

THE COMMAND POST



Issue # 163

May 2001

GAME NEWS

Arena #353: Turn #6 saw some fairly high scoring as all but one of the participants scored hits. We now have two Bots close to destruction and a close battle for second place and fourth place. The first place Pilot is becoming well entrenched and is going to be very difficult to beat as the situation now stands.

Turn #7 saw the first place Pilot continue to expand his/her lead to the point where they now appear unbeatable. The position of second place appears almost equally solidified. We do have a fierce battle shaping up for third place. Of course Bot casualties could radically change the outlook and we now have three Bots close to destruction and at least one already has his finger on the eject button.

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

Turn # 6: Lowest: 0.83 Average: 1.81 Best: 3.62

Turn # 7: Lowest: 1.11 Average: 2.13 Best: 4.48

Arena #354: Turn #6 saw Side #3 expanding their lead as the last of the CPs went out with a bang. The first to go was Command Post #4, destroyed by a Mini Missile strike from Lt. 'Guns' Anne Rosas' Warmachine — her first ever CP Kill after four completed contests! This was quickly followed by the destruction of Command Post #2 which was eliminated by a Mega Missile blast from major Smack Dabney's Archer. With all the CPs now gone, combat is bound to get more deadly! The Best Bot Victory Rating is 5.15.

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

T#6: S#1: 1.00 S#2: 2.63 S#3: 2.94 S#4: 2.64

Arena #355 [FRAG 'DEN HENKER vs. THE LINE]: Turn #4 saw Side #1 expanding their lead as they begin to dominate their opponents. This turn saw the game's first Bot casualty as Colonel "Nasty Nac" Egabrag ejected from his Cobra (VR=1.02, DR=3.28). This turn's loss not only leaves Side #2 behind in the scoring but also outnumbered eight Bots to nine. An expected casualty for the upcoming turn will likely only make the situation worse. The Best Bot Victory Rating is 1.73.

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

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

Turn # 4: Side # 1: 1.01 Side # 2: 0.88

Arena #356 [LENSMEN vs. BERSERKERS]: Turn #3 saw a dramatic change of fortunes as Side #2 pulled into a strong lead. Up to this point the scoring had been very close. Both teams are maneuvering aggressively and the heavy, close-in fighting could result in the game's first casualties starting next turn. The Best Bot Victory Rating is 1.37 (tie!).

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

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

Turn # 3: Side # 1: 0.65 Side # 2: 0.82

Arena #357 [KZINTI FITHP vs. DYNACHROME BRIGADE]: Turn #3 saw Side #2 closing the ratings gap resulting in a virtual tie for the lead! While the two teams are really mixing it up along the flanks, the battle for the center remains at long range. Neither team seems to have an advantage in terms of position or scoring potential at the moment so we can expect some intense fighting as each seeks to garner an edge over their foes. The Best Bot Victory Rating is 1.60.

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

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

Turn # 3: Side # 1: 0.62 Side # 2: 0.61

Arena #358: Turn #2 saw some intense scoring as three of the four CPs came under heavy fire. Side #2 rapidly expanded their lead, increasing their rating by all most a full point in a single turn! Side #4 has now taken over second place with Sides #3 and #1 trailing far behind.

Turn #3 saw Side #2 expanding their lead as they continued to score at what could be a record-setting rate. Sides #3 and #4 also scored quite well but are falling seriously behind the pace. This turn saw the game's first Kill as Major Merlin destroyed Command Post #3 with Mega Missile fire from his Legionaire. This marks his first ever CP Kill in seven completed contests. The scoring pace should slow dramatically with the coming turn as we

Published and Copyright By:

ADVANCED GAMING ENTERPRISES

POST OFFICE BOX 214949

SACRAMENTO, CA 95821

www.ageforfun.com

have already lost one CP and are about to lose another. The Best Bot Victory Rating is 3.10.

