

THE COMMAND POST



Issue # 161

March 2001

GAME NEWS

Arena #350: Turn #10 saw Side #3 pulling into the lead for the first time since Turn #5 and winning the game! A victory for the SISTERS OF SILICON! Surprisingly this turn saw few CP attacks and two of the four Command Posts survived relatively intact. Indeed both scored considerably more hits than they themselves received. The Best Bot Victory Rating was 5.10.

T#8: S#1: 2.00 S#2: 2.70 S#3: 2.46 S#4: 1.50

T#9: S#1: 2.27 S#2: 2.89 S#3: 2.86 S#4: 1.62

T#10:S#1: 2.45 S#2: 3.12 S#3: 3.18 S#4: 1.70

Arena #351: Turn #7 saw a stellar scoring effort by Side #1 that made a small dent in Side #2's substantial lead. Unfortunately it is a case of too little, too late. Much of this turn's high scoring by both teams was the result of determined CP attacks. Indeed, this turn saw the game's first Kill as Cadet Dzham Greystar (in his very first Arena) destroyed Command Post #2 with Mega Missile fire from his Awesome. Next turn could see another CP Kill and as many as FIVE (35%) Bot Kills! OUCH! The Best Bot Victory Rating is 3.80.

Turn # 5: Side # 1: 1.08 Side # 2: 1.63

Turn # 6: Side # 1: 1.30 Side # 2: 2.06

Turn # 7: Side # 1: 1.82 Side # 2: 2.46

Arena #352: Turn #7 saw first place Side #4 scoring poorly allowing all of their opponents a chance to catch up. The top scoring team for the turn was Side #3 who increased their rating by a healthy 0.67 thanks to some timely CP attacks that moved them from fourth place to a strong contender for second. Of course Side #4 still has a firm lock on first place with a sizable lead but with another turn or two like this one we could see an upset.

Turn #8 saw continued high scoring by Side #3 which moved them solidly into second place. Another turn or two at this pace and they will be strong contenders for the lead which had seemed all but insurmountable since Turn #5. With such high scoring, damage is really starting take a toll and next turn we will likely see the game's first Bot casualties and the last of the Command Posts going up in smoke. The Best Bot Victory Rating is still 4.47.

T#6: S#1: 1.59 S#2: 1.94 S#3: 1.39 S#4: 2.88

T#7: S#1: 1.80 S#2: 2.14 S#3: 2.06 S#4: 2.98

T#8: S#1: 2.03 S#2: 2.42 S#3: 2.71 S#4: 3.35

Arena #353: Turn #3 saw everyone EXCEPT the first place Pilot scoring hits — a great chance to catch up! A number of the "teams" are now close enough to start cooperating (ie. gang up on targets!) which should have some devastating results. Currently we have one clear leader and three contenders for second place.

Turn #4 saw high scoring as everyone racked up at least one hit. We now have an extremely close battle for first place, a moderately close battle for third place, a clear fifth place leader and everyone else trailing far behind. Everyone is still in very good shape so no casualties are expected for the coming turn.

Turn # 2: Lowest: 0.13 Average: 0.76 Best: 2.17

Turn # 3: Lowest: 0.31 Average: 0.96 Best: 2.17

Turn # 4: Lowest: 0.51 Average: 1.27 Best: 2.67

Arena #354: Turn #3 saw Side #3 expanding their modest lead into a substantial one as they concentrate their attacks on enemy Command Posts. Side #2 has moved from a distant last place into a tie for second with Side #4. Meanwhile Side #1 experienced a very disappointing turn and are now well off the scoring pace. Next turn will likely see continued high scoring and perhaps the game's first CP Kill. The Best Bot Victory Rating is 3.25.

T#1: S#1: 0.18 S#2: 0.08 S#3: 0.00 S#4: 0.21

T#2: S#1: 0.32 S#2: 0.08 S#3: 0.69 S#4: 0.60

T#3: S#1: 0.35 S#2: 0.96 S#3: 1.52 S#4: 0.96

Arena #355 [FRAG 'DEN HENKER vs. THE LINE]: Turn #1 saw this contest getting off to a great start as both teams advanced aggressively, making good use of the available cover, and scored well. Side #1 has taken the early lead, though their scoring advantage is quite modest. With little cover available, next turn should see both teams continue to advance in order to "mix it up" at short range. The Best Bot Victory Rating is 0.60.

