

THE COMMAND POST



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GAME NEWS

Arena #340 [THE LINE vs. KZINTI FITHP]: Turn #10 was the last of this marathon contest and saw no change in the comparative ratings allowing Side #1 to hang on to their small lead and win the game! A victory for THE LINE! Surprisingly there were no new casualties this turn which ended with eight of fifteen surviving Bots close to destruction. The Best Bot Victory Rating was 4.40.

Turn # 8: Side # 1: 2.28 Side # 2: 2.13
Turn # 9: Side # 1: 2.47 Side # 2: 2.37
Turn # 10: Side # 1: 2.64 Side # 2: 2.54

Arena #341: Turn #10 was the final turn of this contest and saw Side #2, despite losing ground in the ratings, able to hang on to the lead and win the game! A victory for the B'HOOD OF THUNDER! Side #3 was actually the top scoring team for the turn but only managed to secure third place. This turn saw the game's fourth and final CP Kill when Captain Stud Muffin destroyed Command Post #1 with Mega Missile fire from his Dodger. Despite being his eighth completed contest, this was his first ever CP Kill. The Best Bot Victory Rating was 7.07!

T#8: S#1: 2.38 S#2: 2.57 S#3: 2.21 S#4: 2.20
T#9: S#1: 2.58 S#2: 2.64 S#3: 2.34 S#4: 2.34
T#10: S#1: 2.84 S#2: 2.88 S#3: 2.62 S#4: 2.52

Arena #342: Turn #7 saw Side #1 expanding their lead slightly as they easily won the game. A victory for the LENSMEN! This turn saw the game's casualty rate double as Side #2 continued to take a beating. The first to go was Captain Cobra of the BLACK COMPANY who was slain after his Mercury took a fatal Heavy Laser blast to the Right Rear Torso from Cadet Elora Danan's Cobra (scoring her first Bot Kill). Captain Cobra was a veteran of four completed contests with an excellent track record in Light Bots along with one Team Victory and one Bot Kill. The next casualty occurred when Cadet Payne N. Dias was slain after his Warmachine took a final Heavy Machine Cannon round to the Left Rear Torso from Lt. Colonel Sorsha's Archer (her second Bot Kill). Cadet Payne N. Dias was a rookie Pilot in his first (and now only) Arena. The Best Bot Victory Rating was 4.15.

Turn # 5: Side # 1: 1.76 Side # 2: 1.07
Turn # 6: Side # 1: 2.21 Side # 2: 1.29
Turn # 7: Side # 1: 2.52 Side # 2: 1.55

Arena #343: Turn #6 saw Side #4 moving into the lead for the first time as they gained a slight edge over Side #2. This is quite a change in

fortunes as Side #2 has held the lead throughout the previous five turns. Meanwhile, there is little change in the comparative ratings in the close battle for third place between Sides #3 and #1. It is interesting to note that, contrary to popular wisdom, the heaviest team is now in first place and the lightest team is in last place. Next turn could see five of the remaining eleven Bots becoming casualties.

Turn #7 saw little change in the standings as all four teams scored poorly. Casualties, however, presented a dramatic turn as Captain Riprender ejected from his Cobra (VR=2.60, DR=2.05) and Major Embo Slamboa ejected from his Legionaire (VR=2.54, DR=2.13). Bot casualties currently stand at 25% and could more than double with the coming turn! The Best Bot Victory Rating is 4.02.

T#5: S#1: 1.75 S#2: 2.34 S#3: 1.79 S#4: 2.29
T#6: S#1: 1.88 S#2: 2.56 S#3: 1.93 S#4: 2.62
T#7: S#1: 2.00 S#2: 2.66 S#3: 2.02 S#4: 2.78

Arena #344: Turn #4 saw no change in the comparative ratings as Side #2 retains a slight lead. This is actually a victory of sorts for Side #1 as they are down one Bot but able to hold their own. This turn saw Side #2 making preliminary attacks on the enemy CP. Next turn could see major assaults on both CPs but the present deployments of the two teams suggest that enemy Bots will be the targets of choice for the immediate future.

