.

I didn't pay attention to what Jens and Shogun were doing but I knew Sho would come looking for me soon. Jens stayed a little bit in a game but he only had 1 life that he lost shortly after. It was down to Shogun and me.

I knew Shogun was not that kind of player that kills his own stuff, so he fought with only that little scrap he had collected. But still, it was more than I had. I, still in that tank from the beginning, couldn't think about attacking much. I tried to move with my constructor closer to him but I lost it while building s-power. I had nothing and I had to wait for his attack. I didn't have to wait long. He attacked in a tank with dual SP's. We DMed on neutral ground. Then we both went home for resupply. He came back in a light tank-shooting comet.

While I was busy dealing with that comet he again went home and came back in a tank, and then light tank again, and so on and on. That scenario repeated a lot. I don't remember how long we DMed that way but it must have been at least 1.5 hours. Very exhausting... Progress was made in baby steps. Sometimes he was red running back home and that is when I tried to snipe him, and sometimes I was red running back home and that is when he killed some of my s-powers or gun towers. I lost my last silo in one of his attacks. He was killing that little I had left bit by bit.

Once, while he was going back home smoking, I sniped him. Once he killed himself, don't know how. He only had 1 life and I had 3. But soon he killed my hangar and supply and I no longer had the capability to repair and reload my tank that followed me from the beginning of the game. I threw some repairs and ammo from armory with few scrap I had left, but that was it. I was in the air shortly after. I died. I respawned and went running for the cover of the single gun tower I had left. Shogun came to finish me off, but I had a steady arm that day and my second snipe hit him.

Finally this crazy game was over...I must have played 3 hours without rec and factory and 2 hours without constructor, and all that with just 1 tank... Now, when I think of it, I don't know how I pulled that one out...

It is hard to put down in writing all of the excitement this game offered, but it was one of those games I will remember a long time...

**A story from the War Stories thread  
on [www.battlezoneclub.org/invboard/](http://www.battlezoneclub.org/invboard/)**