

THE COMMAND POST



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GAME NEWS

Arena #343: Turn #10 was the final turn of this brutal contest and saw Side #4 able to hang on to their lead and win the game. A victory for the LADIES OF METAL! Side #2, though taking second place, gave them a them a tough fight despite being down to only one Bot. Speaking of a tough time, Side #1 was finally wiped out this turn when Cadet Sidewinder was forced to eject from his battered Cobra (VR=3.85!, DR=4.05!!). The Best Bot Victory Rating was still 4.52.

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
T#10:S#1: 2.24 S#2: 3.25 S#3: 2.76 S#4: 3.41

Arena #344 KZINTI FITHP vs. BERSERKERS]: Turn #7 saw a great scoring run by Side #1 that resulted in a virtual tie for the lead! Actually both teams scored quite well resulting in the game's third casualty. This time around Brigadier General Rugal Ratslayer earned his first ever CP Kill (after 11 completed contests!) by taking down Command Post #2 with a Mega Missile barrage from his Legionaire. While the game is currently VERY close next turn could really shake things up a bit as we have FIVE Bots close to destruction. At this point, attrition could be the deciding factor in determining the victor. The Best Bot Victory Rating is 5.48.

Turn # 5: Side # 1: 1.12 Side # 2: 1.21
Turn # 6: Side # 1: 1.41 Side # 2: 1.56
Turn # 7: Side # 1: 1.87 Side # 2: 1.88

Arena #345: Turn #4 saw Side #4 emerge as the top scoring team for the turn allowing them to move from a distant third place to a strong second. Side #3 was the only other team to score particularly well which allowed them to strengthen their hold on the lead. This turn saw the game's second CP Kill as Captain Slime Sledge Hammer destroyed Command Post #2 with Mega Missile fire from his Raptor. This marks Captain Hammer's first CP Kill despite seven completed contests. Next turn will likely see another CP Kill and perhaps the game's first Bot casualty.

Turn #5 was rather a mixed bag for Side #3. On the one hand they were able to expand their lead, on the other they suffered the game's first Bot casualty. This occurred when Lt. Tlepolemus was forced to eject from his Raptor (VR=0.88, DR=2.00). Currently Side #3 has a rather

substantial lead, but can they hold it after losing a third of their team? The Best Bot Victory Rating is 6.48!

T#3: S#1: 1.50 S#2: 0.63 S#3: 1.68 S#4: 1.16
T#4: S#1: 1.64 S#2: 0.72 S#3: 2.21 S#4: 1.77
T#5: S#1: 1.90 S#2: 0.75 S#3: 2.81 S#4: 2.13

Arena #346 [4th PRAETORIAN GUARD vs. FRAG' DEN HENKER]: Turn #4 saw a stunning change in fortunes as, for the first time, Side #2 moved solidly into the lead. All did not go their way however as they also gained the unwelcome honor of suffering the game's first casualty when Captain Flinderpointe O'Tool was forced to eject from his Legionaire (VR=0.34, DR=2.59). Next turn could see an additional Bot casualty and perhaps the first CP attacks. The Best Bot Victory Rating is 1.57.

Turn # 2: Side # 1: 0.28 Side # 2: 0.28
Turn # 3: Side # 1: 0.57 Side # 2: 0.57
Turn # 4: Side # 1: 0.71 Side # 2: 0.89

Arena #347 [Special 4x4]: Turn #2 saw some impressive scoring as three of the four CPs came under heavy assault. Side #4 is currently in the lead with Side #1 in a close second place. Meanwhile Sides #2 and #3 are in a close battle for third. Despite the heavy attacks on various Command Posts we have at least one Bot in serious trouble which may receive the unwelcome honor of being the game's first casualty.

Turn #3 saw Side #1 moving into the lead with Side #4 dropping to second place with Side #2 in a solid but distant third place. Next turn could see the first CP Kill and perhaps a Bot casualty. The Best Bot Victory Rating is 1.88.

T#1: S#1: 0.35 S#2: 0.26 S#3: 0.24 S#4: 0.36
T#2: S#1: 0.90 S#2: 0.56 S#3: 0.55 S#4: 0.95
T#3: S#1: 1.57 S#2: 0.86 S#3: 0.74 S#4: 1.48

Arena #348 [LENSMEN vs. DYNACHROME BRIGADE]: Turn #1 saw Side #2 taking the early lead as both teams scored well. Both teams are advancing in a rather jagged linear formation with

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only a portion of each team making good use of terrain. Next turn should see increased intensity as the two teams continue to close.

Turn #2 saw a dramatic turn of events as Side #1 jumped into a rather substantial lead. Since no Command Posts were hit this turn this can only be attributed to some stellar tactics! Both teams are making much better use of terrain but the fighting has only closed to medium range. Side #2 is well deployed for the coming turn so we may see another dramatic change in fortunes. The Best Bot Victory Rating is 1.25.

