Tundra Arms League, 17 November 2026: the players over the line

Match	Start (UTC)	States and alliances	Result	Recorders	Players
1250 v 1230	12:00	1250 [WBI] v 1230 [SYN]	WBI 156499 : SYN 349553	1	90
396 v 398	12:00	396 [KKO] v 398 [ATM]	KKO 291368 : ATM 138058	1	88
608 v 667	12:00	608 [BUD] v 667 [PpP]	BUD 378872 : PpP 128710	1	93
394 v 437	14:00	394 [ExE] v 437 [2VT]	ExE 152209 : 2VT 250561	2	69
567 v 559	19:00	567 [ROD] v 559 [VIS]	ROD 344804 : VIS 136528	3	85

The data: these 5 matches only, all recorded in full on 2026-11-17. Matches of the day recorded only in part are left out (1547 v 1518, 1550 v 1539 and 2182 v 2183).

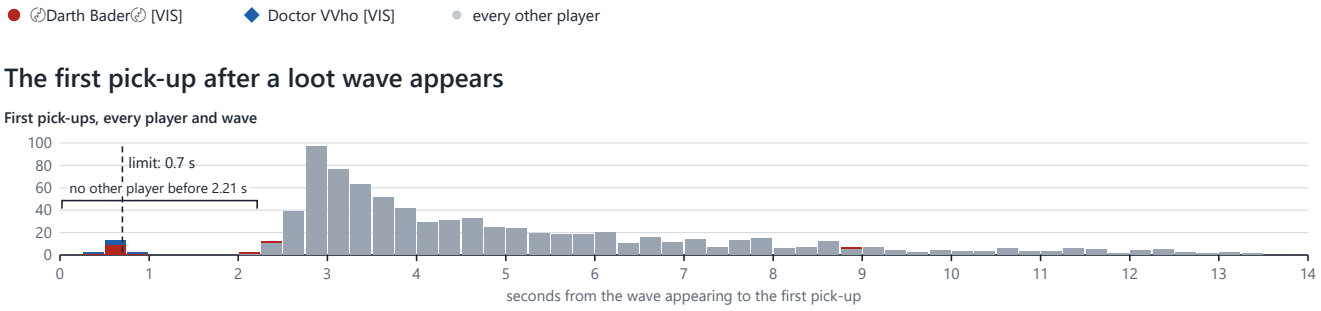
- **The line**: four kinds of event, each with a fixed limit that is the same for every player (table 1). A player is listed here with events of two or more kinds. How fast a player is next to the others is not used: in any field somebody is the fastest.
- **Over the line: 2 of 425 players.** 𝄞Darth Bader𝄞 [VIS] (567 v 559): all four kinds. Doctor VVho [VIS] (567 v 559): two kinds.
- **One kind only, below the line**: 吃吃東西 [ATM] (396 v 398): a teleport next to a loot wave. The other 422 players have none.

1. The line and who is over it

Kind of event	Players with any	𝄞Darth Bader𝄞 [VIS]	Doctor VVho [VIS]	Most by anyone else
First pick-up under 0.7 s after a loot wave appeared	2 of 425	10 of 14 waves	5 of 7 waves	0 (fastest 2.21 s)
5 or more sends in a row, each within 1 s of the one before	2 of 425	2	1	0 (longest: 4)
Teleport that lands next to a loot wave within 2.5 s of it appearing	2 of 425	1 of 10 teleports	0 of 6 teleports	1
5 or more speed-ups on one march in one server second	1 of 425	3 seconds (most in one second: 5)	0 (most in one second: 3)	0 (most in one second: 4)
Kinds of event		4	2	1

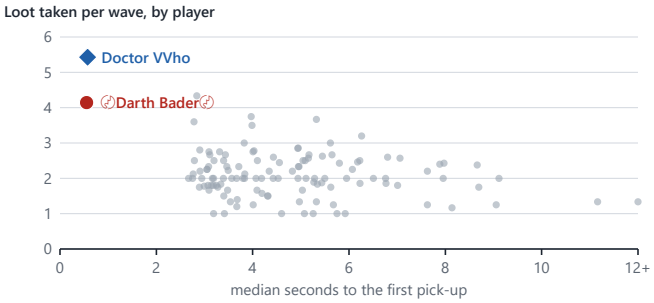
Table 1. A loot wave is the set of loot drops that appears when a building changes hands. "Most by anyone else": the other 423 players.

