

# THE COMMAND POST



Issue # 153

July 2000

## GAME NEWS

Arena #343: Turn #8 saw Side #2, despite being down to only one Bot, making an incredible comeback resulting in a tie for the lead with Side #4 who is the only team which has yet to suffer any casualties! Despite some strong scoring for the turn fully a third of the surviving Bots failed to score any hits.

Turn #9 saw Side #4 once again taking sole command of the lead. However, their lead is hardly insurmountable as they have the only remaining CP (lots of potential points for their foes). Aware of the danger, Side #4 is now well deployed to defend their Command Post. This turn saw the game's fourth Bot casualty which puts the overall rate at 33%! This turn's unfortunate victim was Cadet Sserra Doomstalker who was slain after her Hornet suffered a fatal Battle Blade thrust to the Left Front Torso from Lieutenant Ann Thrax's Warmachine marking her first Bot Kill despite three completed contests. Cadet Doomstalker was a veteran of two completed contests with an average performance in Heavy Bots (she was killed in a Light) and a single CP Kill to her record. The Best Bot Victory Rating is 4.52.

T#7: S#1: 2.00 S#2: 2.66 S#3: 2.02 S#4: 2.78

T#8: S#1: 2.09 S#2: 2.92 S#3: 2.29 S#4: 2.92

T#9: S#1: 2.24 S#2: 3.00 S#3: 2.53 S#4: 3.18

Arena #344: Turn #6 saw Side #2 expanding their lead as they inflicted a second casualty on their opponents. This turn saw Command Post #1 destroyed after taking a final Mega Missile strike from General Cutthroat Collins' Cobra. This marks General Collins' fourth career CP Kill after 17 completed contests. Next turn will likely see the casualty count rise as we currently have two Bots close to destruction. The Best Bot Victory Rating is 3.62.

Turn # 4: Side # 1: 0.72 Side # 2: 0.76

Turn # 5: Side # 1: 1.12 Side # 2: 1.21

Turn # 6: Side # 1: 1.41 Side # 2: 1.56

Arena #345: Turn #3 saw Side #3 expanding their lead as three of the four CPs came under heavy assault. As can be expected from such a situation, scoring was high. This turn saw the game's first casualty as Command Post #3 was destroyed after taking a final Mega Missile hit from Major Femme Fatale's Avenger. Next turn will likely

see continued high scoring and perhaps new casualties as well. The Best Bot Victory Rating is 3.32.

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

T#3: S#1: 1.50 S#2: 0.63 S#3: 1.68 S#4: 1.16

Arena #346: Turn #3 saw, for the second consecutive turn, a tie in the ratings. Talk about a close contest! The fighting in the center continues to intensify by drawing more units into the fray. Tactical maneuvering is playing an important role in the fighting as Bots battle for critical terrain features or seek to surround isolated foes. Next turn could see the game's first casualties. The Best Bot Victory Rating is 1.49.

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

Turn # 2: Side # 1: 0.28 Side # 2: 0.28

Turn # 3: Side # 1: 0.57 Side # 2: 0.57

Arena #347 [Special 4x4]: Turn #1 saw this contest off to an exciting start as we see a virtual tie for the lead between Sides #1 and #4 along with a very close battle for third place between Sides #2 and #3. Most teams seem to be splitting their forces either in half (2-2) or in strong-light (3-1) combo. Either way, splitting their forces allows for multiple objectives such as attacking and defending or attacking two CPs simultaneously. Speaking of Command Posts, the initial round of fighting finds all four unscathed. The Best Bot Victory Rating is 0.72.

T#1: S#1: 0.35 S#2: 0.26 S#3: 0.24 S#4: 0.36

Arena #348: This is a Standard Paced 2-Sided contest with the typical nine Bots per team. Side #1 is fielded by the LENS MEN and weighs in at 550 tons. Side #2 sees the return of the DYNACHROME BRIGADE, this time weighing in at 590 tons. Both teams are skilled and experienced so we can look forward to a good match. The Arena contains a lot of cover but little in the way of blocking terrain (level-3 and above) which will tend to favor long range attacks. With COLD-WET weather heat should not be a problem but moving through all that

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cover could be. All in all the makings of an exciting match.

Coming Up: We are now taking applications for Arena #349. We are close to starting a new 2-Sided and 4-Sided games.

