

THE COMMAND POST



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GAME NEWS

Arena #348 [LENSMEN vs. DYNACHROME BRIGADE]: Turn #9 saw little change in the comparative ratings as Side #1 retains a firm, but not insurmountable, hold on the lead. Actually Side #2 holds the scoring advantage but because of their higher tonnage has a lower rating. With but one turn left the situation calls for desperate measures. The outcome could be decided by casualties as six of the surviving sixteen Bots are close to destruction.

Turn #10 saw Side #1 expanding their lead and winning the game — the LENS MEN have defeated the DYNACHROME BRIGADE! In general this was a close battle with each team holding the lead at various times in the game. This turn saw a dramatic rise in the casualty rate as Lieutenant Rigger Mordius ejected from his Goliath (VR=1.47, DR=3.41) and Lieutenant Elora Danan ejected from her Hellhound (VR=2.58, DR=3.38). This turn's losses left a total of five wrecks littering the battlefield and yet both Command posts survived the contest. The Best Bot Victory Rating was 7.52!

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

Turn # 9: Side # 1: 2.47 Side # 2: 2.31

Turn #10: Side #1: 2.77 Side #2: 2.53

Arena #349 [CHAMPIONSHIP 2000]: Turn #9 saw the game's first loss as Cadet Xanthor was slain after taking a fatal Heavy Machine Cannon burst to his Legionaire's Right Front Torso from Lt. Whiplash's Ranger. Cadet Xanthor was a veteran of four completed contests with a record of one Team Victory, two Bot Kills, and one CP Kill. He experimented with all three Bot classes with his best performance in a Light Bot though he found his worst in a medium where he met his end. Next turn will be the last and will decide the winners. All but four of the survivors are close to destruction including all five of the top scoring Bots so it is still anybody's game. Even without casualties we have a close three-way battle for third place so next turn should be VERY exciting.

As expected, Turn #10 was a thriller. The excitement began when Captain Quiet Man was forced to eject from his Warmachine (VR=1.59, DR=3.00). The casualties continued to mount when Cadet Stygian Bane was slain after taking a fatal Mini Missile strike through the Right Rear Torso of his Warmachine from Lieutenant Two-Fer's Warmachine. Cadet Bane was a rookie Pilot in his first ever Arena. Of more dramatic interest was the demise of Lt. Colonel Berserkr who was slain after his Cobra suffered a final Mega Missile hit to the Left

Rear Torso from Lieutenant Emma Frost's Hellhound. As the only Light Bot Pilot in the Championship, Lt. Colonel Berserkr had been, not surprisingly, in first place throughout much of the contest. In fact, his Turn #8 rating was higher than that of the eventual victor. In addition, Lt. Colonel Berserkr was a veteran of seven completed contests with excellent records in all three Bot classes. During his career he garnered one Individual Victory, one Team Victory and two Bot Kills. A terrible loss. So who won? Check out the Game Results to see!

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

Turn # 9: Lowest: 1.56 Average: 2.47 Best: 4.40

Turn # 10: Lowest: 1.66 Average: 2.75 Best: 3.73

Arena #350: Turn #7 saw Side #2 rapidly expanding their lead as they easily outscored all competitors. This is quite an achievement since Side #2 is the only team to have suffered a Bot casualty. Next turn will likely see some strong scoring as two of the three surviving CPs come under heavy attack.

Turn #8 saw a change in fortunes for Side #2 as they lost ground to two of their three competitors and only kept pace with last place Side #4. However, they still maintain a sizable lead and it would take quite an effort for any of their opponents to over take them in the time remaining. Next turn could see two Bot casualties and will likely witness another CP Kill. The Best Bot Victory Rating is still 4.48.

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

T#7: S#1: 1.66 S#2: 2.48 S#3: 2.10 S#4: 1.28

T#8: S#1: 2.00 S#2: 2.70 S#3: 2.46 S#4: 1.50

Arena #351: Turn #3 saw Side #1 enjoying their best scoring turn ever but it still wasn't enough to keep up with the stunning pace set by their opponents as Side #2 continues to expand their lead. All is not lost for Side #1 however as they are in an excellent position for the coming turn and their CP is scoring quite well and has yet to suffer any damage.

