

THE COMMAND POST



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GAME NEWS

Arena #345: Turn #9 was the last of this brutal and high scoring contest. Side #3, already in first place, scored extremely low this turn and suffered their second Bot casualty, yet were able to hang on and win the game. A victory for the BOT BUSTERS squad of the KZINTI FITHP! A very limited victory celebration however as only one of the three actually survived the contest. This turn saw the death of Cadet Dark Knight who was slain after his Raptor suffered a fatal Mega Missile hit to the Left Rear Torso from Lieutenant Man O. War's Legionaire. Dark Knight was a veteran of two previously completed contests in Medium Bots with average ratings and no awards of distinction. The Best Bot Victory Rating was 7.92!

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
T#9: S#1: 3.31 S#2: -. — S#3: 3.97 S#4: 3.02

Arena #346 [4th PRAETORIAN GUARD vs. FRAG' DEN HENKER]: Turn #8 saw Side #2 once again expanding their lead, effectively killing their opponents chance of victory. Speaking of killing, next turn could be a bloodbath as at least five Bots are close to destruction and yet it appears both of the Command Posts will survive the mayhem.

Turn #9 saw Side #2 rapidly expanding their lead and winning the game with one of the best 2-Sided ratings of all time! A great victory for the FRAG' DEN HENKER! Despite a dire prediction this turn only saw one new casualty as Major Aidan Pryde ejected from his Awesome (VR=0.97, DR=2.90). The Best Bot Victory Rating was 4.34.

Turn # 7: Side # 1: 1.29 Side # 2: 1.89
Turn # 8: Side # 1: 1.48 Side # 2: 2.29
Turn # 9: Side # 1: 1.74 Side # 2: 2.82

Arena #347 [Special 4x4]: Turn #7 saw Side #4 expanding their lead giving them a firm, but not unbeatable, hold on first place. Side #1 remains in second place but their chance for victory seems to be slipping away. Next turn could be dramatic, or perhaps traumatic, as seven Bots, nearly half the participants are close to destruction.

Turn #8 saw Side #1 making a comeback resulting in a virtual tie for the lead — a mere 0.01 separates the first and second place teams! A single mistake could decide the winner. Actually casualties could prove the deciding factor as ten of the original

sixteen Bots are now close to destruction. The Best Bot Victory Rating is 6.58!

T#6: S#1: 2.65 S#2: 2.03 S#3: 2.17 S#4: 2.74
T#7: S#1: 2.86 S#2: 2.16 S#3: 2.37 S#4: 3.03
T#8: S#1: 3.24 S#2: 2.58 S#3: 2.53 S#4: 3.25

Arena #348 [LENSMEN vs. DYNACHROME BRIGADE]: Turn #6 saw a great scoring run by Side #1 which allowed them to expand their lead. Side #2, though falling behind, also scored quite effectively. This turn also saw the game's first, albeit token, successful CP attacks. Next turn could see a dramatic change in the standings as four of the remaining sixteen Bots are close to destruction. The Best Bot Victory Rating is 3.55.

Turn # 4: Side # 1: 1.15 Side # 2: 0.95
Turn # 5: Side # 1: 1.34 Side # 2: 1.23
Turn # 6: Side # 1: 1.72 Side # 2: 1.53

Arena #349 [CHAMPIONSHIP 2000]: Turn #6 saw some strong scoring as all twelve participants scored hits. While we are seeing a close battle for fourth place, the three top scoring Bots seem securely ensconced in their respective positions. Of course casualties are always the wild card in this type of event and with five (41%) of the participants, including two of the top three, close to destruction anything can happen.

Turn # 4: Lowest: 0.77 Average: 1.26 Best: 2.09
Turn # 5: Lowest: 0.92 Average: 1.51 Best: 2.70
Turn # 6: Lowest: 1.04 Average: 1.80 Best: 3.02

Arena #350: Turn #4 saw Side #3 pulling solidly into the lead for the first time as they enjoyed another excellent scoring run. Side #2 has fallen into second place for the first time ever but is still well ahead of Sides #4 and #1. All four Command Posts remain as valid target so rapid changes in the standings are still likely. Next turn may see the first Kill. The Best Bot Victory Rating is 3.28.

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
T#4: S#1: 0.65 S#2: 1.34 S#3: 1.54 S#4: 0.84

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Arena #351: This is a Standard Pace 2-Sided contest with seven Bots per team. Side #1 weighs in at 460 tons and consists of an unnamed team of four Pilots, an unnamed team of two Pilots and an independent. Though there is no official team participation, Side #1 contains members of the STRAT-O-MATICS and the BLACK COMPANY. Side #2 is fielded by KZINTI FITHP and weighs in at 430 tons. The Arena contains a great variety of terrain with some strategically placed features that are sure to have a great impact on the battle tactics. With fourteen rather than the usual eighteen Bots there should be lots of room to maneuver.

