

THE COMMAND POST



Issue # 198

April 2004

GAME NEWS

Arena #381 [2003 Championship]: Turn #10 was the last of this year's Championship and saw the game's second casualty as Colonel Samson Bot-Blaster ejected from his Archer (VR=1.91, DR=2.81). This was a relatively low scoring turn — even the game's leader scored ZERO hits! At least one Pilot did well, however, as he was able to move up from 5th Place to capture the more prestigious (and prize winning) 3rd Place.

Turn # 8: Lowest: 0.98 Average: 1.91 Best: 2.87

Turn # 9: Lowest: 1.08 Average: 2.09 Best: 3.15

Turn # 10: Lowest: 1.17 Average: 2.26 Best: 3.15

Arena #382 [Fast 4-Sided]: Turn #1 saw Side #1 taking a strong early lead with Side #3 in a distant third place and the others trailing behind. Side #1 should have many scoring opportunities in the coming turns as the bulk of Sides #3 and #4 converge on their position. Based on this turn's events this game is likely to see early casualties.

Turn #2 saw Side #1 solidly in the lead with Sides #4 and #3 in a virtual tie for second place. Side #2 is trailing far behind but is poised for a comeback as they appear likely to begin a concerted CP assault. Side #3 is also well positioned for a high scoring turn. The Best Bot Victory Rating is 0.88.

T#1: S#1: 0.34 S#2: 0.04 S#3: 0.14 S#4: 0.09

T#2: S#1: 0.51 S#2: 0.13 S#3: 0.26 S#4: 0.27

Arena #383 [Fast 4x4]: Turn #1 saw this contest getting off to a great start! Side #2 has a modest lead with Sides #4 and #3 in a virtual dead heat for second place. Even last place Side #1 is only a modest 0.11 off the scoring pace, and we have a tie for the individual scoring leader. Most teams seem to be spreading out and there is fighting all over the arena. Great action! The Best Bot Victory Rating is 0.60 (tie).

T#1: S#1: 0.25 S#2: 0.36 S#3: 0.29 S#4: 0.30

Arena #384 [DYNACHROME BRIGADE vs. FRAG' DEN HENKER]: This is a Standard Paced 2-Sided contest with a full nine Bots per team. Side #1 is fielded by the DYNACHROME BRIGADE and weighs in at 650 tons. Side #2 weighs in at a hefty 660 tons and sees the return of the FRAG' DEN HENKER. Both are veteran teams with long and glorious combat histories. The Arena contains a large number of ridges which will tend to channel attacks.

The ridges, combined with numerous Hills and Heavy Buildings, will tend to discourage long range attacks. The weather is Hot so Heat should be an issue of concern and will place increased importance on this Arena's three available Lakes. We look forward to another great contest!

Arena #385 [SISTERS OF SILICON vs. LEGION OF WAR]: This is a Fast Paced 2-Sided contest with a full nine Bots per team. Side #1 weighs in at 580 tons and is fielded by the SISTERS OF SILICON with substantial support from THE LINE and the BLOODGUARD. Side #2 sees the return of the LEGION OF WAR with support of a handful of independents and weighs in at 610 tons. The Arena contains a varied mix of terrain features with the Left Flank (Dir.7) favoring short range attacks and the Right Flank (Dir.3) well arranged for long distance bombardments. With well balanced teams and perfect weather conditions we have the makings of an exciting battle!

Coming Up: We are now taking applications for Arena #386 and are close to starting a new Standard Paced 4-Sided contest and a special 2-Sided Arena for beginners, solo pilots and small groups rather than full teams of veteran Pilots.

