

# THE COMMAND POST



Issue # 158

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## GAME NEWS

Arena #347 [Special 4x4]: Turn #9 saw relatively low scoring by most teams. We did see a break in the close scoring battles as Side #4 moved solidly back into the lead and Side #2 took a firm grasp of third place. This turn was a disaster for Side #3 as they suffered both of the game's first Bot casualties. Captain Zhitnik Zezel ejected from his Wyvern (VR=2.05, DR=2.45) and Cadet Tom Pullins was slain after his Ranger suffered a fatal Battle Blade blow to the Right Rear Torso from Cadet Luke Flyswatter's Legionaire. Cadet Pullins was a veteran of two completed contests with an excellent combat history in Medium Bots. During his career he earned an Individual Victory and a Team Victory. A tragic loss.

Turn #10 was the final turn of this marathon contest and saw Side #4 expanding their lead and winning the game — a big victory for the THREE AMIGOS. This turn saw the game's Bot casualty count rise to 25% as Captain Iam Fubar of the ASSASSINATORS ejected from his Legionaire (VR=1.89, DR=3.39!) and Cadet Carl Fredricks of the LEGION OF WAR ejected from his Ranger (VR= 1.33, DR= 3.17!) The Best Bot Victory Rating was 6.82 for the second turn in a row!

T#8: S#1: 3.24 S#2: 2.58 S#3: 2.53 S#4: 3.25

T#9: S#1: 3.38 S#2: 2.77 S#3: 2.66 S#4: 3.59

T#10:S#1: 3.44 S#2: 3.02 S#3: 2.72 S#4: 3.86

Arena #348 [LENSMEN vs. DYNACHROME BRIGADE]: Turn #7 saw Side #1 expanding their lead slightly as both teams continue to score quite well. This turn saw the game's third Bot casualty (16%) as Colonel Mad Dog ejected from his battered Cobra (VR=0.82, DR=3.30). Next turn should see continued high scoring as both CPs come under heavy attack.

Turn #8 saw Side #2 closing the ratings gap slightly as neither team scored particularly well — the expected heavy CP attacks never materialized. The Bot battles continued to take their toll and we now have six of the surviving fifteen Bots close to destruction. Surprisingly, both Command Posts are still in good shape. The Best Bot Victory Rating is 6.22!

Turn # 6: Side # 1: 1.72 Side # 2: 1.53

Turn # 7: Side # 1: 2.06 Side # 2: 1.84

Turn # 8: Side # 1: 2.23 Side # 2: 2.06

Arena #349 [CHAMPIONSHIP 2000]: Turn #7 was the lowest scoring yet as the intense combat of previous turns begins to take its toll with several

Bots falling down and many heading for cover. This is not surprising as endurance (not being one of the casualties) plays an important role in championship battles. Currently the top three scoring slots are firmly locked up but interestingly we have a three-way tie for fourth place — three Bots with the identical rating!

Turn #8 saw everyone upping their ratings as collectively it was a good scoring turn (particularly for the last place Pilot). The top two scoring Pilots remain firmly entrenched in their relative scoring positions but the battle for third place is getting increasingly close with four strong contenders. As yet we have seen no casualties though currently there are six Bots close to destruction — half the participants, including four of the top six scoring Pilots! With such a situation the standings can change quickly and dramatically!

Turn # 6: Lowest: 1.04 Average: 1.80 Best: 3.02

Turn # 7: Lowest: 1.04 Average: 1.97 Best: 3.48

Turn # 8: Lowest: 1.46 Average: 2.25 Best: 4.12

Arena #350: Turn #5 saw Side #3 expanding their lead over second place Side #2 despite some fierce competition. The top scoring team for this turn was actually Side #1 which allowed them to move from fourth to a very distant third place. This turn saw the game's first casualty as major Allison Chaynes destroyed Command Post #1 with Mega Missile fire from her Ronin. Next turn could see the game's first Bot casualty.

Turn #6 saw Side #2 regaining the lead after poor scoring by last turn's leader, Side #3. For Side #2, that was the good news. The bad news was that they experienced the game's first Bot casualty when Lieutenant Hagen was forced to eject from his Athena (VR=1.17, DR=2.65). Staying in the lead after suffering 33% casualties is going to be tough. Next turn could see another Bot casualty. The Best Bot Victory Rating is 4.07.

T#4: S#1: 0.65 S#2: 1.34 S#3: 1.54 S#4: 0.84

T#5: S#1: 1.09 S#2: 1.60 S#3: 1.84 S#4: 0.98

T#6: S#1: 1.43 S#2: 2.05 S#3: 1.98 S#4: 1.08

Arena #351: Turn #2 saw unexpectedly strong scoring by Side #2 which has given them a commanding lead. Very unusual for so early in the

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match. Not that their opponents are not doing well — their rating is quite average for this early in the match, though clearly not good enough! Most of Side #2's success can be attributed to superior tactics as is demonstrated by their making maximum use of terrain and their skillful, though only partially successful flanking maneuvers. Side #1 would be well advised to make use of the available cover if they want to avoid a disaster. The Best Bot Victory Rating is 1.12.