2. How far outside the field



The first pick-up after a loot wave appears

Figure 1. Every time a player took loot from a wave: 838 first pick-ups in the 5 matches, in steps of 0.25 s; the 42 that took 14 s or longer are not drawn. 15 are under 0.7 s, all by the two listed players; the fastest by anyone else took 2.21 s.



First pick-ups by	Number	Mean	SD	Median	Fastest
All players	838	6.07	7.58	4.19	0.49
All but the two listed	817	6.17	7.62	4.25	2.21
Darth Bader [VIS]	14	1.42	2.26	0.55	0.49
Doctor VVho [VIS]	7	3.17	6.80	0.57	0.49

Figure 2 (left). The 120 players who took loot from three or more waves, one mark each. The listed players have a median first pick-up of 0.55 to 0.57 s; the next player is at 2.67 s. Table 2 (right). First pick-ups in seconds; SD is the standard deviation. Late pick-ups (the slowest took 106 s) make the SD as large as the mean and lift each listed player's mean well above their median. On a log scale everyone else centres on 4.9 s and the 0.7 s limit is 3.4 SD below that.

Every wave the listed players took loot from

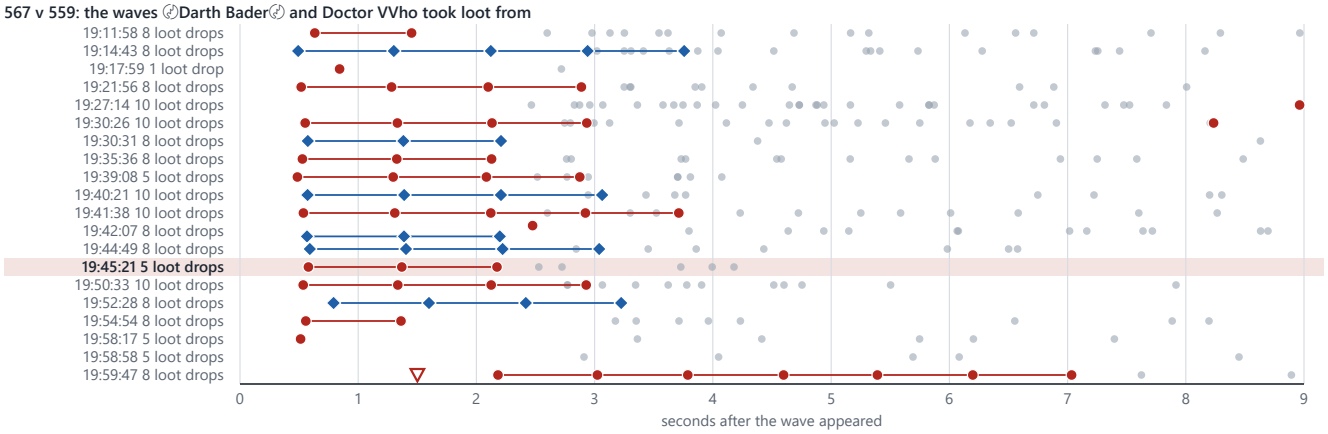
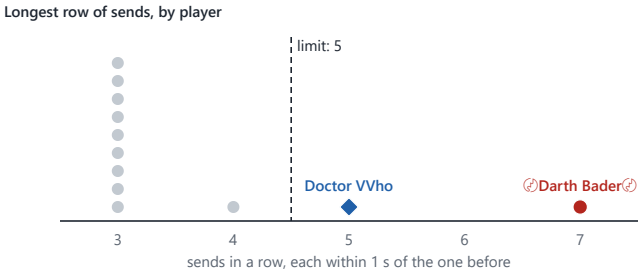


Figure 3. One row per loot wave (UTC time it appeared, number of loot drops). Each mark is a march sent to pick up loot, at the seconds after the wave appeared; grey marks are every other player on the same wave. A line joins two pick-ups less than 1 s apart; an open triangle is the player's teleport where it lands next to the wave. Pick-ups later than 9 s are not drawn. Shaded: the wave at 14:37 left on the clock in 567 v 559. A rally took the factory at 9,64 and five loot drops worth 215 points appeared at 19:45:21.7. Darth Bader sent three pick-ups 0.58, 1.37 and 2.17 s later and took two of the five loot drops, 122 of the 215 points; the first pick-up by anyone else left at 2.53 s.

