



FORWARD ::

It has been awhile since the last Rogue Report had been written. The Rogue Report was initially created to share various insights into water blasters and water warfare through the eyes of various Rogue Members. Articles destined for Rogue Report publication needed to offer a slightly different slant than the typical article available on other parts of the site. The first iSoaker.com Rogue Group, however, was disbanded in late 2002, thus ending the Rogue Report creation. The Rogue Report archive can be found at the base of the [Rogue Group Section on iSoaker.com](http://www.isoaker.com/WaterWar/Rogues/default.cfm) (<http://www.isoaker.com/WaterWar/Rogues/default.cfm>).

Nearly one year after reformation of the iSoaker.com Rogue Group, it was the right time to re-launch Rogue Report publication. While the frequency of these reports remains to be absolutely finalized, this issue marks the official revival of an online water warfare newsletter. My current hope is to have at least one new Rogue Report per season. Time will tell how this goes, but I believe that this goal, if not even more, can be accomplished.

Fear NO soaker!

SUMMER, 2007 ::

By: iSoaker.com

The summer of 2007 has raced by without a moment of hesitation. Despite my best intentions, I was still unable to do much of what I had wanted to do before the summer was through.

iSoaker.com website developments were staggered and even somewhat delayed this year compared to previous ones. Stock soakers were simply not available for review here until a little bit later into the summer soaking season; in particular, the latest Super Soaker models could not be reviewed until nearly July. Part of this was simply due to work and personal obligations, not to mention me going traveling during most of the month of June. Granted, my travels allowed me to take some images of soakers in international settings (namely in China). However, all my other work, traveling, and various obligations did slow the upload rate of various site updates.



*Soaking in the forests of China
(Leshan, Sichuan Province, China)*

Of course, during my vacation time, I was able to work on a number of site enhancements and articles that were uploaded upon my return home. I finally managed to begin updating various articles concerning topics like water blaster technology and organizing basic water wars. Additionally, I got inspired to create pages like the Water Blaster Hall of Fame and the iSoaker.com Heroes page as places I could acknowledge those individuals and products that have inspired me to build and continue developing this site.

The iSoaker.com Forums have seen various changes this year, as well. The Forums were originally scaled back, but then expanded again as activity increased. The current set-up with six (6) primary sub-forums plus an article section appears to work well for the size and average level of activity seen on the board. There is also, of course, the Special Announcement forum, but that is only activated for, well, special things like online contests and notable events. If activity increases in the future, adjustments and further sub-categories can be made, but the present set-up appears to work well for average community activity here. The membership level at the iSoaker.com has seen a slight increase in general activity level through the course of the year, though the actual number of actively posting members is definitely only a small fraction of the total number of registered members. However, general membership attitude and interactions amongst the group has remained quite good and I'm overall happy with how

everyone more-or-less gets along with each other in this corner of the web.

From an Online Water Warfare Website and Community perspective, there have been some notable developments on other sites, most notably the present attempts at defining rules to organize a Water Warfare League over at the WaterWarfare.com Forums. Other sites such as Super Soaker Central and Aqua Flash have had their share of developments as well. Sadly, though, the number of actively developing water warfare websites has been on the decline over the past few years. Reasons for this are many-fold, but the end result is a shrinking network of water-warfare-focused websites for the average individual to browse and explore.

There is, of course, always hope for more developments in the future. I am always hoping for increasing interest in water warfare and sharing the joys of soaking with others. This year, though, feels like it has been slipping by too quickly. It is at times like this when one needs to take pause, grab a soaker, and go hose down a friend or two. Life is too short to linger on what could have been; one can only accomplish things by doing and forging/soaking the road ahead.

Soak on!

BACKPACK BLASTERS: AN OPINIONATED REVIEW ::

By: Cobralex297

Throughout the history of soakerdom there have been six legitimate backpack blasters, in my opinion. For the purposes of this article, the Max Infusion series will be eliminated, as those guns can be modulated to remove the backpack, which is in this case really only added to increase capacity, not to create a 'backpack blaster', in the same way as the others. In order of release date, these blasters are: The SS/XP300, the CPS 3000, the SC Power Pak, the CPS 3200, The SC Big Trouble, and the Aquapack Devastator. The Aquapack Devastator is the last true backpack gun, at least as interpreted by the writer. At this time, the writer is unaware of any plans for 2008 guns, so during this article it will be assumed that none of those have backpacks, apart from any that may be removable in the Max Infusion manner.

This article will give concise descriptions and analyses of each of the backpack blasters in order of release date, and then a final summary.