## 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  
General Kael

### 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

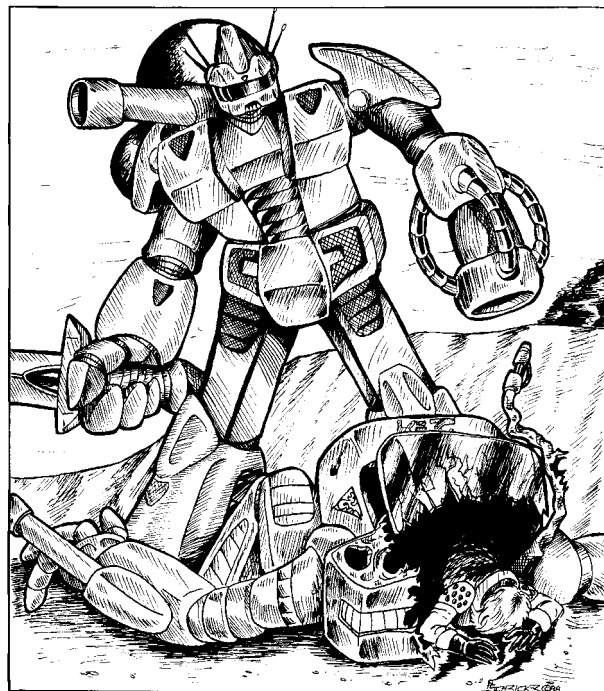
### Top 2x4 Team Ratings

A#333 Side #1 (Berserkers) — 2.96

## FALLEN HEROES

CTF Arena #343 Turn #9  
Cadet Sserra Doomstalker VR= 1.48 DR= 3.42

Let us mourn the passing of our fellow Bot Pilot.



## **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.

Note: While the Raptor has been extensively tested (six Test Pilots) and did receive a "preliminary" Evaluation Report we have yet to receive any official or final Evaluation Reports and thus the RAPTOR is in danger of going the way of the HYDRA. Therefore, this is the last chance for the RAPTORReports....

The testing period for the MIRAGE (50-ton Light) 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 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 be raised to \$4.50 per turn (including the setup) to help cover the prizes. Prizes? That's right, we will be awarding a total of \$100.00 in game credits to three Pilots with the highest Victory Ratings: \$50.00 for First place, \$30.00 for second and \$20.00 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!

Update: Apparently there is a lot of excitement as half of the available slots were already filled BEFORE we even made an official announcement! As mentioned last month, normally we raise the fee for the Championship by 50 cents per turn and award \$100 in prizes to the top three pilots. Because this year is special (being the year 2000 and our 10th Tournament) we were thinking of raising the turn fee by \$1.00 and doubling the prize pool to \$200! So far the prevailing opinion is to double the prize pool. If you plan to participate and have an opinion, please send it in.

FINAL UPDATE: We have just one opening left! As soon as that is filled the Championship can begin!

Be sure to check out [www.ageforfun.com](http://www.ageforfun.com) for all the latest news on upcoming games and special events.

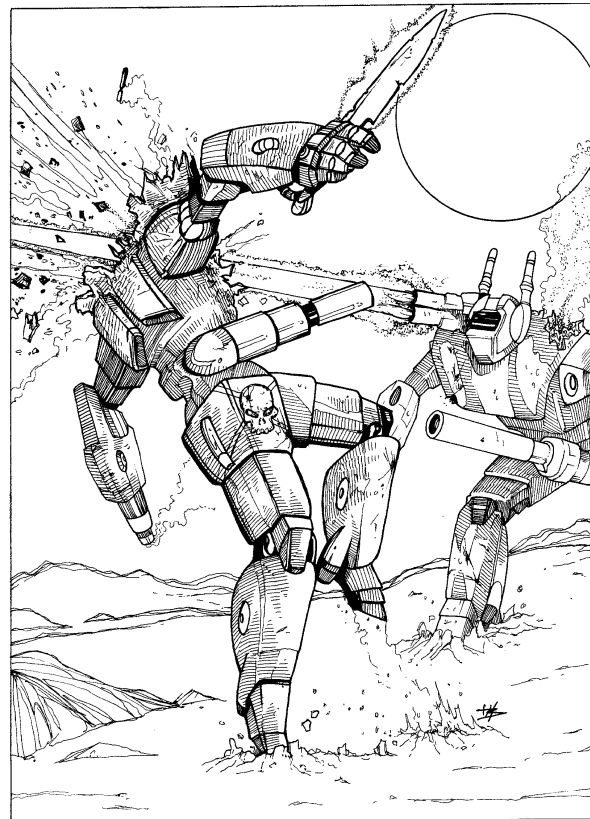
## **HYDRA REPORT**

Effective July 1st, 2000, the HYDRA has been officially discontinued due to lack of interest. There was but a single Test Pilot and he did poorly before being destroyed. As such production facilities will be converted over to more popular designs.