Turn #5 saw Side #2 expanding their lead as they step up their attacks on the enemy Command Post. Conversely, Side #1 seems to be avoiding CP attacks and are concentrating their efforts on enemy Bots. Though this has not proved advantageous in terms of casualties they remain competitive in the scoring race. The Best Bot Victory Rating is 3.48.

Turn # 3: Side # 1: 0.47 Side # 2: 0.51
Turn # 4: Side # 1: 0.72 Side # 2: 0.76
Turn # 5: Side # 1: 1.12 Side # 2: 1.21

Arena #345: Turn #1 saw Side #3 putting in a stellar scoring run without attacking any CPs, which put them solidly in the lead. Side #1 also scored well earning them a strong second place followed by Side #4 in third and Side #2 in fourth. Most of the teams are staying together and concentrating their fire, with devastating results. This Arena's Hot

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weather seems to be having a telling affect as we already have two Bots up to high Heat. Next turn will likely see the game's first CP assaults.

Turn #2 saw Side #3 still in the lead though Side #1 greatly closed the ratings gap putting them in easy striking distance of first place. This turn saw three of the four CPs coming under fire resulting in some high scoring. It also saw the Hot weather continue to take its toll as we now have two Bots up to Critical Heat. [Ed: Admittedly most of the Heat is coming from enemy weapons hits.] The Best Bot Victory Rating is 1.82.

T#1: S#1: 0.27 S#2: 0.08 S#3: 0.43 S#4: 0.15
T#2: S#1: 0.85 S#2: 0.23 S#3: 0.88 S#4: 0.56

Arena #346: Turn #1 saw Side #1 taking a strong early lead as both teams surged forward. Both teams seem to be concentrating their forces for a strong push up the middle which should result in a wild and heavy clash for the coming turn. There isn't a whole lot of cover to be had so such fighting could result in some early casualties.

Turn #2 saw Side #2 making a strong comeback resulting in a tie for the lead. While the main concentration of forces remains in the center, Side #2 has made a bold flanking maneuver on the right (Dir. 3) while Side #1's left flank is largely isolated from the main battle by an intervening ridge. This puts Side #2 in a very strong position for the coming turn which will likely see them move into the lead. The Best Bot Victory Rating is 0.94.

Turn # 1: Side # 1: 0.13 Side # 2: 0.03
Turn # 2: Side # 1: 0.28 Side # 2: 0.28

Arena #347: This is a special Fast Paced "4x4" match — a four sided contest with four rather than the usual three Bots per team. Side #1 is the sponsor of this special event, the ASSASSINATORS, who weigh in at 250 tons. Side #2 is the heaviest of the four teams at 290 tons and is jointly fielded by WASP and the SISTERS OF SILICON. Side #3 sees the return of the LEGION OF WAR and weighs in at 270 tons. Side #4 has a combined weight of 250 tons and is fielded by the THREE AMIGOS (plus one) squad of the KZINTI FITHP team. The Cold and



Wet weather should have an interesting effect on the contest by reducing heat while increasing the chance of falling. The Arena has a very dense terrain mix with a lot of blocking terrain which should tend to encourage close range fighting.

Coming Up: We are now taking applications for Arena #348. We are close to starting a new 2-Sided and 4-Sided game.

GAME RESULTS

This month saw the end of CTF Arena #340, a battle between THE LINE and the KZINTI FITHP. In a very close contest — the scores were never more than .21 apart — Side #1 eventually proved victorious capturing the Team Victory with an excellent rating of 2.64 (vs. 2.54 for their foes). A victory for THE LINE! The Individual Victory was awarded to Captain John "Sticky" Wicket who, while piloting a Cobra for Side #2, earned a rating of 4.40. Honorable mention goes to Major Grey Mouser (piloting an Athena) and Lieutenant Diago Montoya (piloting a Legionaire) for managing to survive the contest with but one Engine each remaining. The winning Team members were:

Major Grey Mouser — 2.11
Captain Datameister — 2.23
Captain Gab Egabrag — 2.60
Lieutenant Scott Free — 4.06
Lt. Colonel "Nasty Nac" Egabrag — 2.32
Captain Clark Kent — 3.76
Brig. General Arlos Terminator — 3.13
Colonel Richard Shadowhand — 2.10

This month also saw the end of CTF Arena #341, a 4-Sided contest. This was a VERY close and exciting contest. The ratings gap between the first and fourth place teams never exceeded 0.39 and was at one point down to 0.15 — incredible! As you would expect in such a close battle the lead changed hands many times. In the end Side #2 came out ahead, capturing the Team Victory with a rating of 2.88 — a well deserved win for the B'HOOD OF THUNDER! The Individual Victory was awarded to Captain Stud Muffin who, while piloting a Dodger for Side #3, earned an impressive rating of 7.07. The winning Team Members were:

Lt. Colonel Elric Deathsong — 2.70
Colonel Pressure Cooker — 2.62

This month also saw the end of CTF Arena #342. In a horribly lopsided contest Side #1 captured the Team Victory with an excellent rating of 2.52 — a whopping 0.97 more than their opponents! A stellar victory for the LENS MEN! Not only did they smash their opponents in the ratings but also in terms of casualties with Side #2's loss rate at 37% vs. 12% for Side #1 (overall casualty rate was 25%). Surprisingly both CPs survived the contest with each inflicting more damage than they themselves

suffered. The Individual Victory was awarded to Captain Otto Von Braun who earned a rating of 4.15 while piloting a Cobra. Honorable mention goes to General Kael and Captain Condor for taking fourth and fifth place respectively for the top "3+ Game Average" in Light Bots with a 5.32 and a 5.19. The winning Team Members were:

Lt. Colonel Sorsha — 2.01
Lt. Sebastian Shaw — 2.23
Captain Bloodwing — 2.67
Lieutenant Anemone — 2.64
General Kael — 3.12
Cadet Elora Danan — 3.08
Captain Otto Von Braun — 4.15

All Hail the victors!

HALL OF FAME

Pilot Ratings do not include the results of Face-to-Face games. Ratings are only for those Pilots who have completed games and do not include games in progress. Kills, however, do include games in progress.

Senior Ranking Pilots

General Dutchman
General Anthony Stark
General Cutthroat Collins
General Bolo
General Riva Irongrip
General Lunatik
General Solo McIntres
General I.B. Tryon
General Angus McNarley
GeneralKael

Top Light Bot Ratings

Major Wan Tyn Sol Jr. — 8.30!
Captain Condor — 7.65
Captain Otto Von Braun — 7.52

Top Medium Bot Ratings

Major Roger Dawkins — 6.20
Lt. Colonel Chico Delgado — 5.87
Lt. Colonel Egoan Mor — 5.51

Top Heavy Bot Ratings

Captain Mack Ross — 5.60
Lieutenant Achilles — 5.21
Major Embo Slamboa — 5.01

Top Light Bot Pilots (3+ Game Average)

Major Odysseus — 6.07
Lieutenant Bad Karma — 5.67
Colonel Larry Underwood — 5.40

Top Medium Bot Pilots (3+ Game Average)

Lt. Colonel Draka Deathdealer — 3.69
Lieutenant Whiplash — 3.58
Lieutenant Ian Sane — 3.31
Lt. Colonel Merlin D'Arcy — 3.31

Top Heavy Bot Pilots (3+ Game Average)
Lt. Colonel Augustus — 3.57
Lt. General Blood Shredder — 3.48
Major Cannon Fodder — 3.41

Pilots With The Most Individual Victories
General Anthony Stark — 6
General Solo McIntres — 6

