

THE COMMAND POST



Issue # 166

August 2001

GAME NEWS

Arena #353 [Partners FFA]: Turn #10 was the last of this hotly contested battle and saw the game's third Bot casualty (30%) with Cadet Heartbreaker slain after her Legionaire suffered a fatal Heavy Laser blast from Cadet Felix the Scout's Avenger. Cadet Heartbreaker was a rookie Pilot in her very first Arena. For Cadet Felix the Scout, this was his second Bot kill in eleven completed Arenas. Check out the Game Results section for more information....

Turn # 8: Lowest: 1.87 Average: 2.73 Best: 4.93
Turn # 9: Lowest: 2.11 Average: 3.07 Best: 5.45
Turn # 10: Lowest: 2.24 Average: 3.33 Best: 5.98

Arena #354: Turn #10 saw second place Side #4 making a light gain in the ratings race but not enough to change the outcome as Side #3 was able to maintain a healthy lead and win the game! A victory for the EYE OF THE DWAK. This turn saw the game's second Bot casualty as Brigadier General Slanter Jax ejected from his Cobra (VR=4.43!, DR=3.40!). Side #2 suffered the game's only Bot casualty and earned an impressive team rating (3.00) despite suffering 66% casualties. The Best Bot Victory Rating is 6.50.

T#8: S#1: 1.30 S#2: 2.86 S#3: 3.41 S#4: 2.99
T#9: S#1: 1.41 S#2: 2.89 S#3: 3.66 S#4: 3.35
T#10:S#1: 1.63 S#2: 3.00 S#3: 3.97 S#4: 3.69

Arena #355 [FRAG 'DEN HENKER vs. THE LINE]: Turn #8 saw Side #1 expanding their lead slightly as both teams continue to score well. Side #2's performance is particularly noteworthy as they are currently down by two Bots due to previous casualties. Next turn will likely see two additional Bot casualties. The Best Bot Victory Rating is 3.51.

Turn # 6: Side # 1: 1.69 Side # 2: 1.49
Turn # 7: Side # 1: 1.93 Side # 2: 1.79
Turn # 8: Side # 1: 2.24 Side # 2: 2.03

Arena #356 [LENSMEN vs. BERSERKERS]: Turn #7 saw Side #2 expanding their lead slightly as the scoring remains close. Casualties, on the other hand, are a different matter as Side #1's Bot casualty rate doubled to four losses (44%!) when General Kael ejected from his Hellhound (VR=2.52, DR=2.70 with no sections destroyed) and Cadet Bronco Blade ejected from his Zephyr (VR=0.93, DR=2.24). In retaliation Major Bloodwing destroyed Command Post #2 with Mega Missile fire from his Legionaire. While the scoring remains close Side #1

is now at a huge disadvantage being outnumbered five Bots to nine. Will they be able to keep up the pace? Will they be able to even the odds? Perhaps. More casualties are expected next turn.... The Best Bot Victory Rating is 3.63.

Turn # 5: Side # 1: 1.29 Side # 2: 1.41
Turn # 6: Side # 1: 1.61 Side # 2: 1.66
Turn # 7: Side # 1: 1.84 Side # 2: 1.94

Arena #357 [KZINTI FITHP vs. DYNACHROME BRIGADE]: Turn #7 saw Side #2 closing the ratings gap slightly despite suffering their first Bot casualty. This occurred when Cadet Hal-12 ejected from his badly mauled Cobra (VR=1.50, DR=3.90!). Despite Side #2's loss, Side #1 remains outnumbered seven Bots to eight. Overall the Bot casualty rate stands at 16% but this could double with next turn's anticipated losses. The Best Bot Victory Rating is 2.95.

Turn # 5: Side # 1: 1.26 Side # 2: 1.21
Turn # 6: Side # 1: 1.61 Side # 2: 1.46
Turn # 7: Side # 1: 1.80 Side # 2: 1.68

Arena #358: Turn #6 saw Side #4 still in the lead but losing ground to the second and third place teams. Side #3 was the highest scoring team for the turn, almost doubling the ratings earned this turn of each of their rivals. Next turn could see the game's first Bot casualties.

Turn #7 saw Side #4's hold on the lead continue to erode as they were outscored by all but last place Side #1. Side #2 is now in striking distance of the lead and if the scoring rate follows last turn's model they will retake it for the first time since Turn #4. With close to half the Bots and the lone surviving Command Post close to destruction next turn could see a host of casualties. The Best Bot Victory Rating is 4.22.

