

THE COMMAND POST



Issue # 155

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GAME NEWS

Arena #344 KZINTI FITHP vs. BERSERKERS]: This turn saw little change in the comparative ratings resulting in a virtual tie for the lead for the second consecutive turn. It also saw a stunning four casualties (two from each team) making it one of the most brutal turns in CTF history. These included Brigadier General Niven ejecting from his Cobra (VR=1.25, DR=3.25), Captain Altol Vim ejecting from his Athena (VR=1.29, DR=2.34), Major Neven ejecting from his Conqueror II (VR=1.28, DR=3.03), and Cadet Brock N. Bones ejecting from his Athena (VR=0.55, DR=2.56). This puts the Bot casualty rate at 28% and leaves Side #1 outnumbered six Bots to seven and MORE casualties are expected!

Turn #9 saw no change in the comparative ratings as the two teams remained virtually tied for the third consecutive turn. There is only one turn remaining in this contest and with the teams in a dead heat and more than half the surviving Bots close to destruction we can look forward to a VERY exciting conclusion. The Best Bot Victory Rating is 7.20!

Turn #7: Side #1: 1.87 Side #2: 1.88
Turn #8: Side #1: 2.05 Side #2: 2.04
Turn #9: Side #1: 2.29 Side #2: 2.28

Arena #345: Turn #6 saw Side #3 expanding their lead as they are the top scoring team for the turn. At this point they enjoy a huge margin over second place Side #4 and it seems unlikely that anyone will be able to make a serious scoring challenge. There are, however, two CPs still functioning.... This turn saw the game's second Bot casualty as Cadet Preacher ejected from his Avenger (VR=0.84, DR=2.80). Next turn will likely see another Bot casualty and perhaps the loss of another Command Post. The Best Bot Victory Rating is 6.70!

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
T#6: S#1: 2.10 S#2: 0.87 S#3: 3.14 S#4: 2.28

Arena #346 [4th PRAETORIAN GUARD vs. FRAG' DEN HENKER]: Turn #5 saw a strong scoring effort by Side #2, without attacking the enemy CP, which allowed them to greatly expand their lead. This despite being down by one Bot. Both of the Command Posts are being heavily defended so little scoring is expected from that quarter. Side #1 is in a position to turn things around but this would require a team plan and careful coordination. In the

meantime, next turn should see an increase in the casualty rolls.

Turn #6 saw Side #2 expanding their lead in what was a very eventful turn. First, the casualty rolls at last evened out when Lieutenant Conn II ejected from his Awesome leaving the teams at eight surviving Bots each. Secondly, both Command Posts came under fire for the first time. Neither suffered extensive damage and both are well defended and so, though the attacks are expected to continue, both are likely to fight on through at least the coming turn. Bots, on the other hand, could see another casualty next turn. The Best Bot Victory Rating is 2.15.

Turn #4: Side #1: 0.71 Side #2: 0.89
Turn #5: Side #1: 0.91 Side #2: 1.26
Turn #6: Side #1: 1.16 Side #2: 1.58

Arena #347 [Special 4x4]: Turn #4 saw no change in the comparative ratings between top ranked Side #1 and second place Side #4. However, Sides #2 and #3, in third and fourth place respectively, did score big this turn allowing them to start to close the ratings gap with the leaders. This turn saw the game's first casualties as Captain Kassad The Killer destroyed Command Post #4 with Mega Missile fire from his Legionaire and General I.B. Tryon destroyed Command Post #3 with a Battle Fist blow from his Warmachine. Next turn will likely see another CP Kill and perhaps the first Bot casualty. The Best Bot Victory Rating is 4.75.

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
T#4: S#1: 2.02 S#2: 1.52 S#3: 1.31 S#4: 1.93

Arena #348 [LENSMEN vs. DYNACHROME BRIGADE]: Turn #3 saw excellent scoring by both teams as Side #2 was able to slowly chip away at Side #1's lead. Both teams remain in a linear formation and have largely refused to close (except on the flanks). Thus next turn should largely consist of long range attacks from within cover.

Turn #4 was one of mixed fortunes for Side #1 as they at once expanded their lead and suffered the game's first casualty. The more dramatic of the two occurred when Cadet Charles Xavier of the

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LENSMEN was slain after Hellhound suffered a fatal Mini Missile strike to the Left Front Torso from Colonel Mordius' Titan. This was Cadet Charles Xavier's first foray into the Arena and only Colonel Mordius' third Bot Kill in a long and glorious career. Next turn could see as many as four additional Bot casualties as the teams have closed and are engaged in brutal hand-to-hand fighting. The Best Bot Victory Rating is 2.35.

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

Turn # 3: Side # 1: 0.86 Side # 2: 0.68

Turn # 4: Side # 1: 1.15 Side # 2: 0.95

Arena #349 [CHAMPIONSHIP 2000]: Turn #2 saw nine of the twelve Bots scoring hits as the level of combat remains fairly stable and the fighting is scattered across the Arena. Currently we have one clear leader, a three-way battle for second place and six Bots battling it out for fifth place.

Turn #3 saw everyone at last getting on the score board on a collectively modest-scoring turn. The battle for the top three spots seems to be sorted out for the moment but we definitely have a close battle for fourth place involving most of the other contenders. Only one Bot is close to destruction at the moment but the fighting is getting increasingly complex so the situation can change quickly.