Pilots With The Most Team Victories
General Anthony Stark — 15

Pilots With The Most Bot Kills
Lieutenant Grim Reaper — 7

Pilot With The Most CP Kills
Lt. General Blood Shredder — 10

Top 2-Sided Team Ratings
A#326 Side #2 (un-named) — 2.89
A#186 Side #2 (Centurions) — 2.87
A#327 Side #1 (Kzinti Fithp) — 2.83
A#294 Side #2 (4th Praetorian Guard) — 2.83
A#209 Side #2 (Black Company) — 2.83
A#114 Side #2 (Mechastorm) — 2.82
A#329 Side #1 (un-named) — 2.72

Top 4-Sided Team Ratings
A#302 Side #2 (B'Hood of Thunder) — 5.07!
A#339 Side #3 (Intrepid Enterprises) — 4.48
A#249 Side #4 (Intrepid Enterprises) — 4.40
A#263 Side #2 (Intrepid Enterprises) — 4.34
A#317 Side #3 (B'Hood of Thunder) — 4.28
A#319 Side #3 (Legion of War) — 4.22
A#161 Side #4 (un-named) — 4.21

Top 2x4 Team Ratings
A#333 Side #1 (Berserkers) — 2.96

FALLEN HEROES

CTF Arena #342
Captain Cobra VR= 1.14 DR= 4.12!
Cadet Payne N. Dias VR= 1.74 DR= 3.31

Let us mourn the passing of our fellow Bot Pilot.

BULLETIN BOARD

Player Notice

Congratulations to our opponents in Arena #340. You flat-out played the better game!

Your victory marks but the second time the Kzin have been defeated in a two-sided arena! The only other team to have done this is the Berserkers! Mayhap you two should cross heavy lasers after we finish with them (or they with us!) in arena #344.

Good luck and good gaming!

Nero Nightguant, Kzin Line-Animal

Player Notice Arena #341

"Well," thought Dread Pilot Roberts [PN842] as he dusted his Battlefist against his Battleblade, "finishing-off CP-3 was nifty... but what do I do for an encore?"

What Ho?!... the old Scanner shows Helena Rena is range. I've got a BIG 4 points of Luck... maybe I'll get lucky.

Tennis, anyone?!"

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Player Notice Arena #346

To: Side One

Wow! What a great first turn! You guys must all be "Dead-eye Dicks".

Good Hunting!

Felix the Scout [PN741]

ATTENTION ALL TEST PILOTS

The testing period for the RAPTOR (60-ton Medium) is now at an end. Please submit your evaluation reports right away so that we can print some of the comments and report on your findings in the next Command Post.

SPECIAL PLAYER NOTICE

[Ed: With the impending start of the 2000 Championship with thought it timely to present the following...]

Jean Deathstalker's '99 TOC Diary

Turn 0

Small map. I see two choices. Either I go west (d7) and turn my back to the Legionaire, or go East (d3) and turn my back to that Ranger with the head mounted Mega-L. Gee, that's a tough one... LA weapon on the Legionaire is a HMC (heavy machine cannon). I also have to believe #1 might pop over the ridge 3 so I will have to target #7 specifically on 4 and 5 to keep from losing shots.

Turn 1 AFTER ACTION REPORT (AAR)

Low 0.00 Average 0.22 High 0.41 Mine 0.30

Fair call. He sprinted on phase 1, but didn't put the ridge between us until phase 5. I could have targeted him all turn (after the sprint, I was moving before he was). On the other hand, I did go 2/3 vs #1 and 1/2 vs #7. A moderately damaged Cobra after 1 turn (with no left arm) bodes well. Being below average, though, is neither good, nor unexpected for a 90 ton Bot.

PLANS

#1 fell.. I can TLMF and SF and be in a position to hurt him and #7, yet get away from the Cobra-Legionaire (#3 is off the map, but #8 is facing d2, so guess where he is?) to the east. I'll alternate Move and Face at Nearest Enemy Bot and see what happens.