T#5: S#1: 1.06 S#2: 2.63 S#3: 1.86 S#4: 3.02
T#6: S#1: 1.19 S#2: 2.82 S#3: 2.19 S#4: 3.20
T#7: S#1: 1.27 S#2: 3.16 S#3: 2.47 S#4: 3.30

Arena #359: Turn #4 saw Side #3 still strongly entrenched in the lead though they were outscored by last place Side #4 this turn. High scoring by

Published and Copyright By:

ADVANCED GAMING ENTERPRISES
POSTOFFICE BOX 214949
SACRAMENTO, CA 95821
www.ageforfun.com

most teams resulted in the game's second casualty when Captain Dave Daring destroyed Command Post #4 with Mega Missile fire from his Legionaire. Next turn will likely see the game's first Bot casualty and perhaps another CP Kill. The Best Bot Victory Rating is 2.72 (tie).

T#2: S#1: 0.41 S#2: 0.40 S#3: 1.24 S#4: 0.28

T#3: S#1: 0.96 S#2: 1.19 S#3: 2.11 S#4: 0.56

T#4: S#1: 1.06 S#2: 1.54 S#3: 2.51 S#4: 0.99

Arena #360 [KZINTI FITHP vs. LEGION OF WAR]: Turn #3 saw an already close battle get even closer as both teams now have identical ratings! Both Command Posts are now taking fire and so far are doing little to defend themselves. Next turn may see Side #2 taking the lead as they appear to have an advantage in position.

After three turns of neck and neck scoring Turn #4 saw the situation change dramatically as Side #2 takes a strong lead. The source of this radical change in fortunes was an aggressive attack on the enemy CP which culminated in its destruction after a final Mega Missile barrage from Major Willie the Weeper's Archer. This was Major Weeper's third career CP Kill which, though far from the record, is quite an achievement. Next turn could see the game's first Bot casualties (one from each team?) and perhaps another CP Kill. The Best Bot Victory Rating is 1.34

Turn # 2: Side # 1: 0.23 Side # 2: 0.22

Turn # 3: Side # 1: 0.46 Side # 2: 0.46

Turn # 4: Side # 1: 0.68 Side # 2: 0.88

Arena #361: This is a Fast Paced 4-Sided contest with a standard three Bots per team. Side #1 weighs in at 210 tons and is fielded by the BIRDS OF PREY. Side #2 also weighs in at 210 tons and sees the return of the B'HOOD OF THUNDER. Side #3 is the heaviest of the four at 240 tons and is the least experienced, representing an un-named team. Side #4 is the lightest team at 200 tons and is fielded by the un-official New Grrrl Order part of the LADIES OF METAL subteam of the SISTERS OF SILICON. The Arena contains a rich terrain density with a significant number of Building Complexes and Ridges. We look forward to another exciting contest.

Arena #362: This is the much anticipated CTF2187 2001 Championship Tournament! Once again we have a full 12 Bot roster consisting entirely of veteran Pilots and representing the CENTURIONS, FRAG' DEN HENKER, GREAT WHITE NORTH, INTIMIDATORS, KZINTI FITHP, LEGION OF WAR, LENSMEN, and the OVER THE HILL GANG squad of the BERSERKERS. Medium Bots are predominant this year and are almost exclusively 70 tonners. The Arena contains a rather dense terrain mix which could present a problematic temptation as hunkering down under cover is rarely a winning strategy. Best of luck to all the

participants in what is sure to be an exciting battle! [Ed: Especially with \$100 in free game credits on the line!]

Coming Up: We are now taking applications for Arena #363. We are very close to starting a new Standard Paced 2-Sided contest for small groups and independents! If you are part of a regular team this is a chance to play with some new faces and perhaps face off against your regular teammates. Give it a go!