T#1: S#1: 0.17 S#2: 0.49 S#3: 0.20 S#4: 0.16
T#2: S#1: 0.41 S#2: 1.42 S#3: 0.58 S#4: 0.92
T#3: S#1: 0.64 S#2: 2.12 S#3: 1.20 S#4: 1.54

Arena #359: This is a Standard Paced 4-Sided contest with three Bots per team. Side #1 is fielded by the Riot Grrrls, an unofficial subteam of the SISTERS OF SILICON, and weighs in at 200 tons. Side #2 is an un-named team of three veteran Pilots with a combined weight of 210 tons. Side #3 is fielded by the BOT BUSTERS of the KZINTI FITHP and is the lightest of the four teams at 180 tons. Side #4 sees the triumphant return of the colorful IMMORTALS who weigh in at 210 tons. This should be an exciting match as all four teams are well-balanced in tonnage and Pilot experience. The Arena has an unusual terrain configuration and features a large number of Gullies including some of the largest ever seen. [Ed: One is so big you can fight a multi-Bot battle of maneuver in it, barely exposed to the rest of the Arena!]. The weather is a perfect Moderate-Dry so it will not be a factor.

Arena #360: This is a Standard Paced 2-Sided contest with a full nine Bots per team. Side #1 weighs in at 560 tons and is fielded by the KZINTI FITHP with the support of one independent Pilot. Side #2 is quite a bit heavier at 600 tons and sees the return of the LEGION OF WAR which is also supported by a lone independent Pilot. The Arena, particularly in the center, contains a fairly dense terrain mix including a large number of Heavy Buildings. With so much excellent cover available Pilots will have to adjust their tactics to avoid protracted and unproductive firing duels.

Coming Up: We are now taking applications for Arena #361. We are close to starting a new Standard Paced 2-Sided contest for small groups and indendents! If you are part of regular team this is a chance to play with some new faces and perhaps face off against your regular teammates.

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.

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
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
Lieutenant 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

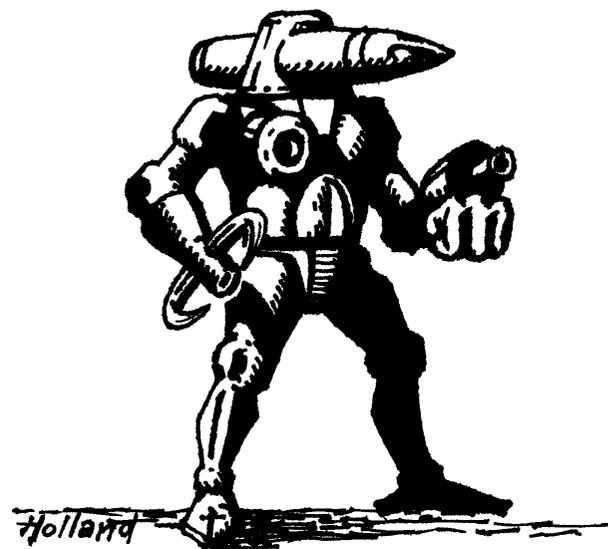
Pilots With The Most Individual Victories
General Solo McIntres — 7

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

WARMACHINE



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#348 Side #1 (Lensmen) — 2.77
 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
 A#310 Side #2 (Assass/Intrepid Ent) — 4.12

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

BULLETIN BOARD

Player Notice

To: Lady Death
 From: Lady Death Primus [PN261]

I am ready whenever you are. I await your answer. What game and what Bot do you wish to duel with? What say you? Equal Bots or just same tonnage? I am waiting.

