

THE COMMAND POST



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GAME NEWS

Arena #386 [4-Sided]: Turn #5 saw some impressive scoring by three of the four teams, though Side #4 continues to lead the pack and have even expanded their lead. This turn saw the game's first Bot casualties as Major Carver 'Artout was forced to eject (VR=1.27, DR=3.38) after losing four body sections including both front torsos! At about the same time Lieutenant Colonel Mick Stone was slain after his Cobra suffered a fatal Mega Missile strike to the Right Rear Torso from Major Pancho Villa's Raptor. This was Major Villa's third Bot Kill in fourteen completed contests. Lieutenant Colonel Stone was a member of the NIGHT STALKERS and a veteran of seven completed contests with an excellent combat history in Light Bots (much less so in Mediums) including a career Best VR of 6.88 and an average VR of 3.86. During his time in the Arena he earned one Individual Victory, three Team Victories and three CP Kills. A tragic loss. The Best Bot Victory Rating was 3.79!

T#1: S#1: 0.24 S#2: 0.27 S#3: 0.07 S#4: 0.40!
T#2: S#1: 0.37 S#2: 0.70 S#3: 0.16 S#4: 0.88
T#3: S#1: 0.57 S#2: 1.41 S#3: 0.41 S#4: 1.66
T#4: S#1: 0.67 S#2: 1.89 S#3: 0.77 S#4: 2.09
T#5: S#1: 1.23 S#2: 2.42 S#3: 1.02 S#4: 2.69

Arena #387 [2004 Championship]: Turn #5 saw everyone scoring hits and, not surprisingly, this was the second highest scoring turn to date. Currently we have one clear winner, another Bot solidly in second place, a close battle for third place and a Pilot solidly in fifth place with the remaining Bots far behind. Surprisingly all Bots, with the exception of one about to lose its head, are in good shape and should be able to last at least a couple of more turns.

Turn # 1: Lowest: 0.00 Average: 0.22 Best: 0.48
Turn # 2: Lowest: 0.17 Average: 0.46 Best: 0.90
Turn # 3: Lowest: 0.30 Average: 0.65 Best: 1.27
Turn # 4: Lowest: 0.51 Average: 0.98 Best: 1.50
Turn # 5: Lowest: 0.70 Average: 1.25 Best: 1.81

Arena #388 [PACIFIC STORM vs. SHADOW WARRIORS]: Turn #3 saw Side #1 taking the lead for the first time with a surprisingly strong scoring

effort. Contrary to the norm in this kind of situation, this was the result of pounding enemy Bots and NOT hitting the opposing Command Post. Most of the fighting seems to be degenerating into isolated one-on-one duels though Side #2 seems better deployed for mutual support and appears to have one Pilot embarking on a CP run — a great plan for making a comeback!

Turn #4 saw little change in the comparative ratings as Side #1 remains in the lead. Both teams seem to be pushing individual Bots toward the enemy Command Post but fierce opposition seems to be such a distraction that so far no one has been able to successfully hit their opponents' CP. Both teams are scoring quite well and the accumulated damage has really begun to take its toll with three Bots now close to destruction. The Best Bot Victory Rating was 1.74.

Turn # 1: Side # 1: 0.17 Side # 2: 0.23
Turn # 2: Side # 1: 0.38 Side # 2: 0.41
Turn # 3: Side # 1: 0.67 Side # 2: 0.58
Turn # 4: Side # 1: 0.97 Side # 2: 0.86

Arena #389 [FRAG' DEN HENKER vs. LEGION OF WAR]: Turn #1 got off to an exciting start with Side #2 taking the early lead as most of their opponents failed to score any hits! While Side #1 seems to be following a rather typical linear deployment, Side #2 seems to have abandoned the center and is pushing their entire force along the flanks. A bold and unusual strategy — gotta love it! Next turn will likely favor Side #2 as their foes are forced to adapt to the unexpected threat to their flanks. The Best Bot Victory Rating was 0.52.

Turn # 1: Side # 1: 0.07 Side # 2: 0.11

Coming Up: We are now taking applications for Arena #390 and need just one team (three Bots) to start either a Fast 4-Sided contest or a Standard Paced 2-Sided contest (nine Bots)!