Turn # 1: Side # 1: 0.21 Side # 2: 0.19

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POST OFFICE BOX 214949

SACRAMENTO, CA 95821

www.ageforfun.com

Arena #356: This is a Standard Paced 2-Sided contest with a full nine Bots per team. Side #1 is fielded by the LENSMEN and weighs in at 570 tons. Side #2, also at 570 tons, sees the return of the BERSERKERS, one of the Arena's most experienced teams. A tough challenge for the LENSMEN but in their last outing they defeated the DYNACHROME BRIGADE — arch rivals to the BERSERKERS. The Arena contains sparse terrain features and a significant number of Hills and Ridges, a setting that will favor long range attacks. The weather is HOT and WET, the most difficult conditions for battle as Heat levels tend to rise as does the chance of falling. The makings of an interesting battle to be sure.

Arena #357: This is a special challenge match between the KZINTI FITHP and the DYNACHROME BRIGADE, a Standard Paced 2-Sided contest with a full nine Bots per team. Side #1 is fielded by the KZINTI FITHP and weighs in at 650 tons. Side #2 is fielded by the venerable DYNACHROME BRIGADE and weighs in at 670 tons. The weather is Moderate-Dry and makes for the perfect battle conditions. The Arena contains an interesting mix of features including an extended ridge and elongated building complex that will tend to focus the early stages of the battle along three channels which should have an interesting effect on tactics.

Coming Up: We are now taking applications for Arena #358. We are close to starting a new 2-Sided contest and have a Fast paced 4-Sided.

GAME RESULTS

This month saw the end of CTF Arena #350, a fiercely contested 4-Sided battle that saw surprisingly few casualties (one Bot and two CPs). Over the course of the battle the lead changed hands several times with three of the four teams in first place at various stages of the battle. Side #3 regained the lead on the last turn to win with a Victory Rating of 3.18! A victory for the SISTERS OF SILICON! Side #2, a team of unrelated independents, captured second place with an excellent rating of 3.12. Had they not suffered the game's ONLY Bot casualties the results would no doubt have been different. The Individual Victory was awarded to Captain Condor who captured a rating of 5.10 while piloting a Cobra for Side #2. Honorable mention goes to teammate Lt. Iron McIntyr who earned the game's second highest Victory Rating (4.07) along with the lowest Damage Rating (0.70) while piloting an Athena. Also worth mentioning is that Command Posts #2 and #4 both survived the contest and did so having scored significantly more damage than they themselves suffered. The winning Team Members were:

Brigadier General Helen Narena — 2.66
Major Buffy Skarbut — 3.21
Major Allison Chaynes — 3.88

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!
Brig. General Slanter Jax — 7.92
Major General Madmartigan — 7.82

Top Medium Bot Ratings

Lt. 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)

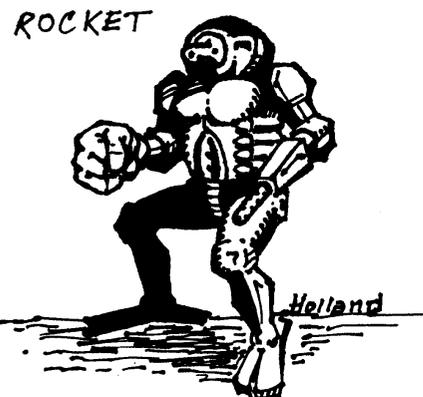
Major Odysseus — 6.07
Lieutenant Bad Karma — 5.67
Colonel Larry Underwood — 5.40

Top Medium Bot Pilots (3+ Game Average)

Major General Hawkeye — 4.34
Cadet 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

