

THE COMMAND POST



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GAME NEWS

Arena #344 [KZINTI FITHP vs. BERSERKERS]: Turn #10 was the last of this marathon contest and saw no change in the comparative ratings, thus Side #1 was able to hang on to their 0.01 lead that they had held for the last three turns and win the game. A victory for the KZINTI FITHP! But a costly one, perhaps, as nearly half their team became casualties including this turn's loss of Captain Smokey Miller who was slain after his Archer suffered a fatal Mega Missile strike to the Left Front Torso from Lt. Colonel Eulbee N. Desuer's Goliath (his second Bot Kill in 15 completed Arenas). Captain Smokey Miller was a member of the KZINTI FITHP and a veteran of 10(!) completed contests with a record of 4 Team Victories, 1 CP Kill and a somewhat average scoring history. A tragedy to lose such an experienced Pilot. The Best Bot Victory Rating is 7.82!

Turn # 8: Side # 1: 2.05 Side # 2: 2.04

Turn # 9: Side # 1: 2.29 Side # 2: 2.28

Turn #10: Side #1: 2.48 Side #2: 2.47

Arena #345: Turn #7 saw little change in the comparative ratings as Side #3 remains solidly in the lead. Only Side #2 failed to keep up with the scoring pace and fell even further behind. This turn saw the game's third Bot casualty as Lieutenant Crosse Check ejected from her Hurricane (VR=1.04, DR=2.42). This knocks Side #2 down to only one Bot. Next turn will likely see a CP Kill and perhaps two new Bot casualties which could push the Bot loss rate up to 41%!

Turn #8 saw Side #3 still ahead with a huge lead, with Side #1 moving into second place. Side #4 did poorly as they fell to third and Side #2 failed to score any points as the last of their team was wiped out! This turn's casualties included Major Femme Fatale who ejected from her Avenger (VR=0.86, DR=3.40) and Command Post #4 which was destroyed after taking a fatal Mega Missile strike from Captain Slime Sledge Hammer's Raptor. Captain Hammer scored the second CP Kill of his career. Next turn will likely see more casualties and perhaps several scoring records being broken! The Best Bot Victory Rating is 7.60!

T#6: S#1: 2.10 S#2: 0.87 S#3: 3.14 S#4: 2.28

T#7: S#1: 2.55 S#2: 0.90 S#3: 3.56 S#4: 2.70

T#8: S#1: 2.93 S#2: 0.90 S#3: 3.92 S#4: 2.80

Arena #346 [4th PRAETORIAN GUARD vs. FRAG' DEN HENKER]: Turn #7 saw Side #2 greatly expanding their lead as they continue to dominate

the ratings. Side #1 really needs to get much more aggressive if they want to have any chance of turning things around. They are well deployed for the coming turn if they can just work on their execution of tactics. The Best Bot Victory Rating is 2.67 (x2).

Turn # 5: Side # 1: 0.91 Side # 2: 1.26

Turn # 6: Side # 1: 1.16 Side # 2: 1.58

Turn # 7: Side # 1: 1.29 Side # 2: 1.89

Arena #347 [Special 4x4]: Turn #5 saw Side #1 expanding their lead slightly as they remain in a close battle with second place Side #4. The top scoring team for this turn however was Side #3 who unexpectedly moved into third place. This turn saw the game's third CP Kill as Lt. Colonel Stud Muffin destroyed Command Post #2 with Mega Missile fire from his Cobra. Next turn is expected to see the game's first Bot casualties and continued high scoring by Side #3 as they double-team the game's sole remaining Command Post.

Turn #6 saw Side #4 moving into the lead for the first time since Turn #2 as they put in a tremendous scoring effort. This turn also saw the game's fourth and final CP Kill as Captain Condor Zail destroyed Command Post #1 with Mega Missile fire from his Cobra. This also marks the fourth CP Kill of his career which is quite an accomplishment. Next turn could see up to a third of the Bots become casualties as continued heavy fighting, and a lack of CP targets, really takes its toll. The Best Bot Victory Rating is 5.92.