We will start with the SS/XP 300, discussed at the same time as they are functionally the same, as far as I know. In short, the SS/XP 300 is an extreme and powerful gun, to be

used best only by the most hardcore of water warriors. Having an immense firing chamber capacity and a jumbo-sized reservoir, the SS 300 would, at first sight, make the perfect weapon for a heavy gunner, however unfortunately this is not true. Where the 300 is an exemplary weapon in terms of performance, it is lacking in terms of comfort and ergonomics. Few people would describe using and fighting with the 300 as a comfortable experience. This is because the backpack is extremely heavy and lacks any sort of padding, or a figure that would rest comfortably against the back. In actuality, the heavy and awkward backpack will just cause pain and discomfort. Also, the fact that this blaster is more than ten years old means that there will be many mechanical failings after heavy or even moderate use. Performance is amazing, however when compared to the other blasters, it cannot be recommended to use the SS or XP 300 for an extended amount of time.



The CPS 3000 is an effective backpack gun with more than acceptable power and range, and a comfortable soft reservoir. Although the backpack may contain eight liters of water, it certainly doesn't feel like it, as the malleable reservoir will simply form to the shape of one's back when pressed against it, allowing for a more comfortable and healthy weight distribution than the SS 300. The ergonomics on the actual 'blaster' part of the device are fair, but more than compensated for by those of the backpack. The super low weight of the handheld part will stop any user from complaining about the blocky and edged shape. Power is fair, of one's back when pressed against it, allowing for a more comfortable and healthy weight distribution than the SS 300. The ergonomics on the actual 'blaster' part of the device are fair, but more than compensated for by those of the backpack. The super low weight of the handheld part will stop any user from complaining about the blocky and edged shape. Power is fair, if not good on this gun. The variation in the 'x' levels of output allow one to conserve water or to release an unnecessarily sadistic and drenching stream, or something in between. Although the power is not necessarily comparable with that of the CPS 2000 or 2500, this is not necessary because the added element of the backpack boosts the versatility to levels not experienced with the others. All in all, the CPS 3000 is enough to make any heavy gunner happy, or just anyone with a desire for a little more water.



The SC Power Pak is one of the most useful backpack blasters. Despite the fact that a QFD is necessary for filling and pressurization, the reason for which the Power Pak is so useful is that it can easily be used in conjunction with other blasters, a trait that is not often demonstrated by backpack blasters. This can happen because the 'blaster' part of the gun can be so easily pocketed or strapped to the user's body, because it is so

small. Although the backpack part of the blaster is hard and has no give, this fact is erroneous in terms of comfortability as it is more than 1/2 as light, when compared to the hard backpacks of similar blasters. Having a 3.5 liter backpack knock against the back of a user is much less painful and uncomfortable than being whacked in the back by the 8 liter hard shell used by the 3200. A complete lack of pumping greatly increases the versatility of this weapon, which had been unfortunately already offset due to it's QFD dependence. While the high range and output of the Power Pak allow it to be used effectively as a primary weapon, it's relatively compact size makes it the perfect weapon to back up a weapon that either has low shot time, or needs to be frequently filled, like the Cps 2000. Of all the blasters ranking similarly in terms of output, the Power Pak is the most versatile, as it fills a unique slot here because although it ranks up there with the Monster X and CPS 2700, it's relative versatility blows both of these guns away. Regardless of whichever purpose the user does eventually choose the Power Pak for (and there are many), there is little chance that they will be let down.



The CPS 3200 is a newer remake of the CPS 3000. Being functionally the same as the 3000, the main differences make them inherently different blasters, at least in terms of their use. While the 3000, due to it's malleable, soft reservoir, can be carried effectively by most users with a moderate level of experience, due to the hard and unforgiving reservoir of the 3200, it is often necessary for the user to be experienced in the ways of heavy weapons, in order to wield this gun effectively. Despite this, just as there are several advantages of the soft reservoir of the 3000, there are also many for that of the 3200. The largest of these advantages is that the hard shell is much easier to fill than the soft one. Where the soft shell will tend to encumber itself in filling, the large, rigid reservoir of the 3200 allows the user to see exactly howmuch water is contained, and adjust their filling device accordingly. Another benefit of the 3200 reservoir that increases the versatility and easiness of the fill process is the fact that it is possible to directly load the reservoir, by means of plugging the hose into a QFD, if one is available. This allows for faster filling, of course, but more importantly this does now make it possible for the reservoir to be filled while on the back of the user. Sometimes though, when this is done, the overflow will spill out onto the back of the user. While this may not be important to the user in soakfest-style battles, in the type of battle where one may wish to stay dry, it would be good of the user to then possibly only fill the reservoir to 80-90% capacity, still leaving more than enough water; approximately 6.4-7.2 liters. As stated above, the actual functional performance of the 3200 is almost identical to that of the 3000, and which should be chosen by the user is simply preference, or situationally-based.