Turn #1 saw modest scoring as five of the fourteen participants scored hits. Side #2 has a slight lead but as neither team seems to have a strategic advantage the scoring should remain close for the coming turn. The Best Bot Victory Rating is 0.48.

Turn # 1: Side # 1: 0.08 Side # 2: 0.10

Coming Up: We are now taking applications for Arena #352. 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 the Partners Free-For-All.

GAME RESULTS

This month saw the end of CTF Arena #345, a brutal 4-Sided contest that saw some extremely high scoring. All told, there were five Bot casualties (41%) including all of Side #2 (wiped out) and most of Side #3 (the winners) and three of the four CPs were destroyed (the last was but one hit away). Side #3 captured the Team Victory with an awesome rating of 3.97, even though only one Pilot lived to enjoy it. A victory for the BOT BUSTERS! It is worth noting that the entire team opted to run Raptors. The Individual Victory was awarded to Colonel Slanter Jax who earned an incredible rating of 7.92 while piloting a Cobra for Side #4. This is the second highest rating of all time! Honorable mention goes to Captain Slime Sledge Hammer for not only being the sole survivor of Side #3 (had he too become a casualty Side #1 would have won the game) but for also getting a rating of 6.37 in a Raptor — the best Medium Bot rating of all time! The winning Team Member was:

Captain Slime Sledge Hammer — 6.37

This month also saw the end of CTF Arena #346. In a hard fought 2-Sided contest Side #2 eventually prevailed with a rating of 2.82, one of the best 2-Sided Victory Ratings of all time! A great Victory for FRAG' DEN HENKER! This was achieved without excessive enemy casualties or destroying the enemy Command Post (both survived) which is quite an achievement for such a high rating. Side #1, though clearly defeated by a disheartening 1.08 margin, nonetheless scored a respectable 1.74 Victory

Rating. The Individual Victory was awarded to Cadet Christian Johnny who earned a rating of 4.34 while piloting a Ranger for Side #1 which helped solidify his position as one of the top Medium Bot Pilots (4th place for those with three or more games). This was also his first Individual Victory. Honorable mention goes to Lt. Colonel Baalar II who, while piloting a Goliath, earned this Arena's third highest Victory Rating (not bad for a Heavy) without suffering a single point of damage. The winning Team Members were:

Major Horatio K. Boomer — 3.55
Captain Samson Bot-Blaster — 2.99
Captain Methuselah — 2.49
Lt. Colonel Merlin D'Arcy — 3.93
Lt. Colonel Baalar II — 3.68
Lieutenant Otto Schmidtlapp — 1.93
Cadet Christian Johnny — 4.34
Captain A.J. Rimmer — 2.44

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 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!
* Colonel Slanter Jax — 7.92
Brig. General Madmartigan — 7.82

Top Medium Bot Ratings

* Captain Slime Sledge Hammer — 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
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

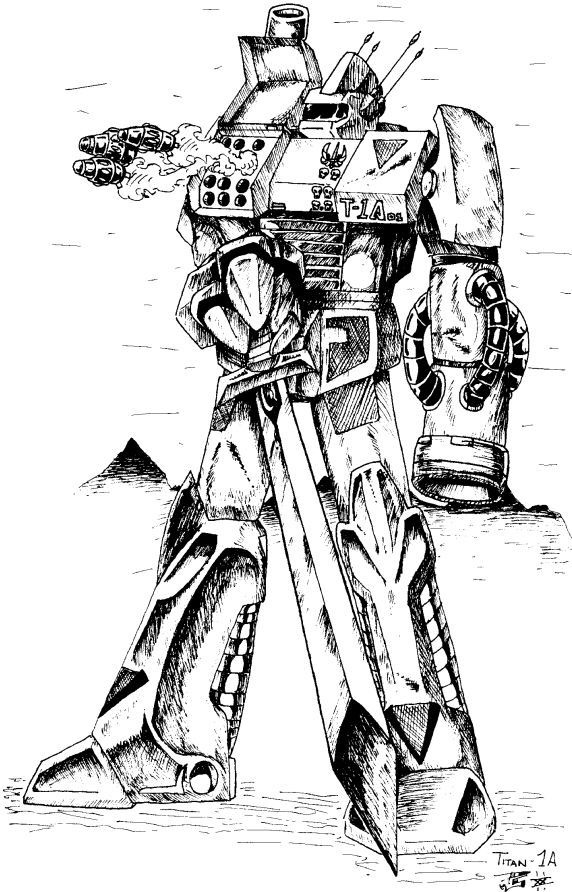
Pilots With The Most Individual Victories
General Anthony Stark — 6
General Solo McIntres — 6