T#4: S#1: 2.02 S#2: 1.52 S#3: 1.31 S#4: 1.93

T#5: S#1: 2.36 S#2: 1.80 S#3: 1.84 S#4: 2.24

T#7: S#1: 2.65 S#2: 2.03 S#3: 2.17 S#4: 2.74

Arena #348 [LENSMEN vs. DYNACHROME BRIGADE]: Turn #5 saw Side #2 reducing their opponents' lead by half as they begin to make a strong comeback — this is the closest the ratings have been since Turn #1 when Side #2 held the lead. Unfortunately for Side #2, not everything was going their way as they suffered their first casualty when Major General Dutchman Too was forced to eject from his Cyclops. This loss does even up the teams, now at eight Bots per Side. Next turn could

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POST OFFICE BOX 214949

SACRAMENTO, CA 95821

see a dramatic change in the standings as both Command Posts could come under assault. The Best Bot Victory Rating is 2.65.

Turn # 3: Side # 1: 0.86 Side # 2: 0.68

Turn # 4: Side # 1: 1.15 Side # 2: 0.95

Turn # 5: Side # 1: 1.34 Side # 2: 1.23

Arena #349 [CHAMPIONSHIP 2000]: Turn #4 saw once again all the participants scoring hits resulting in, collectively, the highest scoring turn to date. Currently we have but one Bot close to destruction (ie. less than 10 Engines) with three more about to join the club. The battle for first place is getting increasingly close with .14 separating the first from second place Bots, while third place is .19 from its nearest competitor. All in all a very close and exciting match!

Turn #5 saw three Bots with Victory Ratings over 2.00 and each solidly in their first, second and third place slots. All but one of the Bots scored hits this turn though collectively this was one of the lowest scoring turns to date. The "close to destruction" club is now up to three members (25% of the participants) though none appear ready to throw in the towel just yet, so heavy fighting is expected to continue....

Turn # 3: Lowest: 0.39 Average: 0.89 Best: 1.65

Turn # 4: Lowest: 0.77 Average: 1.26 Best: 2.09

Turn # 5: Lowest: 0.92 Average: 1.51 Best: 2.70

Arena #350: Turn #3 saw an impressive scoring drive by Side #3 that put them in a virtual tie for the lead with Side #2 — a very exciting turn of events! Sides #4 and #1, though scoring effectively enough, are not keeping up with the pace set by the game leaders and continue to fall further behind. This turn saw the first determined Command Post assaults, something that is likely to continue in the coming turn. The Best Bot Victory Rating is 2.45.

T#1: S#1: 0.13 S#2: 0.22 S#3: 0.20 S#4: 0.23

T#2: S#1: 0.25 S#2: 0.68 S#3: 0.29 S#4: 0.49

T#3: S#1: 0.45 S#2: 0.99 S#3: 0.98 S#4: 0.66

Coming Up: We are now taking applications for Arena #351. We are close to starting a new 2-Sided contest and have a Fast paced 4-Sided contest half filled. We also have openings for five more pairs of Pilots for the Partners Free-For-All.

GAME RESULTS

This month saw the end of CTF Arena #344, an epic ten turn battle between the KZINTI FITHP and the BESERKERS. Though Side #2 held the early lead by mid game the teams' ratings were within 0.01 and stayed that way for the final four turns. In the end Side #1, the KZINTI FITHP, squeaked out the Team Victory with a rating of 2.48. Not only was this a very close contest but it was also quite brutal with Side #1 suffering 44% Bot casualties (33% overall) along with the destruction of both Command Posts. The Individual Victory was awarded to Brigadier General Madmartigan who earned an

outstanding rating of 7.82 while piloting a Cobra for Side #1. This is the second best rating of all time! His was a close victory, however, as he suffered a Damage Rating of 3.18 which left him with a destroyed Left Arm and Front Torso and a mere two Engines — one well placed hit and he too would have become a casualty! Honorable mention goes to General Cutthroat Collins (Cobra VR=4.28, DR=0.55) and to Captain Babs McHinery (Guardian VR=2.86, DR=0.36) for having the best victory to damage ratings ratio in an otherwise brutal contest. The winning Team Members were:

Major Thudpucker Jones — 2.04

Lt. Colonel Lobo — 2.10

Captain Babs McHinery — 2.86

Brigadier General Madmartigan — 7.82!