Turn 2 AAR

Low 0.19 Avg 0.53 High 0.85 Mine 0.72

Hooooo Doggies! 4/5 (4 hits out of 5 shots) 38 VPs and Over Average! And #7 fell. And now #1 is at Moderate Damage too! I also see two more Bots, Warmachines both (#4 and #6). This leaves #2 as the only unspotted Bot, a 90 tonner if I did the math correctly. (Average score in a TOC is the VPs scored by all Bots divided by the tonnage, as if we were all 1 team). It's probably one of the PBC in the head varieties. Maybe a Doomguard. Probably a Goliath. Not a Cyclops. I'll pencil it in as a Goliath and eat my words later if I'm wrong.

PLANS

Simple. #7 is down, I have two shots at her. But I want to try and get over the ridge so the two Warmachines don't decide to backshoot that nice big 90 ton target (me). I'll try to get up on the edge of the ridge and get off it on 5. #1 will try to get south of the ridge (d5) so I want to be in a position to attack him should #7 die or bail.

Turn 3 AAR

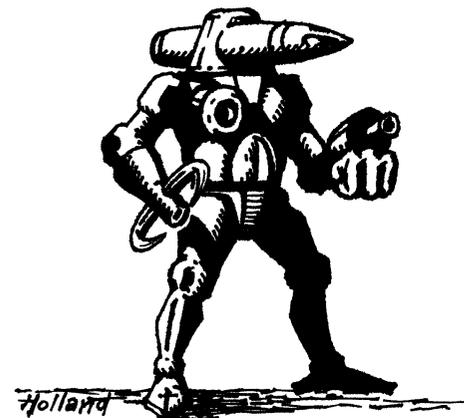
Low 0.56 Avg 0.88 High 1.65 Mine 1.18

4/5, 41 VPs and 24 damage. I'm shocked #7 didn't attack me, but I bet she did a lot of NEB targeting, which is what I did on phases 3 thru 5. I notice #4 is last year's TOC Champion. Fortunately, the two Warmachines (#6 is off the map) are decisively engaged. #7 is now at Heavy damage while #1 is at High heat. I got blocked from moving off the ridge, but it didn't matter.

PLANS

A lot easier to see the terrain with the "Hide-Open-Terrain" option engaged. I'll Face d8 and back off the ridge, in case #4 changes his mind on targets. Range 9 is a bit long for the Mini-L, but I want to limit the shots at me.

WARMACHINE



Turn 4 AAR

Low 0.89 Avg 1.23 High 2.00 Mine 1.40

Hmm. 2/5. Less than stellar results. #7 did not shoot at me. #1 looks like he plotted his entire turn expecting me to stay on the ridge. He and #7 must have fought each other before because there aren't as many shots coming my way as I had anticipated the last two turns. Of course, trying to move so that they are each other's NEB may have helped. #7 is at Critical damage. She will likely bail soon. Good thing, because I am falling further behind the leader (one of the two Cobras I bet).

PLANS

I'll have to get up on the ridge. If #7 bails and #1 goes over, I'll have no targets. I think I am in the Top 3. No casualties reported yet.

Turn 5 AAR

Low 0.94 Average 1.48 High 2.47 Mine 1.70

Hmmm. #1 moved over the ridge and kept going. And #7 did NOT bail. First time all game #1 has done something I didn't plot for and it saved him a shot. That's the first time all game I have had a canceled shot (as compared to misses).

PLANS

#1 Heavy Critical
#4 Moderate High
#7 Critical Medium
#8 Heavy High

And here I sit at Light and Low. I'll fire a Parthian Shot at #1 and let him go, back off the ridge and concentrate 3 shots at #7 [killing her, I trust], then pop back up and missile the Warmachine who won't be expecting a shot from this far away.

BETWEENTURNS

Just read the Command Post Player Notice from #1. What a load of tripe. Now I wish I had pursued and killed the crybaby. (After I cool down, I realize that such a move would've just exposed me to more fire. To win you must play smart, limit the number of shots at you and maximize the number of shots you take. Also, I have to admit that I, too, am surprised I have been shot at so little, but then, I have tried to move so that #1 and #7 have been each other's Nearest Enemy Bot all game).