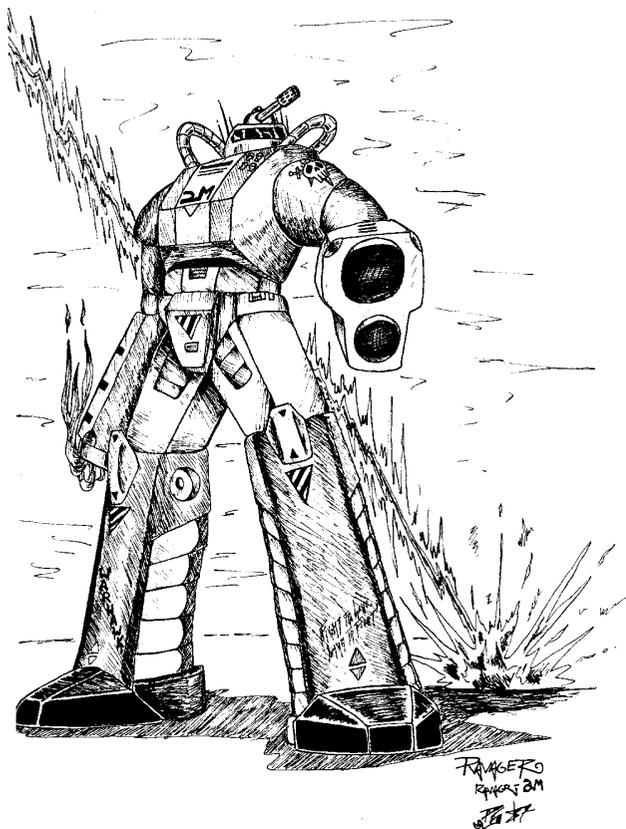
A#326 Side #2 (un-named) — 2.89
A#186 Side #2 (Centurions) — 2.87
A#327 Side #1 (Kzinti Fithp) — 2.83
A#294 Side #2 (4th Praetorian Guard) — 2.83
A#209 Side #2 (Black Company) — 2.83
A#346 Side #2 (Frag' Den Henker) — 2.82
A#114 Side #2 (Mechastorm) — 2.82
A#329 Side #1 (un-named) — 2.72

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



BULLETIN BOARD

Player Notice

Game 350 has just ended after ten turns. And I could be all modest about it (and nobody can claim that a 0.06 margin is a crushing win) but this is an historic occasion.

BGEN Helen Narena, the senior pilot (by far!) who had never had a team victory is buying for the house at Bot Med (and at Mother's, for those too stiff-necked to drink with the Ladies). BGEN Narena has completed her 12th arena with a Team Victory. She relinquishes her position to LT Johnathan Strange (9 arenas). May you not hold it nearly as long, Johnathan!

BGEN Narena's teammate, MAJ Allison Chaynes, relinquishes her third place standing in the never-got-a-victory list to LTC Hugh Capet (8 arenas) and rejoices that she avoided a tie with LT Strange. MAJ Chaynes' first words after leaping out of her Ronin (Heat was 157) and looking at the two blown torsos and missing leg and arm were: "How am I ever going to get the paint to match again?"

MAJ Buffy Skarbut had a team win before joining the Riot Grrrls, but is pleased with the result. Her VR was above her average and, when asked about her Crit Heat, said "Shucks, it was only 101. And that torso can be replaced, no sweat."

Good work by all teams, and we are looking forward to the next one.

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.

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 info package along with a special free gift. It's a great way to recruit a friend into the hobby.

SPECIAL EVENTS

We have had a special request for another 2x4 match. A 2x4 is basically 2-sided match (two teams) played out in a 4-Sided arena (each team has two Command Posts with half of the team deployed to defend each). Side #1 is deployed at Command Posts #1 and #2 (bottom and top of map respectively) while Side #2 is deployed at Command Posts #3 and #4 (left and right side of map). This makes for a very interesting situation with divided teams, two enemy CPs to attack and twice the Command Post targetting (from having two CPs which makes the opening rounds of combat very deadly).

The sponsors of this Special Event have requested eight Bot teams but haven't sent in their setups yet so, as of this writing, we are unsure of the game pace or team tonnages so you should contact us by email (CTF@ageforfun.com) or check the website (www.ageforfun.com). We are hoping to recruit a complete team of opponents but will accept a collection of small groups & independents if demand warrants it (no offense, but full teams are often easier and faster to recruit and would well match the opposition). Sign up now!

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:

<http://clubs.yahoo.com/clubs/conclavecodiichat>

[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 II

It's been quite a while since we revised the rule books resulting in a quite extensive "Best of the...." to keep track of the various rule changes. For a quick CTF fix to the problem we have revised the "Cheat Sheet" from section 8 of the Advanced Rule Book to include all the latest weapon changes and Move Order additions. This is available free for the asking or can be downloaded from our website (www.ageforfun.com).

Currently we are updating the original COD I rule book as well. The current one is so old it was last pasted up by hand! While working on the revision Duane found a large number of old graphics images that were never scanned into the computer. He spent nearly two weeks searching, scanning and cleaning images which should be a big boon to the newsletters. While most of the "new" images are fantasy illustrations for COD we discovered some CTF images as well, at least one of which will appear this issue.

Duane has taken on a host of new projects recently and it will take quite awhile to get to them all. However he does hope to get around to updating the CTF rule books as soon as time permits.