Brigadier General Rugal Ratslayer — 3.50

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.

Top Light Bot Ratings

Major Wan Tyn Sol Jr. — 8.30!

* Brig. General Madmartigan — 7.82

Captain Condor — 7.65

Top Medium Bot Ratings

Major Roger Dawkins — 6.20

Lt. Colonel Chico Delgado — 5.87

Lt. Colonel Egoan Mor — 5.51

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

Lt. Colonel Draka Deathdealer — 3.69

Lieutenant Whiplash — 3.58

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 Anthony Stark — 6

General Solo McIntres — 6

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#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

Top 2x4 Team Ratings
A#333 Side #1 (Berserkers) — 2.96

FALLEN HEROES

CTF Arena #348 Turn #4
Cadet Charles Xavier VR= 0.78 DR= 2.75

CTF Arena #344 Turn #10
Captain Smokey Miller VR= 2.49 DR= 2.53

BULLETIN BOARD

Player Notice

To: Lady Death Primus ? (PN???)

Lady Death what? Never heard of you. Are you in Arena #350? I do hope so, then we can determine who's the better fighter quickly. If not, then your demise will have to wait until we do enter the same Arena.

I can't wait.

The LADY DEATH who counts! [PN678]

MIRAGE REPORT

It has been four months since the end of the testing Period for the MIRAGE and we have yet to see a single evaluation report. With only a single trial run and absolutely no feedback it appears that it

may be necessary to discontinue the MIRAGE due to lack of interest. This is really a shame since a fast Light Bot with two ECM Pods and a Cooling Unit seemed to have great potential. The one Test Bot expired on Turn #9 of a 4-Sided contest (Arena #341) with a Victory Rating of 3.34 and a Damage Rating of 2.24. Unless we quickly receive some Evaluation Reports, even from those who have not actually Piloted one, the MIRAGE will be canceled.

[Ed: Have you been sitting on a new Bot design and just never got around to sending it in? Now is a great time because there is no waiting period — all pending new Bot designs have already been introduced.]

POSSIBLE RULE CHANGES

Well, now that we have the big Crack Of Doom II upgrade out of the way (as announced last issue), what should we work on next... think... think... how about CTF2187? Great idea? We think so too. But what to do?

Obviously more internet services, like being able to submit and receive results on-line or via email is a high priority. But what else? Small incremental changes such as we normally make or a major overhaul? With such important decisions to make, obviously we want lots of player feedback. If changes don't make you, the players, happy then what's the point? So here are some possible changes that we are considering making if the general consensus is that they are worthwhile additions to the game system.

1) We have at least one Pilot maxed out on stats — all twenties with the highest rank. He/she still gets experience but has no where to spend it. One idea is to raise the stat maximum to say 50 (or 99) and boost the upper rank limit as well (ideas? one/two/three star generals?). Be aware that the maximum benefit a super experienced Pilot can have over a rookie one is 10% on any given "roll" (primarily "to hit" or "to dodge"). Thus a veteran Pilot always has incentive to raise his stats (to maintain an edge over his like-experienced peers) without totally outclassing the much less experienced.