The SC Big Trouble is a lighter, more robust version of the SC Power Pak. If it wasn't easy enough to carry the Power Pak with another gun, the SC Big Trouble made it even easier. Although the output and range are definitely a little lower on the Big Trouble, this is more than completely compensated for by the light weight and helpful ergonomics of the blaster. It is quite easy on the back of the user, and has a smooth and friendly feel to it when used. Any issues with regard to the length of the straps that may be experienced by large users can easily be circumvented by simply placing the Big Trouble in a larger back pack, with larger straps. Another large upside of the Big Trouble is it's insanely long shot time. This bonus is helpful both while the blaster used solo, or in conjunction with another blaster. The Power Burst setting is perhaps the most versatile setting on this blaster, having most likely the longest shot time of any blaster, topping well over a minute! This can be extremely useful when defending one's self on the way back to a filling station, because even if your tank is 1/4 full, you will have at least 15 seconds of shot time on this setting, nonstop. That is, of course, not even taking into consideration the fact that most people don't hold down the trigger, and instead use tap shots, which allows one to stretch out the life of this setting even longer (as if that was needed). All in all, the combination of power, ergonomics, and general versatility make the SC Power Pak a must-to-own for any fan of backpack guns.



The Aquapak Devastator is the last true backpack blaster released. Although a user of the original CPS and SC backpack blasters may be disappointed with the performance of the Aquapak Devastator, when compared relatively to other post 2002 blasters, the APD is certainly not a poor gun. A smaller than previous guns, yet still noticeably potent stream makes this blaster a must, if one is unwilling to shell out the insane amounts of money required for older guns, or if one just prefers to use more modern guns. The comfortable, soft reservoir of this gun, in addition to the metal clip on the top of the blaster, allow this gun to easily be used in conjunction with another moderately-sized gun. The main downfall of the APD is that there is only one nozzle. A well-balanced nozzle, be it as it may, it still limits the gun in ways that all of the other guns were not, but for the SS 300, which also had one nozzle. The 300, though, had such power and range that one nozzle did not severely inhibit it's use. In all, if a blaster user is low on spending money, or is a collector, and the addition of another blaster would increase the diversity of their collection, the APD can certainly be recommended as an acquisition.

Each of the above blasters has a definite place on the modern Soaker battlefield, however even with much of the general placements in terms of 'soaker class' in which these blasters go relying on the personal preference of the

user, there are three categories in which backpack blasters go, in which three of the above blasters are the best to be used. The first is the stereotypical 'Heavy Gunner' category. For the experienced heavy gunner to use, the CPS 3200 is the best. A hard and quick-filling reservoir combined with high output and reasonable power, the 3200 is the perfect gun for the Heavy Weapons Officer. The second category is the 'In Conjunction' category. This category is for backpack guns that work well when used in conjunction with another blaster. Due to its amazingly long shot time combined with reasonable power and great ergonomics, the SC Big Trouble is the winner for this category. Out of all the above blasters, it is the one that would be most helpful when used with another blaster. The final category is the 'Primary Weapon' category. This category is for the blaster that could most effectively be used by the fighter in the 'grunt' class, having no very special characteristics other than being a good, reasonably powerful, and dependable blaster. In this category places the Aquapak Devastator. For requiring little practice or special abilities to use, and for simply meeting the above-stated qualities fully, and being a reasonably good all-around gun, the APD is the leader in this category.

Well, there you have it. The above writing is my subjective and opinionated review of each of the blasters that I feel belongs in the 'backpack' category. Take it as you wish.

THE CURSE OF POWER: 2007 WATER WARFARE AND THE FALL OF NEW JERSEY ::

By: Duxburian

2007 was the last year for my team, the Ridgewood Militia. It was also the last for our enemy, Waterbridge. WB came into the season determined to win a war. The RM came in determined to remain undefeated since August 19th, 2005. The rush to recruit started earlier, lasted longer, and was much more intense than ever before. The RM hit a record high of 39 members, against Waterbridge's 25. We all envisioned massive wars full of action. Unfortunately, the turnout really didn't change. However, the team dynamics had. WB faced an RM that now led the hardcore world in influence and sheer success. This year's team was full of more energy and aggression than past RM teams. We outscored Waterbridge 17-5 at their home park. 17 points in only two wars is impressive even by our standards.

