



What is This?

Welcome to the second issue of the Antigua Times. This will be a roughly weekly newsletter I will be publishing relating the important recent events, prognosticating on things to come, and analyzing the successes and failures of each side. This is something I'm doing out of my own free time, though I do enjoy writing, so take it for what it's worth. I do play the game as well obviously so expect some bias.

Contact the Times

Disagree with an article? Feel strongly about an issue? Have a question or comment about this publication? You can drop me a line in the forums via PM to 'facetious', or alternatively for something longer you can contact me via e-mail at 34manu@gmail.com. Write a half-decent article and I may form it and include it in an upcoming issue.

this issue

- Cultural Clash? P.1
- Round 5 Thus Far P.2
- Port Battle Recap P.3
- Upcoming Events P.4

Transfers Adjust to their New Homes

Each server tends to have its own set of "unwritten rules", and their own opinions on what's right and what's wrong, and how each player and nation is expected to act. So naturally, when a significant amount of players from various servers converge, some cultural backlash is expected.

Those of us who have been around Antigua for a while remember how the forced merges went. Much of the native French took great exception to some of the Morgan French who transferred and flipped Bartica and Sisal, resulting in a widespread public flame war on the forums. Others may remember the Guadeloupe pirates strongly at odds with other pirates in regards to pirates role in RvR.

Certainly we haven't seen anything quite as messy as those days, but it's not to say the transfers have gone by without issue. Some of the Roberts players have taken issue with attacks on newbie ports, chagrined by continued attempts to flip those ports. While the issue may seem similar to previous problems on Antigua, the response by the newcomers here has been far better. Rather than whine and complain on the forums about

what can and can't happen, the Spanish instead chose to strike back and hit Bartica, seemingly accepting that newbie ports are fair game here.

There also was some issue with accepting surrenders in port battles on the French side, but this issue was also handled relatively quietly, the perpetrators accepting that it is not a typical practice for players to accept surrenders in port battles and agreeing not to do so in the future.

Perhaps people learned from the chaos that ensued in the first merge, or perhaps the transfers feel some need to give in a bit to the practices of the natives as they chose to come here themselves, rather than being forced by FLS to do so (at least not directly). So while certainly things haven't been completely cheery and peachy, the assimilation process so far has been extensively smoother than it went the first time. We can only hope things continue to go well and we can all work together to build a fun and enjoyable server for everyone.

What to Look for in the Next Issue:

Next week I'll be starting a series of interviews with "influential" players from each nation.

Obviously this publication has something of a French feel to it since I am a French player and anything I report on other nations is merely how I perceive it through French eyes.

So I'll be looking to get some opinions and perspectives from players in other nations in the upcoming weeks.

While I have a list of players and questions in mind already, if there's a certain player you'd like to see interviewed, feel free to let me know.

Similarly, if there's a certain topic or question you'd like to hear about, let me know as well.

Furthermore, if there's a feature here that you'd like to see or one that you don't like, please feel free to comment. Don't feel like you have to say 'wow everything is awesome and amazing' to make me feel good. I am committed to making this more interesting for everyone so if you think something sucks, you're doing everyone a disservice by saying otherwise, myself included.



Three-way Race to the Finish

After the first week and half of the round, Pirates, France, and Spain remain evenly-matched contenders

Four closely matches nations. Epic battles in both the open sea and port battles. The ebb and flow of RvR. An intense round that that goes on for months. The balance of power shifting on virtually a daily basis. The way the game was meant to be played.

Well, not quite. But it's been close. Early in the round three sides have shown signs that they can be dominant, and are certainly going to be contenders for winning the round.

Britain, meanwhile, has yet to win a port battle and has shown weakness in open sea PvP, but that hasn't stopped them from going out and trying to flip ports regardless. Though at this point they do not look like a threat to take the map, they have the numbers to at least be a factor down the stretch.

For the other three, each have shown flashes of brilliance, yet all three have also proven they aren't perfect and their flaws have been exposed at various times.

For the pirates, their ever-increasing population has led to some Brit-like problems involving dashing egos and differing ideas. While they still can dominate the open sea and put out more PvP groups than any nation, they have shown signs of organizational and political issues in recent port battles.

Recent port battle defeats at Santiago and Fort-de-France have caused many pirates to start pointing the finger at each other and certainly it seems that internal issues have been causing a breakdown in communication and tactics. Still, with no national emerging as a clear dominant force, and at the rate rats are flipping ports, it still seems they're the team to beat.

Spain meanwhile has vastly improved their open sea PvP abilities and have shown they have the numbers and will to flip ports when they need to.

Still, they are yet to prove they can consistently beat France and perhaps pirates as well to get to that next level. They haven't had too many tests yet, but the upcoming weeks should do more to reveal just how ready they are to take this map.

