

THE COMMAND POST



Issue # 160

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GAME NEWS

Arena #350: Turn #9 saw Side #3 scoring very well allowing them to move to within easy striking distance of the lead — great timing since there is only one turn remaining! This turn saw the game's second CP Kill as Lieutenant Iron McIntyr destroyed Command Post #3 with Mega Missile fire from his Athena — his first ever CP Kill! Next turn could see three Bot casualties. The Best Bot Victory Rating is 4.57.

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

T#9: S#1: 2.27 S#2: 2.89 S#3: 2.86 S#4: 1.62

Arena #351: Turn #5 saw no change in the comparative ratings as Side #2 retains a substantial lead. This is actually good news for Side #1 as they may have at last halted their downward trend, impressive considering their foes launched extensive CP attacks. Now all they need to do is start moving ahead and cutting away at their opponents' lead. Next turn will likely see continued strong scoring and perhaps the first Bot casualties.

Turn #6 saw Side #2 once more expanding their lead as they enjoyed another high scoring turn. Both Command Posts have suffered the same amount of damage so Side #2's lead is entirely the result of attacks on enemy Bots. With such a high scoring advantage you can just imagine the toll this is taking on Side #1. The Best Bot Victory Rating is 3.20 (tie).

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

Turn # 5: Side # 1: 1.08 Side # 2: 1.63

Turn # 6: Side # 1: 1.30 Side # 2: 2.06

Arena #352: Turn #4 saw a tremendous scoring effort by Side #4 that greatly enhanced their lead. Unless there is a radical change of fortunes Side #4 now seems virtually unstoppable! The other teams have not been sleeping, however, and all three are scoring quite well. This turn saw the game's second CP Kill as Captain Ann Thrax destroyed Command Post #3 with a Mini Missile strike from her Warmachine. Next turn will likely see continued high scoring by Side #4 and perhaps the first Bot casualties.

Turn #5 saw Side #4 continuing to expand their lead as they continue to dominate the scoring. Currently a full 1.00 (well... almost) ahead of their nearest competitor it seems unlikely that they can now be stopped. However, there remains one untouched Command Post (worth a lot of Victory Points) and you have to survive to win so there is the chance for an upset. Next turn could see two Bot casualties and the game's third CP Kill.

Turn #6 saw Side #2 as the top scoring team for this round but they are still in a very distant second place to first place Side #4. This turn saw the game's third CP Kill as Lieutenant Tlepolemus destroyed Command Post #1 with Mega Missile fire from his Raptor. This leaves one remaining CP which happens to be totally unscathed. On the one hand this is a boon for Side #4 as they are the only team to continue to receive the Command Post targeting bonuses resulting in quite an edge over their foes. On the other hand this leaves Side #4's opponents with approximately 250 "easy" Victory Points — enough to make a BIG difference in the standings. The Best Bot Victory Rating is 3.90.

T#4: S#1: 1.20 S#2: 1.29 S#3: 1.13 S#4: 1.97

T#5: S#1: 1.48 S#2: 1.53 S#3: 1.29 S#4: 2.51

T#6: S#1: 1.59 S#2: 1.94 S#3: 1.39 S#4: 2.88

Arena #353: Turn #2 saw some very high scoring as this Arena's lone Command Post was subjected to quite a beating. It was finally taken down by Major Embo Slamboa who finished it off with a Mega Missile barrage from his Raptor. This marks Major Slamboa's third career CP Kill. Currently we have one clear scoring leader and a virtual tie for second place with everyone else trailing far behind. With no Bot casualties close at hand it will likely be several turns before we see a major change in the relative standings.

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

Turn # 2: Lowest: 0.13 Average: 0.76 Best: 2.17

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ADVANCED GAMING ENTERPRISES

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Arena #354: Turn #1 saw Side #4 taking the early lead with Side #1 in a close second place (the two heaviest teams). Side #2 is in a not too distant third place with Side #3, who failed to score any hits, trailing in fourth. Most teams seem to be sticking together with a MAJOR clash brewing around Command Post #1. Next turn should see some high scoring as the first CP assaults get under way.