Our first ranked war was the Season Opener, fought with even teams at Waterbridge. The RM had never lost a war with even numbers and we continued that trend. The final result was an 8-3 decisive RM victory. This was the war where a new player scored 6 kills and where the Defender's Sudden Gambit was invented.

The RM Classic was the only skirmish held by either team in 2007. Turnout was nothing like the epic 14 player night battle of 2006, so I won't even bother mentioning it here.

The second ranked war was the Goffle War, a tie at the Ridgewood Militia's home park. WB not only held a numbers advantage, but also refused to attack. Their strategy in the war involved stopping the RM from breaking 100 in total points. They accomplished that goal. In fact, we came very close to losing that war. WB held onto a 1 point lead until forced to engage via the Outnumbered Offense late. I scored our only point in an intense firefight to force a tie.

Our third ranked war occurred back at Waterbridge. We named it the Battle of the Dead Sprint, which pretty much sums up what the enemy's strategy was. Outnumbered, outgunned, and outmaneuvered, WB couldn't hold off an aggressive RM team half composed of newbies. Our new players combined for 6 points in a 9-2 trampling of the enemy.

Our fourth and last ranked war was one of the most scary I have ever fought. WB made their numbers advantage felt throughout the battle. The war was named the Battle of the Four Corners because the RM visited all four corners of the battlefield, some by choice and some by force. Not only did the war end up a 5-5 tie, however, WB never actually led it. The RM survived what would have been slaughter in the first corner by using the previously theoretical Fluid Line tactic to great success.

Amazingly, we never got our act together later in the season. By the time I left for college, we'd still fought just 4 wars. The Ridgewood Militia remained undefeated in both the 2006 and 2007 seasons as one of the most powerful, successful, and influential teams ever to take the field of battle. Unfortunately both teams collapsed totally and utterly when members began leaving for college. The RM ceased to exist on the 21st of August, just 2 days after the 2nd anniversary of the Battle of Fallen Limbs. Waterbridge actually ceased to exist during mid-July. As of now, organized water warfare is dead in the state of New Jersey. However, Dan and Brian have the rights to re-found the Ridgewood Militia and keep the tradition going. I founded the Maritime Militia on the same day that the RM fell. So far, the MM is a virtual team with no physical ability to battle together. However, I represent it as a one-man team if someone does wish to fight. The future does look bleak, but there is a chance of re-establishing water warfare in New Jersey and starting it up here in Eastern Connecticut too. Soak on!

Final Ridgewood Stats:

Total Points Scored:

Ridgewood Militia: 109.5
Waterbridge: 57.5

Total Strength Mustered:

Ridgewood Militia: 79 Players
Waterbridge: 71 Players

Total Time Spent Fighting [Ranked Wars]:

53.83 Hours

Total Amount of Ranked Wars Fought]:

22 Wars

Total Records:

Ridgewood Militia: 15 - 2 - 5
Waterbridge: 2 - 15 - 5

Total Career Commander Ratings:

Ridgewood Militia:
DX: 109.5/167, +13
Nibordude: +9
Cliff: +2
Dan: 22/32, +2
Brian: 9/11, +1
DK: 14/21, +1
Smeasle: 6/10, +1

Waterbridge:

Belisarius: 57.5/167, -13
Guderian: -12

JUST FOR FUN ::

A simple word search with various water warfare-related terms.

A R E T A W D E I P W E
C P S C E N E R Y C D R
A E O A K I F U N G R A
P V A S R E E S N R A F
T L K W L M N S V U P R
A A E R A D D E F N A A
I V R L K A E R E T M W
N I Y L L A R P V S D P

Captain
CPS
Dare
Defender
Far
Fun
Grunt
Map
Pressure
Rally
Scenery
Seen
Soaker
Valve
Warfare
Water

LAST DROPS ::

So ends the first issue of the next generation of Rogue Reports here at iSoaker.com. There are, without doubt, many more intriguing developments both site-related as well as stock-soaker-related that are brewing behind the scenes. Hopefully, by the time the next Rogue Report is released, we will have more insight into what stock soakers are in store for 2008 as well as have some interesting tidbits on other things being developed here at iSoaker.com. In time, various ongoing developments will reach maturity and be shared; keep an eye on the [iSoaker.com Forums \(http://www.isoaker.com/cgi-bin/ikonboard/ikonboard.pl\)](http://www.isoaker.com/cgi-bin/ikonboard/ikonboard.pl) as information will be posted as it can be made available. In the meantime, myself and fellow members of the iSoaker.com Rogue Group hope you have enjoyed the read and wish you outstanding future soaking experiences.

Soak on!

:: Fear NO soaker! :: iSoaker.com Rogue Group ::