[Ed: Have you been sitting on a new Bot design and just never got around to sending it in? Now is a great time because there is no waiting period — all pending new Bot designs have already been introduced.]

## **ANNOUNCEMENT**

It has come to our attention that the original design for the MIRAGE was flawed but somehow sneaked through the approval process anyway. As stated in Advanced Rules section 4.4 only Cooling Units may be placed in the legs therefore effective immediately ECM Pods, previously located in the legs have been moved to the rear torsos. Our apologies for this oversight. Special thanks to Ed Cataldo for pointing out this error.



## AGE ON-LINE

Our presence on the Internet is growing rapidly with a number of resources currently available.

ORBO's CTF2187 HOME PAGE: Want to check out the latest CTF info including the current issue of the newsletter almost the same day it is published? How about player bios, many with color photos? All that plus lots of other useful information is available at the CTF website. Special thanks to Orbo (Rob Fackler) for his efforts in setting and maintaining this cool site: Check it out at:

<http://yourpage.blazenet.net/orbomaxx/ctfhome2.htm>

Brigadier General Them Bones [PN323] of the Berserkers [TM5] has set up a Chat Room at:

<http://clubs.yahoo.com/clubs/ctf2187>

Brigadier Them Bones [PN323] of the Beserkers [TM5] has also started an email discussion list to keep everyone up to date on game happenings and other topics of interest such as Pilots, Teams, Strategy, Bot Designs, etc. The mailing list is FREE.

For those of you unfamiliar with a mailing list, here is how it works. Folks interested in a common topic must JOIN (aka SUBSCRIBE TO) the list. All of these "members" will then receive all postings to this list and can also respond and/or post their own messages. All sorts of folks can have all sorts of topics going at the same time — so long as it is strictly CTF related.

To join, send a blank email to: [CTF2187-subscribe@onelist.com](mailto:CTF2187-subscribe@onelist.com).

If you prefer to get all of the postings in one "batch" mailing a day (rather than each one sent to you individually) then immediately send a SECOND email to: [CTF2187-digest@onelist.com](mailto:CTF2187-digest@onelist.com)

If you want to learn about the happenings in the CRACK OF DOOM (I and II) check out the following message boards:

[www.insidetheweb.com/mbs.cgi/mb144455](http://www.insidetheweb.com/mbs.cgi/mb144455)  
<http://clubs.yahoo.com/clubs/conclavecodiichat>

[Ed: These sites are not supervised nor supported by AGE but they can be interesting and useful none-the-less. However, as with any message board or unofficial website, don't believe everything you read! When in doubt, ask the GM.]

## WHAT'S NEW

Looking over our records we noticed it has been quite a while since we revised the rule books and there have been a number of changes to the game system since the last revision. To make sure everyone is up to date on all the changes, and to simplify keeping track of the changes, we have assembled them all into a new document boldly titled "THE BEST OF THE COMMAND POST" (we hope to later expand it by including strategy articles and more). Covering Command Post Issues #55 through #151, this publication is FREE for the asking when your request is accompanied by a turn or payment to your account, otherwise we ask \$1.00 to cover postage and handling.

## SPREAD THE WORD

Do you know someone who might be interested in Play-By-Mail? Better yet, how about someone who might be interested in playing one of the games run by AGE (CTF, COD I, COD II)? If so, send us their name and address and we will send them our massive information package along with a special free gift. It's a great way to recruit a friend into the hobby.

## COMPANY NEWS

As you may have noticed we have been gradually expanding use of the web ([www.ageforfun.com](http://www.ageforfun.com)) and email (quick answers to quick questions) to provide more and faster services for our customers. We have plans in the works for even more services but to get those efforts off the ground we need to add player email addresses to the mailing address already on file. So for everyone who is interested in faster and better services we are asking that they send us their email address to [emailaddress@ageforfun.com](mailto:emailaddress@ageforfun.com) along with their account number and any thoughts about what expanded email/web services you would like us add in the coming months. Thank you!