Turn #4 saw further improvements in Side #1's scoring efforts and yet still they fall further behind. This time around it was due in part to their opponents' high scoring Command Post assault. At

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least one member of Side #1 may be becoming despondent as he made a failed effort to self-destruct! This turn was also notable for the large number of head shots (and resulting Pilot injuries) that occurred. The Best Bot Victory Rating is 2.03.

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

Turn # 3: Side # 1: 0.48 Side # 2: 0.85

Turn # 4: Side # 1: 0.78 Side # 2: 1.33

Arena #352: Turn #2 saw all four teams scoring with Side #3, the heaviest team, moving up from last place into the lead. Side #4 is in a close second place with Side #2, the lightest team, in a not too distant third. Three of the four CPs came under attack with one now close to destruction. Despite all the scoring and mayhem Sides #1 and #4 remain virtually unscathed.

Turn #3 saw Side #4 taking over the lead with Side #1 in second place and the other two teams close behind. This turn saw the game's first CP Kill as Lt. Colonel Slime Sledge Hammer destroyed Command Post #2 with a Mega Missile barrage from his Raptor. This marks the third CP Kill of his career. Next turn will likely see another CP Kill and perhaps a new scoring leader. The Best Bot Victory Rating is 1.69.

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

T#2: S#1: 0.15 S#2: 0.61 S#3: 0.71 S#4: 0.68

T#3: S#1: 0.88 S#2: 0.85 S#3: 0.83 S#4: 1.23

Arena #353: This is the long awaited Partners Free-For-All, a Standard Paced contest with five two Bot teams. Being a Free-For-All contest there is no Team Victory, rather the top three individual scoring Pilots are termed the victors. The "team" aspect is limited to Targeting Computers identifying teammates as allies and of course instant communications. For this event we have two single player teams, two multi-player teams and a team of matched independents. The Arena has a light terrain mix which will tend to favor long range action and in a FFA match that often means lots of back shots. There is a single automated Command Post in the center of the Arena — it's not likely to last long but it's worth a lot of points to those daring enough to charge out and hit it. The weather is Hot and Dry. This looks to be a fun contest!

Turn #1 saw all ten participants scoring hits as this contest gets off to a great start. Surprisingly few seemed to have noticed the nice juicy Command Post lurking in the center of the Arena. Those who did charged forward and scored very well, including the top scoring Pilot. Of course the CP was no slouch and scored quite well itself, effectively moving into fourth place. Naturally the CP isn't likely to last long and those who charged forward to attack it now have their back exposed...

Turn # 1: Lowest: 0.11 Average: 0.35 Best: 0.98

Arena #354: This is a Standard Paced 4-Sided contest with three Bots per team. Side #1 is the heaviest of the four teams at 230 tons and is jointly fielded by WASP and the SISTERS OF SILICON. Side #2 is fielded by the SONS OF CLAN PHEONIX

and weighs in at 190 tons. Side #3 is the lightest of the four and sees the return of EYE OF THE DWAK. Side #4 weighs in at 210 tons and is fielded by the THREE AMIGOS. The weather is MODERATE-WET which means an increased likelihood of falls. The Arena contains three large Heavy Building complexes which could present a problem if a number of Bots get dragged into close range, low hit probability duels. Otherwise with four veteran teams we can look forward to an exiting test of skill and endurance.

Coming Up: We are now taking applications for Arena #355. We are close to starting a new Standard Paced 2-Sided contest.