Turn 6 AAR

Low 1.06 Average 1.62 High 2.05 Mine 2.01!!!

#7 is still around! #8 has bailed. With a 2.01 I must be in 2nd place! And #2 is confirmed a Goliath (as I thought). Also at Light and Low. I wonder if he's the Leader? More than likely it's #7. First time I have seen all Bots. #6 is Heavy Critical. Another Bail-out candidate. Good thing I did not pursue #1 into that potential crossfire.

PLANS

Back off the ridge and KILL #7. This gal is hanging around too long. Target NEB for phases 3 thru 5 in case I kill her early.

Turn 7 AAR

Low 1.51 Average 1.75 High 2.14 Mine 2.14!!!

3 wasted shots. Missed #7 on 1, Fisted her on 2, but #1 was NEB on 3 thru 5 so the shots were blocked. However, even though I scored only 12 VPs, I am in 1st place! #7 must have been the leader. Either #2 or #3 killed her, or she bailed on a set number of engines. As the Command Post reports that I was actually in 3rd place last turn, either the 2nd place Bot also died (unlikely), or scored worse than I did!

PLANS

In a normal free-for-all, it seems the wisest course to eliminate the smaller Bots as early as possible. After all, it's Individual Score, not Team Score that counts. The two Light Bots are now eliminated. I am now in the lead or tied for it. It is turn 8 of 10. I must continue to score very well to keep the lead OR at least stay within striking distance. As such, I am moving on top of the ridge again. This exposes me to more fire. It's not the damage I fear. It's the VPs the other shooters gain for hitting me that I am concerned with.

If I lose the Lead, I have to look at exterminating heavily damaged Bots (#1 and #6) and hope they're a leader. If I maintain the Lead, then I can pick the best target (the Goliath due to its size and poor cover) and try to score as many points as possible. So the Plan for now is "best target". Because targets move, I have to switch to NEB phases 3 thru 5 again. This time, the ridge should not block. I just hope it doesn't become #3, for I want him to keep lighting up that Goliath. However, I cannot afford any canceled shots in such a closely fought contest.

Turn 8 AAR

Low 1.70 Average 2.06 High 2.46 Mine 2.36

Ouch. 2/5, only 19 VPs. I am 9 VPs off the lead. Missed #3 twice and hit both #1 (bailed or killed) and #3 in the Left Rear Torsos. #2 or #4 have to be the new leaders. This means I must hurt them severely (damage their weapons) to have a shot at pulling this off in two turns. Yet I also have to be able to kill #3 and #6 should they survive this turn, because either one of them may be the leader.

There are 803 VPs out there, of which I have 212. If the low score is a 70 ton, that's 119, if a 90 ton that's 153. If the Leader is a 70, that's 172, if the 90 that's 221. As a 90 cannot be both low and high, then the VPs for those two slots are either 340 or 325. So of the 591 unknown VPs, either 291 (both = 70s) 325 or 340 are "known", meaning 300, 266 or 251 are "unassigned". Nice calculations, but they tell me nothing.

PLANS

Damage #2 as much as possible and hope #3 stays in the lake. I'll maneuver behind the ridge in case #4 finishes off #6, but pop back on top to shoot at #4 on phase 5 in case #2 moves off and

out of range. In fact, #3 might be better served kneeling to avoid shots from long range by myself and #4. Sure hope the phase 5 hit doesn't get him all fired up to come after me. And I hope foregoing the back shot on #3 on phase 1 doesn't come back to haunt me, if he lives and wins.

Turn 9 AAR

Low 1.86 Average 2.42 High 2.87 Mine 2.87!!!
Nice when a plan comes together. 4/5, 46 victory points, all vs the Goliath. Missed the Warmachine on 5. Don't know who #3 is, but he did a good thing by kneeling in the lake. 141 VPs total, so that's 95 for 2-3-4-6. Around 23 each.