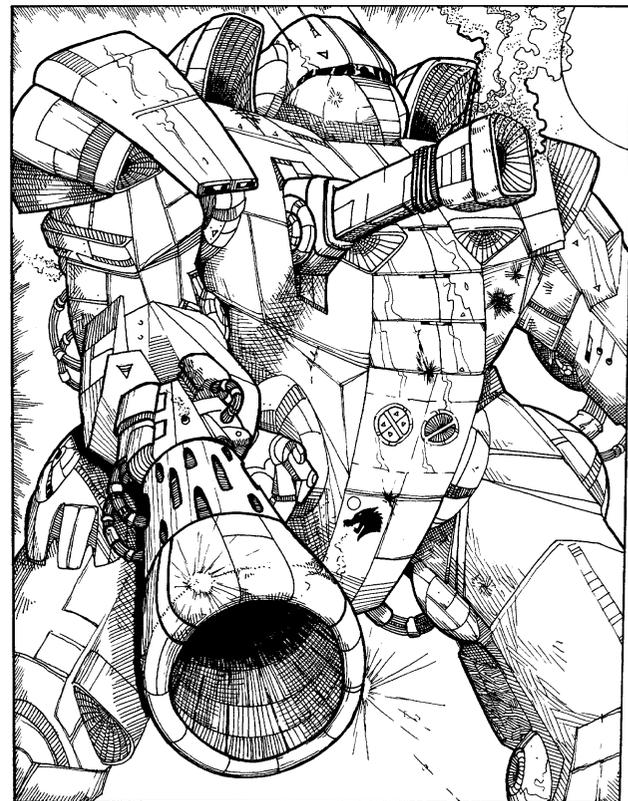
GAME RESULTS

This month saw the end of CTF Arena #353, a special Partners Free-For-All — basically a Free-For-All with five two-Bot "teams" (ie. they can cooperate but there is no team victory). The Arena saw a 30% casualty rate with losses coming from teams #2, #3 and #5. The three individual scoring victors came from teams #1, #4 and #5. The best performing team was undoubtedly #4 though team #1 also did quite well. Of course, being a Free-For-All the only victories that count are for the top three scorers who are each awarded Individual Victories. The winning Pilots were:

1st Place: Captain Idomeneus (Cobra) — 5.98

2nd Place: Major Embo Slamboa (Raptor) — 4.08

3rd Place: Cadet Felix the Scout (Avenger) — 3.66



This month also saw the end of CTF Arena #354, a 4-Sided contest. This was a high scoring match with three of the four teams earning ratings of 3.00 or more. Despite the fierce competition (and scoring zero points on Turn #1) Side #3 held the lead through most of the contest and eventually won the Team Victory with an impressive rating of 3.97. A victory for the EYE OF THE DWAK! The Individual Victory was awarded to Colonel Stud Muffin who earned a rating of 6.50 while piloting a Cobra for second place Side #4. Honorable mention goes to Major Fenix, not for the game's second highest rating (VR=6.05) but for surviving at all (DR=1.90 with only one Engine!) and to Lieutenant Vincint Mors — the sole survivor of Side #2 with an impressive 4.15 Victory Rating in a Wyvern and a "Team" Rating of 3.00. The winning Team Members were:

Captain E.X. Stealth 1 — 2.27
Major Fenix — 6.05
Major General Whispering Death — 5.72

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 Bastlor Grumock
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

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
Captain 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
Lieutenant 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#348 Side #1 (Lensmen) — 2.77
A#351 Side #2 (Kzinti Fithp) — 2.74
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 #353 Turn #10
Cadet Heartbreaker VR= 2.89 DR= 3.77!

Let us mourn the passing of our fellow Bot Pilot.

BULLETIN BOARD

Player Notice Arena #354

To: DWAK
From: The Three Amigos

You were a turn early with your victory dance. Not incorrect (unlikely we will supercede you), just anxious. And you should thank Team-2 for co-operating with you so nicely instead of heckling them. They gave you the victory. As for Team 1, they had some bad luck early. Don't count on a repeat. They're too good for that.

And for us... us who didn't even rate an insult... we'll see ya around. Odds are we'll be in another Arena together down the road.

Stud Muffin

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:

<http://clubs.yahoo.com/clubs/conclavecodiichat>
<http://www.neosoft.com/~lanza/ICONdiscuss1.html>

[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.

POSTAGE RATE INCREASE

Effective 7/1/01 the Post Office has raised rates for the second time this year. While there are many changes the most significant to the majority of our customers are as follows:

1st Class (1 ounce): \$0.34 (no change)
Each Additional ounce: \$0.23 (up 2 cents)

Priority Mail (1 pound): \$3.50 (no change)
Express Mail (1/2 pound): 12.45 (up 20 cents)

Post Cards: \$0.21 (up 1 cent)
Money Orders: \$0.90 (up 15 cents)