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#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 (Assassinatrs/Intrepid Ent) — 4.12

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

FALLEN HEROES

CTF Arena #345 Turn #9
Cadet Dark Knight VR= 4.67 DR= 3.12

BULLETIN BOARD

Player Notice

To: Lady Death [PN678]

Unfortunately I am not in Arena #350. I am next door in Arena #351. So it shouldn't be hard for you to wait until my Arena finishes. Then I will reclaim my bloodname once and for all. Face to face, one on one. Just name the Arena and your choice of Bots.

Lady Death Primus [PN261]
Death's True Lady

POSSIBLE RULE CHANGES

Last month we proposed some new rule changes and put out a call for additional suggestions. We received a number of excellent replies — more than we expected but less than we wanted. Before making any changes we would like to offer everyone the chance to put in their two cents worth so we encourage everyone to send in their views.

As for the proposed changes, the new Move Orders are certainly the most popular while the proposed sighting changes were the most contentious — largely due to "realism" concerns rather than playability.

We also received an unexpected treasure of excellent suggestions including some great weapon ideas from James Turner and some real detailed expert analysis and suggestions from David Lee and Charles Evans. Thanks guys!

Anyway, we have some great ideas for improving the game but want to try and make sure everyone is happy with the changes, otherwise why bother? If you like the proposals, let us know. If you object to them, let us know. And if you have some great ideas of your own, send them in. We want the feedback!

SPECIAL EVENTS

We have had a request for another Partners Free-For-All and are now taking applications. In a normal Free-For-All you have no teammates and any Bot spotted is identified by your Targeting Computers as an enemy Bot. In a Partners Free-For All you start the game with a single ally which the targeting 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 sign-up 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 canceled — we would prefer to keep them on hand and start them in another game instead of sending them back.

UPDATE: We currently have three and a half teams ready to begin (the half team is a solo Pilot who needs a teammate). With one more Pilot we have the minimum necessary to start but have room for two additional teams as well before the maximum capacity is reached. If you want in on this special event you had better hurry....

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

MIRAGE REPORT

Mirage Evaluation

I have not used this bot personally, but plan to in the near future. This bot's designer must have left us, but I would hate to see this bot dissolved. Most bots are designed as “all around” machines, and there are not enough specialist bots, of which the Mirage is one such bot. With a head mounted MegaS and two ECM Pods, this bot will be of excellent use in a long range battle; and its heavy Machine Cannon allows it to be of secondary use as a defensive bot, holing up in good terrain near its CP and waiting for the enemy to attack. Where this bot fails, is when its Heavy Machine Cannon is damaged and the enemy gets up close; that's when its limitations become evident, with only a Light Laser and a Machine Gun to protect itself with. Nevertheless, with crafty play, this bot can be of excellent service. I recommend that this bot be kept in its original configuration.

General Kael of the Lensmen

MIRAGE EVALUATION REPORT

The Mirage Bot design is not one I would have chosen. I would hate to see it canceled as it is the first design to use dual ECM Pods. I would suggest the following changes:

- 1) Downgrade the Heavy Machine Cannon to a Light Machine Cannon. Gain: +2 tons.
- 2) Change Heavy Machine Gun to a Heavy Flame Cannon. Lose: 1 ton.
- 3) Add one ton of Armor: Lose: 1 ton.
- 4) Switch locations between Flame Cannon and Light Laser.

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Based on the Evaluation Reports received we have decided to implement the above suggestions (Replace HMC with LMC etc.) and make the new revised MIRAGE available beginning November 1st.

With this the MIRAGE (a 50-ton Light) enters full production and is now available for use by all Pilots. We would like to thank all Test Pilots for their help in evaluating this design.

[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.]

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

As many of you know AGE has been doing a lot of aggressive direct mail advertising over the course of the year and this has done a good job of expanding our player base. Recently much of this effort has been directed at former customers (thus the return of many old hands) and veteran PBMers. Our latest effort, running from November 1st to the end of the year, will be our most ambitious effort yet and will be targeting non-PBM gamers. What this means is that we will have a lot of newbies entering our games over the next couple of months. This is a great opportunity for team leaders to recruit new members and for players in general to make new friends.

Debbie & Duane