Sends in a row, and speed-ups



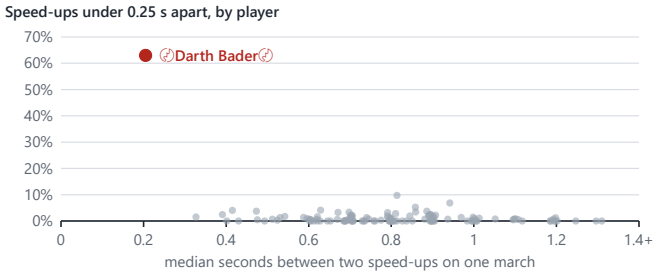


Figure 4 (left). The 12 players who ever sent three or more marches in a row, each within 1 s of the one before; the other 413 never did. Figure 5 (right). The 122 players with 20 or more gaps between speed-ups in the matches with more than one recorder (394 v 437 and 567 v 559); gaps under 0.25 s are only counted there. Doctor VVho is not in this plot (fewer than 20 gaps). Darth Bader: 63%; the highest share of anyone else is 10%.

3. Loot timing, player by player

The time from one loot send to the next

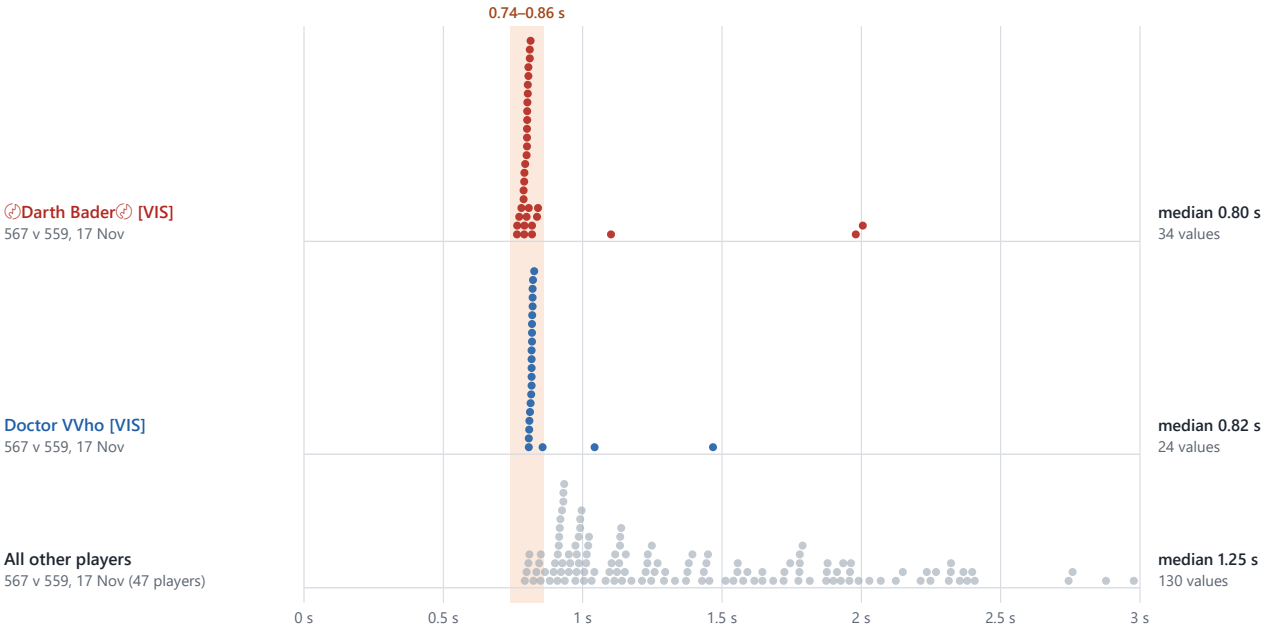


Figure 6. Each dot is one pair of loot sends less than 3 s apart by the same player; dots at the same value pile up. Shaded: 0.74 to 0.86 s.