GAME RESULTS

This month saw the end of CTF Arena #381 — the 2003 Championship! This year's Championship was not particularly bloody nor high scoring but it did have its share of action, spills and controversy! Setting a new low for casualties, only 20% of the participants failed to complete the contest though another 30% were about to go including Cadet Soulshaker whose Gunfighter ended the game with but a single engine ton. This year's first place finisher was fortunate to have accumulated a substantial lead as he failed to score any points on the game's final turn. Honorable mention goes to Major Neven for surviving with the game's lowest

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Damage Rating (0.78) and to Cadet Soulshaker for sticking it out despite going into the final turn with only one ton of engines! This year's Champions were:

1st Place: Major General Tim "Volcano" Rextor piloting a 60-ton Raptor (the same as last year's Champion) — Victory Rating=3.15, Damage Rating=2.67 (Dick Voog — winner of \$50 in game credits).

2nd Place: Major Neven also piloting a Raptor — Victory Rating=2.67, Damage Rating=0.78 (Ed Cataldo — winner of \$30 in game credits).

3rd Place: Lieutenant Colonel Ian Blackstone piloting a 70-ton Warmachine — Victory Rating=2.51, Damage Rating=1.64 (An anonymous player from Lutz, Florida — winner of \$20 in game credits).

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 Madmartigan
General Anthony Stark
General Cutthroat Collins
General Bolo
General Bastlor Grumock
General Riva Irongrip
General Mordius
General Lunatik
General Helen Narena
General Slime Sledge Hammer
General Rugal Ratslayer
General Solo McIntres
General Whispering Death
General Blood Shredder
General H.A.L. Mayne
General I.B. Tryon
General Angus McNarley
General Frontal Robotomy
General Richard Shadowhand
General Kael

Top Light Bot Ratings

Lt. Colonel Wan Tyn Sol Jr. — 8.30!
Major General Slanter Jax — 7.92
General Madmartigan — 7.82

Top Medium Bot Ratings

Lieutenant Findem And Fryem — 6.99
Lieutenant Bili the Axe — 6.89
General Slime Sledge Hammer — 6.37

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)

Lieutenant Bili the Axe — 4.74
Major General Hawkeye — 4.34
General I.B. Tryon — 3.64

Top Heavy Bot Pilots (3+ Game Average)

Captain Hagen — 3.65
Lt. Colonel Augustus — 3.57
General Blood Shredder — 3.43

Pilots With The Most Individual Victories

General Solo McIntres — 7

Pilots With The Most Team Victories

General Anthony Stark — 16

Pilots With The Most Bot Kills

* Captain Grim Reaper — 7

Pilot With The Most CP Kills

General Blood Shredder — 10

Top 2-Sided Team Ratings

A#363 Side #2 (un-named) — 3.22!
A#378 Side #2 (Dynachrome Brigade) — 3.02
A#326 Side #2 (un-named) — 2.89
A#186 Side #2 (Centurions) — 2.87
* A#379 Side #2 (Legion Of War) — 2.85
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#355 Side #1 (Frag' Den Henker) — 2.76
A#351 Side #2 (Kzinti Fithp) — 2.74
A#329 Side #1 (un-named) — 2.72

Top 4-Sided Team Ratings

A#359 Side #3 (Bot Busters) — 5.11
A#377 Side #4 (un-named) — 5.10
A#302 Side #2 (B'Hood of Thunder) — 5.07
A#339 Side #3 (Intrepid Enterprises) — 4.48
A#366 Side #3 (Bot Busters) — 4.38
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#375 Side #4 (Legion Of War) — 4.16
A#310 Side #2 (Assass./Intrepid Ent) — 4.12

Top 2x4 Team Ratings
A#376 Side #2 (Kzinti Fithp/The Line) — 3.31
A#368 Side #1 (Legion of War) — 3.01
A#333 Side #1 (Berserkers) — 2.96

BULLETIN BOARD

Player Notice Arena #383

I did! I did! I did see a poody tat!
Here Kitty Kitty! I want to pway wiff you!

(Now where's that lighter fluid? Dang strays!)

Wan Tyn Sol Jr.

AGE ON-LINE

Our presence on the Internet is growing rapidly with a number of resources currently available.