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

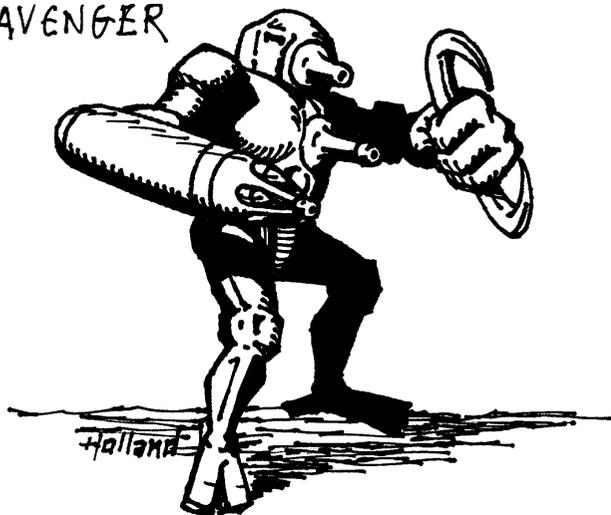
Turn # 2: Lowest: 0.00 Average: 0.61 Best: 1.40

Turn # 3: Lowest: 0.39 Average: 0.89 Best: 1.65

Arena #350: Turn #1 saw this game getting off to an exciting start as we have a virtual tie for the lead between Sides #4 and #2 with Side #3 in a very close third place. Side #1 is trailing in fourth place but is a mere 0.10 behind the leader. So far no one seems inclined to go for an enemy Command Post, a trend that is likely to continue for the coming turn.

Turn #2 saw a dramatic change in fortunes as Sides #2 and #4 scored quite well putting them solidly into first and second place respectively. Conversely Sides #3 and #1 both had disappointing turns leaving them far behind the leaders. This turn

AVENGER



did see an initial CP attack but it had little effect on the ratings. The Best Bot Victory Rating is 1.60.

T#1: S#1: 0.13 S#2: 0.22 S#3: 0.20 S#4: 0.23

T#2: S#1: 0.25 S#2: 0.68 S#3: 0.29 S#4: 0.49

Coming Up: We are now taking applications for Arena #351. We are close to starting a new 2-Sided contest as well as a new 4-Sided contest.

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

FALLEN HEROES

CTF Arena #348 Turn #4
Cadet Charles Xavier VR= 0.78 DR= 2.75

BULLETIN BOARD

Player Notice

To: Lady Death ?

You certainly are no Lady. You aren't even the true Lady Death. You have gone around giving the good name a black eye. Well it will soon stop. Meet me in the Arena and settle this woman to woman. I am the true Lady Death and I want my name and reputation back.

Lady Death Primus

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Player Notice Arena #347

To: Duane & all players in Game #347

My enthusiastic thanks to Duane and all the players involved in game 347. Thanks to Duane for

taking the time and making the effort to get things right. Thanks to all the members of team one and team two and a very special thanks to John who after receiving the benefit of the mix-up then agreed to accept the rather substantial consequences of getting things right.

Also, please note that my computer was put out of commission on Sunday August 22nd ??? by a storm and I didn't know of the rerun until I received my turn in the mail several days later.

Again many many thanks.

Rookie Carl Fredricks
No. 1 Tech for the Legion of War

and Robert Shurtz (Oh yeah.
John, I owe you a dinner!!!)

ATTENTION ALL TEST PILOTS

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.

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.

SPECIAL EVENTS

We have had a request for another Partners Free-For-All and now taking applications. In a normal Free-For-All you have no teammates and any Bot spotted is identified by your Targetting Computers as an enemy Bot. In a Partners Free-For All you start the game with a single ally which the targetting computers will identify as a Friendly rather than Enemy Bot. However, being a Free-For-All the regular victory conditions still apply. That is, the top three individual scoring leaders are awarded Individual Victories — there will be no Team Victory and the “partners” will not be rated on their group performance. Players can either signup with a friend or run two Bots themselves. The game will be Standard Paced unless everyone agrees to a Fast Paced. We will need at least four sets of partners to start the contest but cannot accept more than six pairs. To participate just submit the normal setup form and add “Partners Free-For-All as the game type. Be sure to give instructions as to what to do with your setups should the contest become filled or cancelled — we would prefer to keep them on hand and start them in another game instead of sending them back.

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 Berserkers [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.

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

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://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.]

Of course, don't forget to check out the AGE site which contains all sorts of nifty downloads (House Rules, CC/RC Form, etc.). It is still in its infancy but is expected to grow and evolve rapidly over the coming months and of course feedback and suggestions are encouraged. Check it out at:

<http://www.ageforfun.com>

COMPANY NEWS

Since the start of the year AGE has been working on a number of fronts to expand and improve our product line. We have been aggressively promoting our existing products, actively seeking to acquire new products, working to expand our available services (such as the website), improving our existing products and soon to be working on a new one.

Along these lines Duane spent much of August rewriting the COD II programs to add features, enhance performance, increase efficiency and reduce errors. Of particular importance were major changes to the battle program including the doubling of the available list of battle spells.

In addition, he also has begun work on upgrading the website to allow players to submit their CTF turns on-line. He had hoped to have this feature available for September but unforeseen technical difficulties coupled with the COD II changes taking longer than expected have pushed the project back a bit. Hopefully it will be available in October — check the website for the latest news on this and other topics!