Turn #2 saw an exciting turn of events as Side #3 moved from last place with zero Victory Points into the lead. As you might surmise, much of their success can be attributed to a timely CP attack. Conversely, Side #2 failed to score any points at all this turn, a condition that is unlikely to continue as they are poised for some high scoring on the coming turn. The Best Bot Victory Rating is 1.85.

T#1: S#1: 0.18 S#2: 0.08 S#3: 0.00 S#4: 0.21
T#2: S#1: 0.32 S#2: 0.08 S#3: 0.69 S#4: 0.60

Arena #355: This is a Standard Paced 2-Sided contest with a full nine Bots per team. Side #1 is fielded by FRAG' DEN HENKER and weighs in at a hefty 670 tons (average 74.4 tons per Bot). Side #2 sees the return of THE LINE and also fields a 670 ton team. These two skillful teams will be battling over an Arena virtually devoid of forests but one that contains a challenging terrain mix of buildings hills/ridges and craters/gullies — accurate terrain recons will play an important role in this one. With only three Light Bots and Cold-Dry weather this will be a real slogging match!

Coming Up: We are now taking applications for Arena #356. We are close to starting a new 2-Sided contest and have a Fast paced 4-Sided. We are also working on building a new team for independents and small groups.

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



BULLETIN BOARD

Player Notice Arena #348

To: Sebastian Shaw [PN595]
From: Dutchman [PN104]

Good game.

Excellent consolidation by your side on Turn 2. It was all playing "catch-up" for us from then on (which, of course, we didn't).

We're into a Challenge Match the next time out, but I'm sure we'll meet again.

Until then,

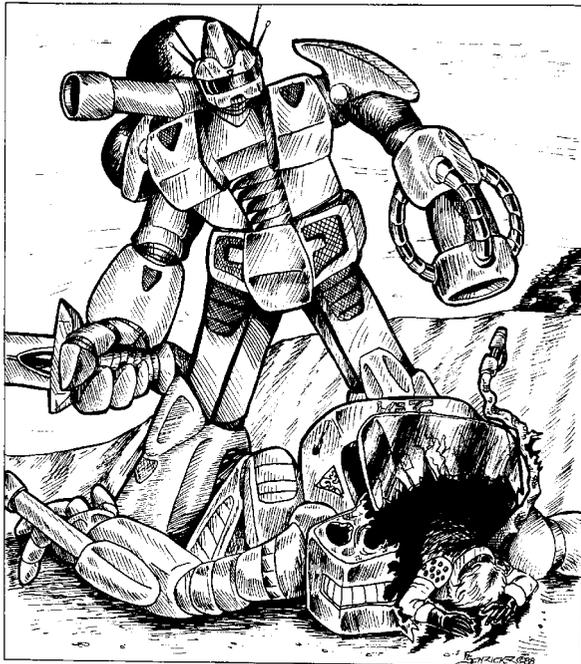
Good Gaming.

The Dutchman [PN104]

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@yahoogroups.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@yahoogroups.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>

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 #158, 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.

COMPANY NEWS

Effective January 7th, 2001, the United States Postal Service has announced a series of rate increases. The most relevant are as follows:

1st Class (a regular letter/turn/etc. for domestic and APO/FPO):

\$0.34 for the first ounce (about four pages)
\$0.21 for each additional ounce

Post Cards:

\$0.20 for domestic
\$0.50 for Canada or Mexico
\$0.70 for everywhere else

Priority Mail (2-3 day delivery, NOT guaranteed!):
\$3.50 for up to one pound (about 60 pages)
\$3.95 for up to two pounds

Express Mail (fast, trackable, guaranteed and automatically insured up to \$500 — ALWAYS sign the waiver!):

\$12.25 for up to a half pound (about 30 pages)

\$16.00 for up to two pounds

International Mail (ALWAYS mark the envelope, front and back "AIRMAIL"):

\$0.50 Canada or Mexico, one ounce (about four pages)

\$0.80 All other countries, one ounce

Money Orders (for those that use them):

\$0.75 each, domestic (USA)

\$0.25 each, APO/FPO

\$3.25 each, international (ouch)

A new copy of the House Rules is now available. Download it from our website (www.ageforfun.com) or request a FREE copy with your next turn.

SPREAD THE WORD

Do you know someone who might be interested in Play-By-Mail? 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.