TALES OF CTF2187: A great site containing the best of Shannon Muir's game related fiction and more! Check it out at:

<http://members.aol.com/shannonelisemuir/>

ORBO's CTF2187 HOME PAGE: Want to check out a great archive of old CTF newsletters? 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://userweb.suscom.net/~orbomaxx/ctfhome2.htm>

Brigadier General Them Bones [PN323] of the Berserkers [TM5] has set up a Chat Room at:

<http://groups.yahoo.com/group/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@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

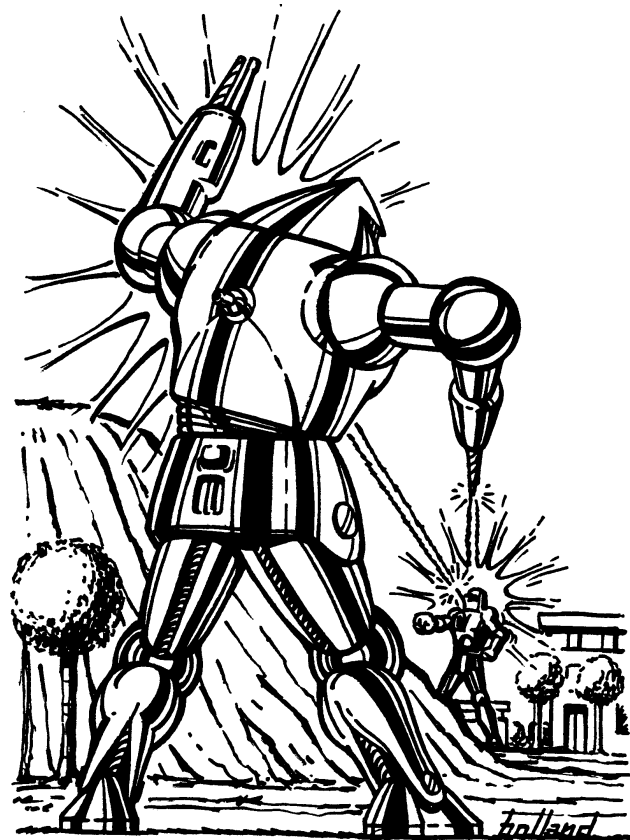
If you want to learn about the happenings in the CRACK OF DOOM (I and II) check out the following message boards:

http://groups.yahoo.com/group/conclave_gathering/
<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>



SPECIAL ANNOUNCEMENT

As reported earlier, we have just completed our 13th 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%
2001	Low: 1.70	Avg: 2.67	Best: 3.76	Casualties: 25%
2002	Low: 1.32	Avg: 2.58	Best: 4.00	Casualties: 25%
2003	Low: 1.17	Avg: 2.26	Best: 3.15	Casualties: 20%-

Coming in July, our FOURTEENTH annual Championship Tournament! Sign up now! The first four signups get the coveted "pole" positions (ie. are set up in the corners of the Arena near the poles that hold the shields that protect the audiences from harm. Being in the corner, your flanks and rear are better protected during the opening salvos!).

SPECIAL ANNOUNCEMENT

We are rapidly approaching Issue #200 of the Command Post. Clearly an important milestone and certainly worth celebrating. So.... what can we do? Since it has been 200 issues, how about some reflections/reminiscences about your favorite CTF moments? Perhaps your most glorious victory or ignominious defeat. Or maybe your most comical mistake or your most treasured ally. Write up a Player Notice and send it in!

How about a contest for the best strategy article? Say \$20 in game credits for the best article on how to get ahead and kick Bot in CTF.

Of course we don't expect you guys to do all the work, we will include some special material as well. How about an expanded Pilot Rankings? Or perhaps a new Bot, internal system or weapon?

So let's all work together and see if we can make issue #200 the best ever!

Note: All materials intended for Issue #200 should be clearly labeled as such otherwise you just don't know when it will appear.