Turn # 1: Side # 1: 0.07 Side # 2: 0.14

Turn # 2: Side # 1: 0.58 Side # 2: 0.37

Arena #349 [CHAMPIONSHIP 2000]: Our long awaited 10th Annual Championship Tournament is at last under way, this year featuring a prize kitty of \$200 in game credits — our biggest ever! This year's tournament includes a full twelve Bot roster and features a star studded cast including representatives from CENTURIONS, FRAG' DEN HENKER, KZINTI FITHP, LEGION OF WAR, LENSMEN, OVER THE HILL GANG squad of the BERSERKERS, and SUDDEN THUNDER. This year's event challengers consists almost entirely of veteran Pilots with most opting for Medium Bots. The Arena is notable for a large number of Hills and Ridges with surprisingly little cover (though there will be many opportunities for the skillful use of the Hills and Ridges for blocking shots). All three of last year's Champions have returned for another round — can they repeat their success? This looks to be the best tournament ever!

Turn #1 saw this year's championship getting off to an exciting start as 83% of the Pilots scored hits. Most of the fighting seems to be centering around the various corners of the Arena. Currently we have one Pilot solidly in the lead with another in a strong second place. Third place is another story entirely with most of the remainder in close competition. With the difficult opening moves now out of the way the battle becomes, more than ever, a test of skill.

Turn # 1: Lowest: 0.00 Average: 0.29 Best: 1.02

Arena #350: This is a Standard Pace 4-Sided contest with the typical three Bots per team. Side #1 is a collection of veteran Pilots operating as independents and weighs in at 220 tons. Similarly Side #2 is made up of veteran independents with a combined weight of 200 tons. Side #3 weighs in at 200 tons and sees the return of the Riot Grrrls, an unofficial subteam of the SISTERS OF SILICON. Side #4 is fielded by the BIRDS OF PREY and is the heaviest of the four teams at 230 tons. The Arena itself has an unusually large number of Lakes which should have an interesting effect on play. With teams of veteran Pilots with comparable tonnages this should make for an interesting battle of skills and wills.

Coming Up: We are now taking applications for Arena #351. We are close to starting a new 2-Sided contest.

GAME RESULTS

This month saw the end of CTF Arena #343, a marathon 4-Sided contest that saw 41% Bot casualties and 75% of the Command Posts destroyed. In savage fighting, Side #1 was completely wiped out and Side #2 nearly so. In the end Side #4, the heaviest team, proved victorious and captured the Team Victory with a rating of 3.41. A well won victory for the LADIES OF METAL! In an especially brutal contest, Side #4 suffered no casualties. Even their CP survived, thanks in no small part to an active team defense. Side #2 deserves honorable mention for taking a close second place despite being down to only one Bot. The Individual Victory was awarded to Major Kenneth McAlpin who earned a rating of 4.52, despite scoring no points on the final turn, while piloting a Cobra for Side #3. Honorable mention goes to Lt. Brian Boru who survived the contest despite being down to one Engine in a battered Hellhound, and to Major General Hawkeye who nearly took the Individual Victory with a rating of 4.33 in a Legionaire but also for setting a new record for the Best Medium Bot 3+ Game Average with a stellar 4.34, well above the nearest competitor. The winning Team Members were:

Lieutenant Angel Of Death — 3.66

Lieutenant Metallica — 3.02

Lieutenant Ann Thrax — 3.67

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

General Kael

Top Light Bot Ratings

Major Wan Tyn Sol Jr. — 8.30!

Captain Condor — 7.65

Major 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)

Major General Hawkeye — 4.34
Lt. Colonel Draka Deathdealer — 3.69
Lieutenant Whiplash — 3.58

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

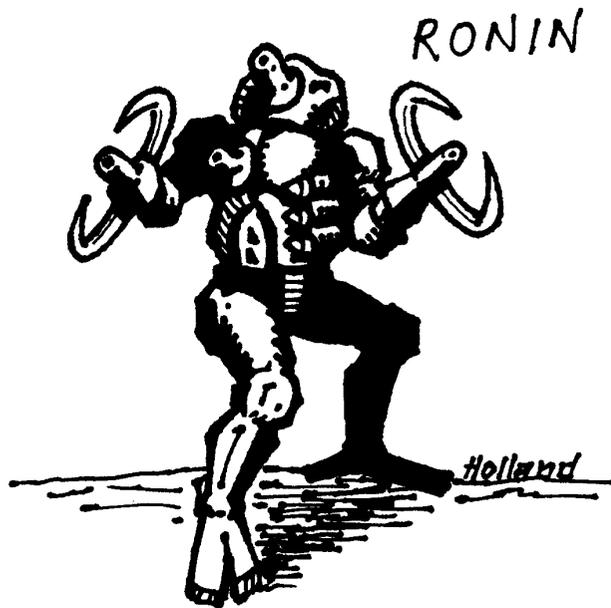
Lieutenant Grim Reaper — 7

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

BULLETIN BOARD

Player Notice

THE KZINTI FITHP WANTS YOU!!!

For lunch! When our second team (not truly a "B" team) was defeated in Arena #340, it sought to get back in the saddle. But everyone was occupied, and the only other Team available for a match anytime soon looks like The Line... them what just beat us.