The time from a loot wave appearing to the player's first send to it

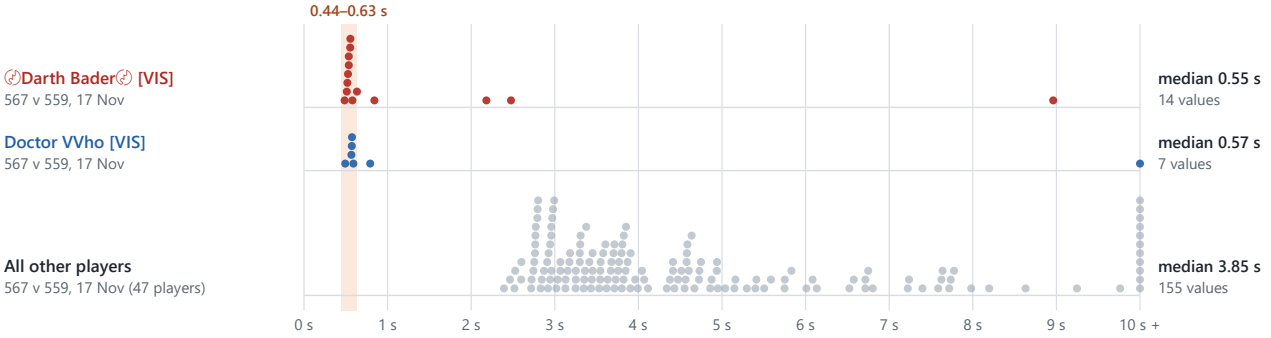


Figure 7. Each dot is one wave the player sent to; waves answered after 10 s sit at the right edge. Shaded: 0.44 to 0.63 s. Loot sent, in the order of the rows: 58, 38.

4. The events, with their times

Runs: 5 or more sends in a row, each within 1 s of the one before

Player	Match	UTC	Sends	Different targets	What	Seconds apart	Median
Darth Bader [VIS]	567 v 559	19:41:39	5	5	pick up loot	0.77 to 0.81	0.80
Darth Bader [VIS]	567 v 559	19:59:49	7	7	pick up loot	0.77 to 0.84	0.81
Doctor VVho [VIS]	567 v 559	19:14:44	5	5	pick up loot	0.81 to 0.82	0.82

Every run of the day. Each send in a run goes to a different loot drop. The longest row of sends within 1 s of each other by anyone else has 4.

Teleports that land next to a loot wave

Player	Match	UTC	Lands after the wave appeared	Lands at	Nearest loot drop, from the city (x, y)	First pick-up after landing
𝄞Darth Bader𝄞 [VIS]	567 v 559	19:59:49	1.50 s	34,173	0, −1	0.68 s
吃吃東西 [ATM]	396 v 398	12:55:33	1.39 s	40,172	0, −1	1.41 s

The city's tile is within 1.5 tiles of a loot drop inside 2.5 s of the wave appearing. 2 of the day's 2,084 teleports did; all are listed. All two land on exactly the same tile relative to the loot drop: the nearest loot drop is at 0, −1 (x, y) from the city's tile, directly next to it. Of the day's other 229 teleports made between a wave appearing and the player's first pick-up from it, 3 put the nearest loot drop there.

Speed-ups: 5 or more on one march in one server second

Player	Match	Speed-ups	Seconds with 5 or more	Seconds with 4	Most in one second	Gaps between two speed-ups under 0.25 s
𝄞Darth Bader𝄞 [VIS]	567 v 559	283	3	17	5	143 of 227 (63%)

The seconds are the server's own, stamped on each speed-up, so they do not depend on the recorder. No other player of the day has 5 in one second; the most is 4.

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5. How this was measured

- The source is the spectator view of each match: what the server sends to everyone who watches, with every march, speed-up, teleport and loot drop and the server's own times. The recorders only watched; nothing was sent into a match.
- "Seconds after the wave" and "seconds apart" are the time between two updates arriving at a recorder. 394 v 437 had two recorders and 567 v 559 had three recorders; on the events shown they agree to within 0.01 s. The other matches had one recorder; nothing under 0.25 s is taken from them.
- The limits are fixed and the same for everyone. A place in the field (who taps or sends fastest) is not an event and is not used.
- Left out: 3 matches recorded only in part (1547 v 1518 at 71%, 1550 v 1539 at 40%, 2182 v 2183 at 24%); teammates who send at the same moment.
- An event is a measurement, not a verdict. A spectator sees what the server did and when, not how the order was given.
- The recordings and the tables behind every number are in the data package of the same day; tal_findings.csv lists each event.