France meanwhile has the smallest population of any side and at times it has shown. They generally do not as many PvP groups as either Spain or pirates, and at times have had difficulty completing a port flip.

So ultimately, in this player's mind, the round will come down to which side can best overcome their flaws. Pirates won't be stopped if they can galvanize their players and show greater cohesiveness, particularly in port battles. Spain can roll the map if they prove they can consistently win port battles, particularly their US contingent. Same for France should they be able to overcome their lesser numbers.





Port Battle Recap

8/26/08 16:00 Pirates attack Santiago. Spain defends.

8/26/08 12:00 Spain attacks Bridgetown. Spain conquers.

8/26/08 11:00 Spain attacks Bartica. Spain conquers.

8/25/08 23:00 Pirates attack Fort-de-France. France defends.

8/23/08 20:00 Pirates attack Cayo de Marquis. Pirates sack the port.

8/23/08 18:00 Spain attacks Riding Rocks. Spain conquers.

8/23/08 14:00 Pirates attack Vieux Fort. Pirates sack the port.

8/22/08 14:00 Britain attacks Portobelo. Spain defends.

8/22/08 06:00 France attacks West End. France conquers.

8/20/08 10:00 France attacks Nassau. France conquers.

8/19/08 23:00 Pirates attack Leogane. France defends.

8/19/08 22:00 Pirates attack Spanish Town. Pirates sack the port.

8/19/08 16:00 Pirates attack Santiago. Pirates sack the port.

The pirates started out strong, taking 4 of their first 5 battles, and effectively limiting nationals ability to flip ports. However they ran into some problems shortly after that, losing some large ships at both Fort-de-France and Santiago. Perhaps a harbinger of things to come for pirates, the finger-pointing began and certainly

they looked vulnerable.

Meanwhile, Britain has yet to score a port battle victory, while Spain and France have yet to engage in a port battle. With one engagement scheduled for later today, and another for the next day, we should start to have a better feel of who the teams to beat are following the conclusion of those fights. In the meantime, Britain will try to get their first win and go from there, while rats will need to try to work out the kinks.

Power Rankings Things tight at the top 3

Each week, the staff (cough me) will rank each side based on which side seems most likely to win the map. Here are the rankings.

First: Pirates. Responsible for roughly half the offensive port battles scheduled so far, and have usually been able to influence any flip attempt, however still have to see how they react to increasing adversity in port battles.

Second: France. At times their lesser population has shown, and an increasing number seem to be headed to JOMT, but they are still tough to beat in port battles.

Third: Spain. Have the numbers, the ships, the os PvP skill to compete with anyone; upcoming battles with France and pirates will show just how far they have come.

Fourth: Britain. Seems like a lock for last place, though you can't fault their effort as they continue to try to flip ports almost daily. Badly in need of more active RvR players or to get more of their playerbase involved.

Weekly Gameplay Question and Answer

Q: What's with blockade and conquest missions and marks of war?

A: The astute eye will notice that the blockade mission and port conquest mission gives all of 1 unrest point. So why bother doing them? The answer is simple: marks of war. Marks of war are neat little items that generate 40 unrest points when dropped in the unrest supply. There are several cool features that make these marks rather useful. First, after doing



the mission, you will receive a mark in your personal inventory and are given freedom to drop them at any time and any port you please. This means you do not necessarily have to do the missions at the port you want to drop them on; a clever player will farm marks of war from low level ports, defensively or offensively! Also, marks of war give a decent amount of unrest (40) and have a rather high limit to how many you can drop. The average port lets you drop 25 or so per period (100 total), and some will let you drop up to 40 each tick!



Opinions Wanted!

Think you could do better than this? Strongly disagree with something that was said? Have something you want to get off your chest? Submit your editorials to Salmanir@gmail.com and let your voice be heard!

Upcoming Events

- 8/26/08 Pirates attack Sisal (Spanish)

11:00 p.m. EDT, 8:00 p.m. PDT, 3:00 GMT (8/27). Expect a weak showing from Spain due to Principe battle being just an hour after.

- 8/27/08 France attacks Puerto del Principe (Spanish)

12:00 a.m. EDT, 9:00 p.m. PDT (8/26), 4:00 GMT. The first port battle engagement between the French and Spanish. Could set the tone for the rest of the round.

- 8/27/08 Spain attacks Orleans (French)

11:00 p.m. EDT, 8:00 p.m. PDT, 03:00 GMT (8/28). A less strategically important port than Principe, but certainly important in the RvR game, as these two will battle to be the dominant national force.



Salmanir@gmail.com
faceious @ POTBS forums
OMGi is alesana RUW @
Antigua (France)