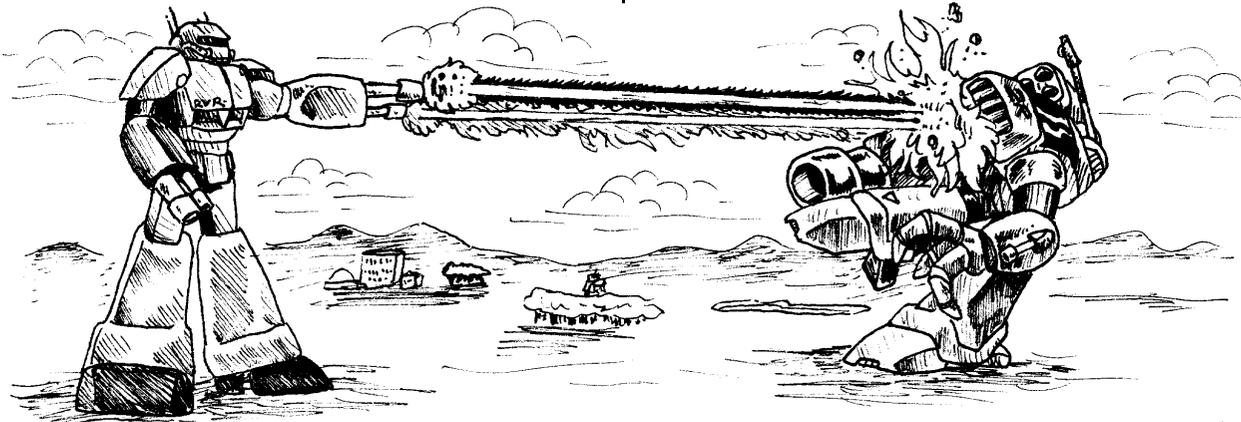
+ + + + +

Player Notice

CARVER 'ARTOUT (singing): Here we come to save the day... the IMMORTALS are on the way...

HANDSOME BLADE HAMMERSON: That is if we get in the game...

PANCHO VILLA: Arriba, arriba!



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.]

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

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.

COMPANY NEWS

Times have been tough for Play-By-Mail. For the last couple of years the market has been "soft" and all of the print publications have disappeared. That's the bad news. The good news is that the drought appears to be over! Yay! Sales have been up for several months and many new players are entering the hobby. AGE has built up quite a bit of momentum over the last several months and we want to keep it going. One way, of course, is to continue to improve and expand our products, which we are doing. Another is advertising. We have been doing quite a bit of direct mail (sending out fliers) which has met with some success, as well as some internet postings but we want to do more. This is where you come in. If you have any friends that might be interested in our products, tell them about us or send us their address and we'll send them information. If you are planning to attend a convention (gaming, sci-fi, whatever) where you

think attendees might be interested, let us know and we'll send you some fliers to place on the hand outs table.... Likewise, if you know of any other advertising/promotional opportunities let us know. If we can work together to build up the player base it helps everyone. Thank you!

SPECIAL EVENTS

We regret to announce that the 2x4 match has been cancelled. The event sponsors got tired of waiting and instead jumped into a regular 2-Sided contest.

We are pleased to announce our ELEVENTH annual CTF Championship Tournament! CTF has always been a game of skill and there certainly are a lot of great tacticians out there. This is the world's opportunity to see who really is the best of the best. Who will be crowned Champion of the Arena for 2001? Will last year's Champions (Ridir Nightflow, Whiplash, and Two-Fer) be able to repeat their success? Or will we herald the victories of a new set of Champions?

The tournament is limited to the first 12 participants for a Free-For-All match which is expected to begin on July 1st, 2001 (our company anniversary). It will be a Standard Paced contest but players may pick the fastest turn pace (between 14 to 21 days) acceptable to them. Turn Fees for THIS GAME ONLY will be raised to \$4.50 per turn (including the setup) to help cover the prizes. Prizes? That's right, we will be awarding a total of \$100.00 in game credits to three Pilots with the highest Victory Ratings: \$50.00 for First place, \$30.00 for second and \$20.00 for third. But that's not the real prize. The REAL prize is the glory of being crowned the BEST OF THE BEST. Are you up to the challenge? Go for it! [Note: Anticipation is high as a number of setups have already been received.]

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

SPECIAL OFFER

Get a friend to signup for any of our products during the month of May and we will give you one FREE turn (ie. \$4.00 in game credits). To be eligible your friend must not currently play any AGE product and must send \$20 or more to open their account (which gets them a FREE rule book), MUST include a completed setup form so they can start playing right away and MUST mention your name and account number as the player who recruited them. This is a VERY limited offer so get out their and start recruiting!

Debbie & Duane