GAME RESULTS

This month saw the end of our 10th Annual CTF Championship Tournament for the year 2000. This was a special Tournament for a number of reasons so we doubled this year's prize fund to \$200 in game credits. As you might expect the competition was fierce. In total we saw a 33% casualty rate which is not excessive for a championship except that all but two of the survivors, including all three victors, were close to destruction (less than ten engines). This year we had only one Light Bot (which would have taken first place, with a Victory Rating of 4.40, had he survived), two Heavy Bots (which did survive, one of which just missed out on third place) and the rest Mediums (mostly Warmachines and Legionaires). The battle for second and third place was particularly close as a mere 0.11 separated the second and fourth place Bots! This year's Champions were:

1st Place: Captain Ridir Nightflow piloting a 70-ton Legionaire — Victory Rating=3.73, Damage Rating 3.13 (down to two Engines!) (Ed Cataldo — winner of \$100 in game credits).

2nd Place: Lieutenant Whiplash piloting a 70-ton Ranger — Victory Rating=3.27, Damage Rating=2.96 (also down to two Engines!) (Robert Shurtz — winner of \$60 in game credits).

3rd Place: Lieutenant Two-Fer piloting a 70-ton Warmachine — Victory Rating=3.19, Damage Rating=2.34 (a player who wishes to remain anonymous from Hamilton, OH — winner of \$40 in game credits).

This month also saw the end of CTF Arena #348, a duel between the LENSMEN and the DYNACHROME BRIGADE. In a close duel in which both teams held the lead at some point, Side #1 eventually prevailed and the LENSMEN were victorious! Bot casualties for this match stood at a substantial 28% and yet both Command Posts survived the match (though in the case of CP #2 it was just barely). The Individual Victory was awarded to Major Otto Von Braun who earned an incredible 7.52 Victory Rating while piloting a Cobra — not quite a record, but impressive nonetheless.

Honorable mention goes to Lt. Colonel Ulysses Patton for surviving a marathon contest with a Damage Rating of only 0.62 and yet one of the top Victory Ratings (3.98) for his Cobra and to Colonel Mordius who garnered the games second highest Victory Rating (4.24) while piloting an ancient Titan. The winning Team Members were:

General Kael — 2.72
Cadet Bronco Blade — 1.90
Lt. Sebastian Shaw — 2.05
Major Otto Von Braun — 7.52
Major Bloodwing — 2.53
Captain Anemone — 3.44
Lt. Colonel Sorsha — 3.22

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!
Brig. General Slanter Jax — 7.92
Major 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 #349 Turn #9
Cadet Xanthor VR= 2.39 DR= 3.60

CTF Arena #349 Turn #10
Cadet Stygian Bane VR= 2.07 DR= 2.93
Lt. Colonel Berserkr VR= 4.40! DR= 2.60

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.

RULE CHANGES

* Important Reminder *

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.

SPECIAL ANNOUNCEMENT

As reported earlier, we have just completed our 10th Annual CTF Championship Tournament. For comparison purposes we thought you might enjoy reading how the results of this year's tourney compare to the previous contests:

1991	Low: 0.91	Avg: 2.33	Best: 5.10	Casualties: 25%
1992	Low: 0.74	Avg: 2.11	Best: 3.35	Casualties: 30%
1993	Low: 1.15	Avg: 2.46	Best: 4.07	Casualties: 30%
1994	Low: 0.71	Avg: 2.35	Best: 4.10	Casualties: 25%
1995	Low: 1.96	Avg: 3.09	Best: 4.40	Casualties: 41%
1996	Low: 1.56	Avg: 3.09	Best: 4.08	Casualties: 30%
1997	Low: 1.65	Avg: 3.63	Best: 5.70	Casualties: 41%
1998	Low: 2.06	Avg: 2.72	Best: 3.38	Casualties: 33%
1999	Low: 1.94	Avg: 2.56	Best: 3.00	Casualties: 38%
2000	Low: 1.66	Avg: 2.75	Best: 3.73	Casualties: 33%

Coming in July, our ELEVENTH annual Championship Tournament!

SPECIAL EVENTS

Thanks to a suggestion from player Ramond Doo we hope to announce a very special event for next month. It will take a bit of programming work to pull off but it should be fun!

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

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@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