2) On a related topic, we could change the cost of raising stats and rank. Currently the costs are fixed. That is, it always costs 50 Experience Points to raise a stat by one and 100 EPs to raise the rank. An alternative might be to make costs variable based on the new level. For example the cost to raise a stat might be 10 times the new level. Thus to raise your Luck from 3 to 4 would cost 40 EPs (4 x 10 = 40). While this would certainly help new Pilots get up to level 5 (by lowering the cost) it would make it hard for them to catch up with the "old guard". But then it would make it really tough for the

“old guard” to get any higher. For our poor maxed out Pilot it would cost 210 EPs to go from his current 20 Luck to 21. Rank could be handled the same way with perhaps 100 Experience Points times the new level (100 to reach Lieutenant, 200 for Captain, etc.). We really like the sound of this system and wish it had been in place from the start.

3) Another possible major change would be sighting. Right now though weapons use a direct line of fire, Pilots can see terrain in a five sector radius and targets (Bots and CPs) in a ten sector radius (if their Sensors are working). Instead we could have detecting terrain and targets use line of sight as well. Thus if you were standing in the Open-1 next to a Hill-3 you would see neither the terrain nor enemy targets on the other side. This would have some very interesting effects. For one it would be possible to sneak up on enemy Bots or otherwise do all sorts of other out of sight maneuvering which would make the game more exciting and more interesting as well as making some automated commands more useful (Attack Nearest Enemy Bot would no longer pick targets behind terrain that would otherwise block the shot anyway). However it would also put more emphasis on team communications (sharing sighting data), make some automated commands (like Move Towards Nearest Enemy Bot) less useful, and make the turn results less informative (since many bits previously available would now be hidden from view and thus not show up). Related to this we could also add a new Internal System or two such as a Satellite Uplink to maintain that overhead view as long as you had one and it still functioned.

4) We could also add a host of new Weapons and Systems to aid Bot designs like Mine Droppers, Hellfire Missiles, Jump Jets and powered Shields.

5) We could add new Move Orders such as MOVE FORWARD, TURN RIGHT and MOVE FORWARD, TURN LEFT and perhaps related back up commands (these would change the Bot's facing AFTER moving rather than before as is the case with the existing Move Orders #2 and #3).

Anyway, as you can see we have some very exciting (and perhaps controversial) ideas under consideration. But making any of these changes takes a lot of time and thus costs quite a bit of money to implement. We want to make changes that will enhance the CTF gaming experience for our players. If you have strong feelings for or against any of these ideas PLEASE let us know. Further, if you have ideas of your own send those in as well and share them with others (on-line is a fast way for feedback) so we can perhaps build a consensus as to what direction players want CTF to take in the future.

SPECIAL EVENTS

We have had a request for another Partners Free-For-All and now taking applications. In a normal Free-For-All you have no teammates and any Bot spotted is identified by your Targetting Computers as an enemy Bot. In a Partners Free-For-All you start the game with a single ally which the targetting computers will identify as a Friendly rather than Enemy Bot. However, being a Free-For-All the regular victory conditions still apply. That is, the top three individual scoring leaders are awarded Individual Victories — there will be no Team Victory and the “partners” will not be rated on their group performance. Players can either signup with a friend or run two Bots themselves. The game will be Standard Paced unless everyone agrees to a Fast Paced. We will need at least four sets of partners to start the contest but cannot accept more than six pairs. To participate just submit the normal setup form and add “Partners Free-For-All” as the game type. Be sure to give instructions as to what to do with your setups should the contest become filled or cancelled — we would prefer to keep them on hand and start them in another game instead of sending them back.

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

SAMMI REPORT

A quick update: Sammi started Kindergarten in August — can you believe it? She is proving to be a very bright student even if she is one of the youngest kids in her class (under a new California proposal she should have started Kindergarten a year later). She has already learned the basics of reading and writing along with a host of other new skills which include rudimentary Spanish and American Sign Language which she is teaching to her dad (Duane). Not bad for a four year old (she turns five in October).

Over the summer she finally got the knack for swimming. Over a six week period she went from loving the water but hating to get her face wet to having swimming races with her dad both above AND below the surface. What a fish!