PLANS

As much as I can afford to charge ahead and close, I think I will take the safer route and deny points to the enemy. If I was #4, I'd move d8, face d5 and back up. Or just face d5 and back up. If I was #2, I'd back up on phases 1 thru 3 so that I would be out of range unless I advance.

So even though it will be less fun (except winning is always more fun), I'll back up and shoot at the 90 ton target on phases 1 thru 3, go back on the ridge and target #4 specifically on phase 4 (he might kill #6 and move at NEB), and close with a Face at NEB/Shoot at NEB and hope I don't kill #3 or #6 on phase 5. As the leader, I don't need to eliminate anyone in front of me to help my advancement. I just need to keep on scoring points. I'd hate to kill a Pilot who survived until the last phase of the last turn of a TOC (when I didn't need to, that is!).

Turn 10 AAR

Low 1.94 Average 2.56 High 3.00 Mine 3.00
Whew! I must have had a serious PMS moment! I forgot to fill in the specific target (#2) and my targeting was converted to Nearest Enemy Bot! This was very nearly a disaster for both #3 and myself. Not only did I not score very many points, but I nearly needlessly killed #3 on phase 5 of turn 10. I am not sorry for the phase 5 hit on #3, it may have been the margin of victory. I'm sorry for the waste of 4 mega-missiles plowing into terrain instead of victory point earning targets.

I owe this victory to the proper selection of targets (exclusive of turn 10) so that I USUALLY had legitimate targets to shoot at. I had only 8 wasted (blocked or canceled) shots out of 50, which is fairly low. I also owe it to keeping myself in the corner where there was limited chance of getting front-and-backed. I also used terrain so that if the other contestants decided I was the best target, they'd plow dirt. And LUCK helps. If my missile hit on phase 5 turn 10 had been 7 VPs instead of 12, my rating would have been 2.94. What little things make a difference.



PLANS

Do a pilot turn, prepare for the 2000 TOC, and remember to ALWAYS double check my Order Form before submitting it to A.G.E.

Jean Deathstalker, '99 TOC Champ!

[Ed: Special thanks to Jean Deathstalker for taking the time to write up this interesting and useful blow-by-blow report on last years tournament. If there is enough interest we would be glad to post an expanded version on our website (www.ageforfun.com) that could include GM comments and maps.]

SPECIAL EVENTS

We are pleased to announce our TENTH annual CTF Championship Tournament! CTF has always been a game of skill and there certainly are a lot of great tacticians out there. This is the world's opportunity to see who really is the best of the best. Who will be crowned Champion of the Arena for 2000? Will last year's Champions (Jean Deathstalker, Mark Stile, and Petruchio) be able to repeat their success? Or will we herald the victories of a new set of Champions?

The tournament is limited to the first 12 participants for a Free-For-All match which is expected to begin on July 1st, 2000 (our company anniversary). It will be a Standard Paced contest but players may pick the fastest turn pace (between 14 to 21 days) acceptable to them. Turn Fees for THIS GAME ONLY will apparently be raised to \$5.00 per turn (including the setup) to help cover the prizes. Prizes? That's right, we will be awarding a total of \$200.00 in game credits to three Pilots with the highest Victory Ratings: \$100.00 for First place, \$60.00 for second and \$40.00 for third. But that's not the real prize. The REAL prize is the glory of being crowned the BEST OF THE BEST. Are you up to the challenge? Go for it!

SPECIAL OFFER

July 1st is a special date for us here at Advanced Gaming Enterprises as it marks the FOURTEEN year anniversary of our first processing turns for the original Crack of Doom Playtest (the company itself was actually formed several months earlier). In celebration and to show our gratitude for your dedicated and enthusiastic support we have the following special offer: Send in a single check for \$50.00 or more for your CoD or CTF account during the month of JUNE and we will deposit that money PLUS an additional \$4.00 into your account. That's right, an additional four extra dollars game credit, FREE! It's just our way of saying Thank You! [Note: This is a 'CASH ONLY' offer that includes checks and Money Orders but NOT payments made by Credit Card.]