

THE COMMAND POST



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GAME NEWS

Arena #351: Turn #8 was the final turn of this interesting contest and saw Side #2 expanding their lead and winning the game. A victory for the Kzinti Fithp with one of the top 2-Sided Victory Ratings of all time! Side #1, despite scoring well this turn, suffered heavily as two of their seven Bots were forced to eject. The first to go was Cadet Dzham Greystar (Awesome VR=1.78, DR=2.91) who was almost immediately followed by Cadet Death Primus (Archer VR=2.68, DR=3.32). The Best Bot Victory Rating was 4.90.

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

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

Turn # 8: Side # 1: 2.02 Side # 2: 2.74

Arena #352: Turn #9 saw Side #4 retaking control of the scoring pace as they rapidly expanded their lead. No one can catch them at this point and with all of their Bots in good shape no one can knock them out either. With the victor clearly decided it's just a matter of who will survive and of maximizing the ratings. Speaking of survival, this turn saw Captain Dave Daring destroying Command Post #4 with Mega Missile fire from his Legionaire and, for the game's first Bot casualty, Cadet Flaxen Fury eject from her battered Legionaire (VR=1.34, DR=2.17). Next turn could see three additional Bot losses.

Turn #10 was the final turn of this marathon Arena and saw Side #4 still in the lead and winning the game! A victory for the BOT BUSTERS! The high scoring team for the turn was actually Side #2 but they and the rest of Side #4's opponents were so far behind it made no difference. This turn saw the game's second Bot casualty as Captain Man O. War ejected from his Legionaire (VR=3.76, DR=3.17). Three other Bots were close to destruction but all were able to hang on until the end. The Best Bot Victory Rating was still 5.07.

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

T#9: S#1: 2.26 S#2: 2.46 S#3: 2.91 S#4: 3.79

T#10: S#1: 2.34 S#2: 2.76 S#3: 2.99 S#4: 4.04

Arena #353: Turn #5 saw all but one of the participants scoring hits and a new scoring leader emerge! We have a very close battle for the top three positions with a mere 0.14 separating the first from third place Bot. Most everyone else is a full

point or more off the leaders' scoring pace and with nobody close to destruction it is going to be very hard to unseat the "rankers".

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

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

Turn # 5: Lowest: 0.74 Average: 1.52 Best: 3.02

Arena #354: Turn #4 saw an incredible scoring run by Side #2 as they very nearly doubled their rating. However this only put them solidly in second place as Side #3 remains in the lead. This turn saw the game's first casualty as Major Fenix destroyed Command Post #1 with a Mega Missile barrage from his Cobra. This marks the fourth CP Kill of his career. Next turn will likely see two additional CP Kills as many Pilots are concentrating their efforts on the "easy" points.

Turn #5 saw Side #3 still in the lead with Sides #2 and #4 tied for second place. The turn's top scoring team was actually Side #4 who increased their rating by an impressive 0.78. This turn saw the game's second CP Kill as Lieutenant Vincint Mors destroyed Command Post #3 with Mega Missile fire from his Wyvern. This could be an important event as it means that first place Side #3 no longer receives their CP targeting bonus. Next turn will likely see more CP Kills and perhaps the first Bot casualty. The Best Bot Victory Rating is 4.82.

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

T#4: S#1: 0.68 S#2: 1.88 S#3: 2.12 S#4: 1.50

T#5: S#1: 0.94 S#2: 2.29 S#3: 2.58 S#4: 2.28

Arena #355 [FRAG 'DEN HENKER vs. THE LINE]: Turn #2 saw Side #2 driving forward near the right flank (Dir.3) attempting to storm a strategically held lake. Unfortunately this maneuver has left the attacking force vulnerable to a flank attack with a well entrenched foe in front of them — not a promising situation. This turn saw little change in the comparative scoring as the teams are virtually tied.

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Turn #3 saw Side #1 retaking the lead as the battle remains close. Concentrated attacks seem to be the order of the day resulting in two Bots being close to destruction and a third all but disabled — and it's still early in the contest! The battle for the lake seems to be the center of attention and it is not going well for Side #2. The Best Bot Victory Rating is 1.22.

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

Turn # 2: Side # 1: 0.43 Side # 2: 0.44

Turn # 3: Side # 1: 0.75 Side # 2: 0.69

Arena #356 [LENSMEN vs. BERSERKERS]: Turn #1 saw this game getting off to an exciting start as Side #1 takes the early lead. Both teams are scoring well and are making good use of the available cover. For two Pilots the first turn was less than stellar as they both suffered injuries from head hits. It looks like the first major clash will occur on the left flank where the Bots are almost in melee range.

Turn #2 saw Side #2 closing the ratings gap as the teams are now within one Victory Point of each other. Side #2 is proving to be very aggressive and has closed to melee range on the left flank (Dir.7) and center. Side #1 seems to be counting on their Command Post for support as they are really hanging back — an unusual strategy! Next turn should be interesting as each team tries to make the best of the available terrain in close order maneuvers. The Best Bot Victory Rating is 0.85.

Turn # 1: Side # 1: 0.19 Side # 2: 0.16

Turn # 2: Side # 1: 0.43 Side # 2: 0.42

Arena #357 [KZINTI FITHP vs. DYNACHROME BRIGADE]: Turn #1 saw this contest getting off to a great start as we have a tie for the lead! Only slightly more than half of the participants scored hits this turn so the action is just getting started. Both teams seem to be making good use of the available terrain and next turn should see some exciting action as the participants battle for position.

Turn #2 saw Side #1 moving into the lead as the scoring remains close. Both teams are really mixing it up on the flanks while the battle in the center remains at long range. Skillful use of terrain remains the order of the day as these two veteran teams continue to jockey for position. The Best Bot Victory Rating is 1.03.