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HALL OF FAME

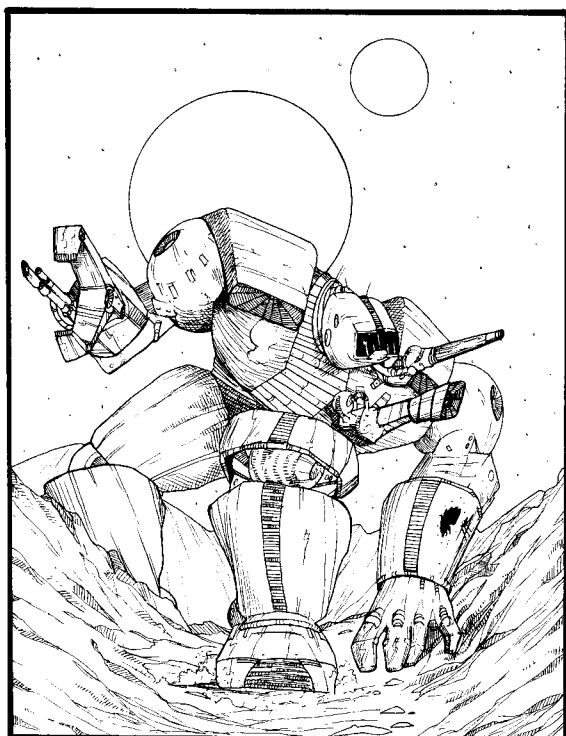
Ratings are only for those Pilots who have completed games and do not include games in progress. Kills, however, do include games in progress.

Top Light Bot Ratings

Lt. Colonel Wan Tyn Sol Jr. — 8.30!
Lt. General Slanter Jax — 7.92
General Madmartigan — 7.82
Captain Condor — 7.65
Colonel Otto Von Braun — 7.52
Major Odysseus — 7.45
General I.B. Tryon — 7.40
Major Eric Sunsword — 7.30
Colonel Artemis — 7.18
Colonel Phantom Shadow — 7.15

Top Medium Bot Ratings

Lieutenant Findem And Fryem — 6.99
Lieutenant Bili the Axe — 6.89
General Slime Sledge Hammer — 6.37
Major Roger Dawkins — 6.20
Lt. Colonel Hammerhead — 6.14
Lt. Colonel Chico Delgado — 5.87
Lt. General Jerek Loren — 5.78
Lt. Colonel Egoan Mor — 5.51
Colonel Draka Deathdealer — 5.39
Lieutenant Brian Boru — 5.30



Top Heavy Bot Ratings

Captain Mack Ross — 5.60
Captain Achilles — 5.21
Major Embo Slamboa — 5.01
Captain Hagen — 4.99
Captain Krunch — 4.86
Brigadier General Botman — 4.80
Brigadier General Oliver Stone — 4.75
Lt. Colonel Storm Chanter II — 4.60
Major Cannon Fodder — 4.52
Colonel Dana Malh — 4.48

Top Light Bot Pilots (3+ Game Average)

Major Odysseus — 6.07
Lieutenant Bad Karma — 5.67
Colonel Larry Underwood — 5.40
General Kael — 5.32
Captain Condor — 5.17
Major U.B.1 Snotlicker — 4.77
Lt. Colonel Ian McTaggart — 4.73
Brigadier General Botman — 4.66
General Madmartigan — 4.62
Major General Arlos Terminator — 4.62

Top Medium Bot Pilots (3+ Game Average)

Lieutenant Bili the Axe — 4.74
Major General Hawkeye — 4.34
General I.B. Tryon — 3.64
Colonel Draka Deathdealer — 3.63
Major General Merlin D'Arcy — 3.57
Lt. General Elric Deathsong — 3.38
* Lt. General Jerek Loren — 3.44
* Lieutenant Woad the Witless — 3.43
* Captain Stephen Maturin — 3.42

Top Heavy Bot Pilots (3+ Game Average)

Lt. Colonel Augustus — 3.57
General Blood Shredder — 3.43
Major Cannon Fodder — 3.41
Brigadier General Botman — 3.30
Captain Antannyn Rykkr — 3.27
Captain Vercingtorx — 3.25
Captain Krunch — 3.24
Captain Hagen — 3.22
Lieutenant Marc Aragon — 3.16
General Kael — 3.06

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#385 Side #2 (Legion Of War) — 3.03
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



FALLEN HEROES

CTF Arena #386 Turn #5
Lt. Colonel Mick Stone VR= 3.38 DR= 2.32

Let us mourn the passing of our fellow Bot Pilots.

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.]

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.

COMPANY NEWS

Since the first of the year our email box has been flooded with spam (junk email). Despite our best efforts it usually fills up within an hour of being cleaned out and any email we receive after that gets bounced back to the sender. We are currently with our ISP to resolve the problem but we wanted everyone to know what's going on and to remind them that if you need to contact us in a hurry we have, in addition to email, a fax machine (916-683-2436) and a phone (916-683-2431, M-F 2:00-4:00pm or leave a message. See House Rules for more details and restrictions.

Debbie & Duane