Not that we don't want a rematch some day, but where are the rest of youse guize hiding? What's the matter, don't you play in two-sided arenas anymore? Where's the Wreckin' Crew? The Legion of War? Cheyenne Social Club? Immortals? Over The Hill Gang? Overlords? Bloodguard? Black Company? etc., etc., etc.

Come out, come out wherever you are!

Hey, we just lost! Kick us while we're down!!!

Come on youse guize, you wanna live forever?

Frag'den Henker, Lensmen, GIC, Berserkers, Dynachrome Brigade and The Line (and relations) may consider themselves excluded from "youse guize".

Nero Nightgaunt

Kzin Line Animal

SPECIAL EVENTS

With the start of the Championship, it looks like we are due for another Special Event. But what should it be? Perhaps another 2x4 (a 2-Sided contest played out with a 4-Sided layout) or a Partners Free-For-All (FFA layout with six two Bot teams). Or maybe a FFA played out with a 2- or 4-Sided setup? Or a 2-Sided contest limiting Teams or Single players to a maximum of three Bots each giving players a chance to play with their favorite foes or against their closest allies. What about (and this is an old one) a Marathon Bash, 12 turns (2- or 4-Sided) and no CPs! Send us your suggestions or even a setup to twist our arm towards your favorite choice.

Be sure to check out www.ageforfun.com for all the latest news on upcoming games and special events.

PILOT SURVEY

The end of Arena #343 is also the end of our first contest using the new Weather rules. We would appreciate any feedback on this new addition to the system. Recent contests have been weather "heavy" to expose players to this new element of play. For future contests approximately half will be Moderate-Dry (basically no effect, the same as pre-weather contests) and the others will be something else. While we appreciate any feedback on whether the weather is a good addition to the game system (as well as any other suggestions) we are mostly interested in feedback on the intensity of the effects. In other words does bad weather have enough (or too much) effect on play? Does Cool weather do enough to keep your heat down? Does Hot weather raise Heat too much? Does Wet weather change the chance of falling enough or too much? Let us know! Your feedback is appreciated!

RAPTOR REPORT

Raptor Test Report

After piloting the Raptor in three Arenas I would have to say it has performed as expected in all areas. It has remained cool with its 2 CUs and even though it has taken damage it has been able to maintain at least one fully functional gL until turn 9 (which is more that I can say for my Heavy!). It is difficult to measure the effectiveness of the ECM pod, however I would recommend leaving it in (you never know, the engineering council might increase ECM effectiveness again). The 45 APs allowed the Raptor the ability to sprint quite often and this has helped to keep the Bot at OR for the gL and/or the HL. So the lack of a mid-range weapon, which was an early concern with the Bot, did not materialize and, therefore, did not have an impact on the Bot's performance. The one previous concern in the preliminary test report was the hit ratio. However, in the latest arena, that has taken a marked turn for the better, so that concern has been alleviated. I'm sure over time the hit ratio will average out and be comparable to other Bots with 2 targeting computers.

At this point I think the Raptor is excellent ride for a 60-ton Bot, and recommend no changes be made to the initial design, and that it be put into final production.

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Raptor Design Report

The Raptor was designed back when it was noticed that range seemed to have little effect on shot success. The Raptor designers had experienced numbers of instances when an enemy charged right at them, firing his mega-L all the way in, and hitting even at range=1. The thought was that, if range doesn't really matter, it was better to

get the heaviest round into the equation. This would be true even with reduced hit probability, if, say, you could get three or four hits with a mere 10 point weapon vs. four or five with a 6 point weapon.

Recently the GM has announced that range has been made more important. Recent experience seems to support this contention. Yet, there are still those out there who prefer to get heavier hits, even if that sometimes means fewer hits. For those folks, I think the Raptor provides an excellent platform. People who think of themselves as artillery officers will like the Raptor, those who fancy themselves panzer leaders, perhaps not.

All in all, I'd like to keep the design as an option for future players.

P.S, I'm the one who killed the Hydra. I'm not surprised to see it dropped, but, frankly, I'm sorry to see it depart. It made a lovely target.

[Ed: We really prefer Notices presented in a more role-playing manner, with references to Pilots rather than players and avoiding direct comments on GMs and game mechanics. Thank you.]

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Without any compelling push for changes it has been decided to accept the RAPTOR in its original configuration.

With this the RAPTOR (a 60-ton Medium) enters full production and is now available for use by all Pilots. We would like to thank all Test Pilots for their help in evaluating this design.

[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.]

WEB HELP

If you have checked out our website (www.ageforfun.com) you will have noticed that we are very fond of PDF files. However, it has come to our attention that some of you aren't familiar with the PDF format. So here is a quick explanation.

PDF stands for Portable Document Format. It is basically a way of creating files (like copies of our newsletters) that look identical no matter what system you are using (Windows, Mac, Linux, whatever). You can view the files onscreen or print them. The current versions also compress files nicely making for quick downloads. To open PDF files all you need is a viewer. Where do you get a viewer? Check our LINKS page and we will take you right there! Just download Adobe Acrobat Reader for your system and you are all set.