Turn # 1: Side # 1: 0.12 Side # 2: 0.12

Turn # 2: Side # 1: 0.33 Side # 2: 0.27

Arena #358: This is a Standard Paced 4-Sided contest with the standard three Bots per team. Side #1 weighs in at 210 tons and consists of three independents, one of which is a rookie Pilot. Side #2 is an un-named team of veteran Pilots which also weighs in at 210 tons. Side #3 is jointly fielded by WASP and the SISTERS OF SILICON and weighs in at 200 tons. Side #4 sees the debut of The Wrecking Crew, an un-official subgroup of the KZINTI FITHP, with a combined weight of 200 tons. The teams are surprisingly well matched in terms of Pilot experience and team tonnages. The Arena

contains an unusual number of lakes on the north side of the map and a large number of buildings everywhere else. Typically such an arrangement encourages “camping” (finding good cover and digging in) but such tactics are often inconsistent with general 4-way strategies. It will be interesting to see how things develop. This should be a good match to watch!

Turn #1 saw Side #2 taking a surprisingly strong early lead with Side #3 in a distant second place and Sides #1 and #4 neck-and-neck for third. Of course Side #2's great scoring effort is easily explained — they were the only team to launch CP attacks! This is a trend that is unlikely to continue and Side #2 is likely to face a fierce scoring challenge in the coming turns. And, of course, the two Command Posts currently under attack are mounting an effective defense. The Best Bot Victory Rating is 0.73.

T#1: S#1: 0.17 S#2: 0.49 S#3: 0.20 S#4: 0.16

Coming Up: We are now taking applications for Arena #358. We are close to starting a new 2-Sided contest, a 4-Sided contest and our special 2x4 match!

GAME RESULTS

This month saw the end of CTF Arena #351. Side #2 captured the Team Victory with a rating of 2.74 — one of the highest 2-Sided ratings of all time! A great victory for the KZINTI FITHP! Despite this significant achievement, Side #2 failed (just barely) to destroy the enemy Command Post. The game's only two Bot casualties were suffered on the final turn and saw Side #1 with a 28% casualty rate with only a CP loss for their opponents. The Individual Victory was awarded to Major John “Sticky” Wicket who earned a rating of 4.90 while piloting a Cobra — the fourth IV of his career. Honorable mention goes to Lt. General Bastlor Grumock who, while piloting a Cobra, earned the game's 4th highest Victory Rating (3.80) and its lowest Damage Rating (0.38) [Ed: Coincidentally, his VR was exactly 10 times his DR!]. The winning Team Members were:

Colonel Vicomte Ve Valmont — 1.79

Major Madge McHinery — 3.86

Lieutenant Mick Stone — 3.30

Major Nero Nightgaunt — 1.87

Colonel Rock M. Hard — 2.20

Major John “Sticky” Wicket — 4.90

Lt. General Bastlor Grumock — 3.80

This month also saw the end of CTF Arena #352, a 4-Sided contest. Side #4 captured the lead on Turn #3 and quickly left their opponents in the dust with little hope of victory. Side #4 eventually won the contest with a rating of 4.04 — a great victory for the Bot Busters and one of the best 4-Sided ratings of all time! The Individual Victory was awarded to Lieutenant Tlepolemus who earned a rating of 5.07 while piloting a Raptor. This is one of

the best Medium Bot ratings of all time and gives him one of the best Medium Bot averages as well (3.46). Not only was his scoring performance outstanding but he also enjoyed by far the game's lowest Damage Rating (0.60). The winning Team Members were:

Captain Jerek Loren — 4.10
Lt. Colonel Slime Sledge Hammer — 2.95
Lieutenant Tlepolemus — 5.07

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!
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#351 Side #2 (Kzinti Fithp) — 2.74
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

SPECIAL EVENTS

We have had a special request for another 2x4 match. A 2x4 is basically a 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 the map respectively) while Side #2 is deployed at Command Posts #3 and #4 (left and right side of the map). This makes for a very interesting situation with divided teams, two enemy CPs to attack and twice the Command Post targeting bonus (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 message boards:

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

Recently we have been experiencing a major upturn in activity for The Crack Of Doom I. Not only are we getting a lot more turns but we are also seeing a number of new signups and info requests. Not bad for a 15 year old game. But then if you want to fight a fantasy campaign, COD I is the place to do it. Pick up an NPC position and you can quickly field a force of THOUSANDS and join in on the fun of an ongoing world war! The principal participants are some of the sharpest minds in PBM — they really know strategy! Not to mention knowing how to maximize the effectiveness of their forces (along with magical and divine elements).

To take advantage of the recent upsurge in game momentum, AGE has been working to improve things for everyone. Debbie has upgraded the turn sheets while Duane has finally finished the long awaited COD I Rule Book version 4.0. This is the first serious update in ten years. We adopted a new "easier to read" format, made a host of corrections for things that have changed over the years, added a new character class, provided a host of information on tactics and Standing Combat Orders, a bunch of new artwork and all the new rule changes previously covered in the Cosmic Balance. While you can certainly hang on to your old tattered version 3.0 (or earlier, which are bound to be collectors' items) and use the Best Of The Cosmic Balance for reference, we heartily recommend picking up a copy of the latest version (See Special Offers). You won't be disappointed!

SPECIAL OFFER

As previously announced, the COD I Rule Book version 4.0 is now available. Normally it would cost \$6.00 to purchase but for requests that are received by AGE during the month of April we will drop the price to only \$5.00. Or, send a check for \$100 or more to your existing account (again, received by AGE in April) and we will send you A FREE copy (but only if you ask for one and the request is sent along with the payment!).

Good Gaming!

Debbie & Duane