Turn # 1: Side # 1: 0.08 Side # 2: 0.10  
Turn # 2: Side # 1: 0.27 Side # 2: 0.52

Arena #352: This is a Fast Paced 4-Sided contest with the standard three Bots per team. Side #1 weighs in at 200 tons and is fielded by New Grrrl Order, an unofficial (ie. won't get credit in the Hall of Fame) subteam of the LADIES OF METAL which is themselves a subteam of the SISTERS OF SILICON. Side #2 sees the return of the B'HOOD OF THUNDER, the top rated team in 4- Sided play, this time with a different roster and a combined weight of 180 tons — the lightest of the four teams. Conversely, Side #3 is the heaviest of the four teams at 210 tons and is fielded by an un-named team of veteran Pilots. Side #4 is fielded by the BOT BUSTERS a subteam of the KZINTI FITHP and weighs in at 190 tons. With four veteran teams battling for heavy CPs in perfect battle conditions (weather is Moderate-Dry) we should see some very high scoring!

Turn #1 saw this game getting off to an interesting start as we have a virtual tie for the lead between Sides #2 and #4. We also have a tie for third place between Sides #1 and #3, neither of which scored any hits this turn. To continue the trend we even have a tie for the best Individual Victory ratings! All four teams seem to be staying together with a major clash developing in the northern region (Dir.1). Next turn should see more intense scoring. The Best Bot Victory Rating is 0.30 (tie).

T#1: S#1: 0.00 S#2: 0.15 S#3: 0.00 S#4: 0.14

Coming Up: We are now taking applications for Arena #353. We are close to a new Standard Pace 4-Sided contest. We also have openings for one more pair of Pilots for the Partners Free-For-All.

## **GAME RESULTS**

This month saw the end of CTF Arena #347, a special 4x4 contest (four teams with four Bots each) that lasted a full ten turns. In a see-sawing battle that saw the lead changing several times, Side #4 eventually prevailed winning with an impressive rating of 3.86. A great victory for the THREE AMIGOS (ed: +1?). The Individual Victory was awarded to General Solo McIntres who earned an impressive rating of 6.82 while piloting a Cobra for second place Side #1. This marks the SEVENTH

Individual Victory of his career, a new all time record! That's an impressive seven IVs out of ten completed contests — WOW! Honorable mention goes to Cadet Stephen Maturin who, with this turn's performance (VR=3.41 in a Ranger), moves into the second spot for the top Medium Bot Pilot with a 3+ game average of 3.83 — the ONLY cadet among the top rated Pilots. The winning Team Members were:

Captain Smack Dabney — 2.91  
Captain Condor Zail — 3.98  
Lt. Colonel Stud Muffin — 4.45  
Lt. Colonel Qwerty McHinery — 4.39

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!  
Colonel Slanter Jax — 7.92  
Brig. General Madmartigan — 7.82

### Top Medium Bot Ratings

Lt. Colonel Slime Sledgehammer — 6.37  
Major Roger Dawkins — 6.20  
Lt. Colonel Chico Delgado — 5.87

### 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  
\* Cadet Stephen Maturin — 3.83  
Lt. Colonel Draka Deathdealer — 3.69

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 Solo McIntres — 7

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#346 Side #2 (Frag' Den Henker) — 2.82  
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  
A#310 Side #2 (Assass./Intrepid Ent) — 4.12

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

## **FALLEN HEROES**

CTF Arena #347 Turn #9  
Cadet Tom Pullins VR= 3.99 DR= 3.80

Let us mourn the passing of our fellow Bot Pilot.

## **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@egroups.com](mailto:CTF2187-subscribe@egroups.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@egroups.com](mailto:CTF2187-digest@egroups.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.]

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>

## **RULE CHANGES**

As mentioned in previous issues of The Command Post we have been considering a number of changes to the game system. We have been getting quite a bit of feedback on the proposed changes and some excellent new ideas as well. We will be making a number of changes/enhancements over the coming months but the first will be the most popular and least contentious — NEW MOVE ORDERS!

The following new Move Orders will be available for all turns processed AFTER December 31st, 2000:

Move Order #26 MOVE FORWARD, TURN RIGHT: This is largely self explanatory. Your Bot Moves Forward one sector and then makes a 45 degree turn to the right. This is a companion to Move Order #2 Turn Right Move Forward. The difference between the two is WHEN you make the turn, before (MO #2) or after (MO #26) movement.

Move Order #27 MOVE FORWARD, TURN LEFT: Again, this is largely self explanatory. Your Bot will Move Forward and then make a 45 degree to the left. A companion to Move Order #3 Turn Left Move Forward, the difference being whether the turn comes before (MO #3) or after (MO #27) movement.

These can be very powerful orders as they allow Pilots to move their Bots around blocking terrain and get a shot with a much larger field of fire (+90 degrees). Now you may ask what happened to Move Order #25, this has been reserved for future expansion (it's a good one, but far from ready). Special thanks to James Jennings and Jim Frediani (and probably others) for suggesting these new orders.

Note: Don't treat these changes lightly. While they will have little if any impact on the Game Mechanics (Such as how you fill out your turns) they could have a tremendous impact on Tactics. The wise Pilot would be advised to spend some time pondering the impact of these changes.

## **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**

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



## **SPECIAL OFFER**

To help celebrate the holiday season and reward you, our loyal customers, for your dedicated and enthusiastic support we have the following special offers: Send in a single check for \$50.00 or more for your CTF or COD account which is received by AGE during the month of DECEMBER and we will deposit that money plus an extra \$4.00 in game credit into your account. That's right, an extra \$4.00 FREE. Or, if you prefer, we will send a FREE copy of the COD (I or II) Rules or CTF Basic Rules to a friend of yours as a holiday gift from you. If you include a card, we'll send that along with your gift. It's just our way of saying Thank You! [Note: This is a "Cash Only" Bonus (which includes checks, Money Orders and the like) but does NOT include payments made by Credit Card.]

Happy Holidays!

Debbie & Duane