

THE COMMAND POST



Issue # 164

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GAME NEWS

Arena #353: Turn #8 saw a dramatic turn of events as we saw the game's first casualties. The first to go was Cadet Billy Tomahawk who was slain after his Ravager suffered a fatal Mini Missile strike to the Right Front Torso from Cadet Farron Two Die's Zephyr. Both were rookie Pilots in their very first Arena. Also lost this turn was Cadet Nathan Kent who was forced to eject from his battered Cyclops (VR=1.13, DR=2.67). Next turn could see three more Bots on the chopping block as the casualty rate continues to climb.

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

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

Turn # 8: Lowest: 1.87 Average: 2.73 Best: 4.93

Arena #354: Turn #7 saw Side #3 expanding their lead as their opponents all scored poorly. It looks like Side #3 has a solid lock on the lead that will be very hard to beat. Sides #4 and #2 remain in a dead heat for second place with Side #1 trailing in a very distant last place. Next turn could see the game's first Bot casualty as the rigors of combat take their toll. The Best Bot Victory Rating is 5.65.

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

T#7: S#1: 1.10 S#2: 2.75 S#3: 3.28 S#4: 2.76

Arena #355 [FRAG 'DEN HENKER vs. THE LINE]: Turn #5 saw Side #1 expanding their lead as they enjoyed their highest scoring turn yet. Side #2 is still in the running but are going to be hard pressed to keep up as they suffered their second Bot casualty in a row, leaving them outnumbered seven Bots to nine. This turn's loss occurred when Brigadier General Richard Shadowhand ejected from his Ronin after having his Right Front Torso blown out (VR=1.22, DR=2.72). The Best Bot Victory Rating is 2.36.

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

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

Turn # 5: Side # 1: 1.39 Side # 2: 1.16

Arena #356 [LENSMEN vs. BERSERKERS]: Turn #4 was rather a mixed bag for Side #1. On the one hand they were able to close the ratings gap and are within striking distance of the lead. On the other they suffered the game's first casualty. This occurred when Captain Sebastian Shaw ejected from his Hellhound (VR=1.05, DR=2.27). Next turn

could see an additional Bot go down as well as some high scoring CP attacks.

Turn #5 saw both teams scoring well with little change in the comparative ratings. However, the battle continues to deteriorate for Side #1 as they suffered their second Bot casualty when Colonel Otto von Braun ejected from his Cobra (VR=1.17, DR=2.35). now outnumbered seven Bots to nine, Side #1 will be hard pressed to keep up with the scoring pace. The Best Bot Victory Rating is 2.10.

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

Turn # 4: Side # 1: 0.96 Side # 2: 1.06

Turn # 5: Side # 1: 1.29 Side # 2: 1.41

Arena #357 [KZINTI FITHP vs. DYNACHROME BRIGADE]: Turn #4 saw no change in the comparative ratings as the game remains a virtual tie. This has been the case for three of the four turns — talk about a close match! The two teams are really mixing it up with neither side having a clear advantage in terms of position. Next turn could see the game's first casualty which should shake things up a bit.

Turn #5 saw Side #1, for the second time so far, taking a slight lead in what had otherwise been a dead heat. Unfortunately this may be short lived as Side #1 suffered the games first casualty as Major Condor Zail ejected from his Cobra (VR=0.80, DR=1.32?). Major Zail's appears a tad premature but he was down to six Engines with a rear torso destroyed. Next turn will likely see another casualty. The Best Bot Victory Rating is 2.48.

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

Turn # 4: Side # 1: 0.93 Side # 2: 0.92

Turn # 5: Side # 1: 1.26 Side # 2: 1.21

Arena #358: Turn #4 saw Side #4 making a stunning comeback which puts them into easy striking distance of the lead. Side #2 has had a solid lock on the lead since Turn #1 but now they have some serious opposition to contend with. This turn saw the game's second Bot casualty as Captain Hammerhead destroyed Command Post #1 with

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Mega Missile fire from his Raptor. Next turn could see one, and possibly two additional CP Kills. The Best Bot Victory Rating is 3.47.

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

T#4: S#1: 0.87 S#2: 2.35 S#3: 1.52 S#4: 2.27

Arena #359: Turn #1 saw Side #3 taking a surprisingly strong early lead with Side #2 in a steady second place and the rest, while scoring well, trailing behind. The battle seems to be shifting toward the eastern (Dir.3) side of the Arena which would tend to favor Side #3 at the expense of Side #4. Next turn should see the first CP assaults. The Best Bot Victory Rating is 0.68.

T#1: S#1: 0.13 S#2: 0.20 S#3: 0.40 S#4: 0.18

Arena #360 [KZINTI FITHP vs. LEGION OF WAR]: Turn #1 saw this contest getting off to a great start. Side #1 has the early lead though the ratings are very close with only half the Pilots scoring hits this turn. Side #1 has opted for an unusual deployment. Previously unseen terrain features could either greatly help or seriously hurt their battle plans however, depending on what they have planned. It will be interesting to see how things develop. The Best Bot Victory Rating is 0.90.

Turn # 1: Side # 1: 0.13 Side # 2: 0.11

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 independents! If you are part of a regular team this is a chance to play with some new faces and perhaps face off against your regular teammates. Give it a go! We are also preparing for the 2001 Tournament of Champions! Your chance to compete with the best AND win FREE game credits!

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 Slanter Jax — 7.92

Major General Madmartigan — 7.82

Captain Condor — 7.65

Colonel Otto Von Braun — 7.52

Major Odysseus — 7.45

General I.B. Tryon — 7.40

Major Eric Sunsword — 7.30

Colonel Artemis — 7.18

Colonel Phantom Shadow — 7.15

Top Medium Bot Ratings

Colonel Slime Sledgehammer — 6.37

Major Roger Dawkins — 6.20

Lt. Colonel Chico Delgado — 5.87

Lt. Colonel Egoan Mor — 5.51

Lt. Colonel Draka Deathdealer — 5.39

Lieutenant Brian Boru — 5.30

Major General Hawkeye — 5.16

Major Tlepolemus — 5.07

Cadet Bili The Axe — 4.99

Colonel Merlin D'Arcy — 4.76

Top Heavy Bot Ratings

Captain Mack Ross — 5.60

Captain Achilles — 5.21

Major Embo Slamboa — 5.01

Lieutenant Hagen — 4.99

Captain Krunch — 4.86

Brig. General Botman — 4.80

Colonel Oliver Stone — 4.75

Lt. Colonel Storm Chanter II — 4.60

Major Cannon Fodder — 4.52

Major Dana Malh — 4.48

Top Light Bot Pilots (3+ Game Average)

Major Odysseus — 6.07

Lieutenant Bad Karma — 5.67

Colonel Larry Underwood — 5.40

General Kael — 5.32

Captain Condor — 5.17

General Riva Irongrip — 4.91

Major U.B.1 Snotlicker — 4.77

Lt. Colonel Ian McTaggart — 4.73

Brig. General Botman — 4.66

Major General Madmartigan — 4.62

Top Medium Bot Pilots (3+ Game Average)

Major General Hawkeye — 4.34

Lieutenant Stephen Maturin — 3.83

Lt. Colonel Draka Deathdealer — 3.69

Captain Whiplash — 3.51

Major Tlepolemus — 3.46

Colonel Merlin D'Arcy — 3.39

Lieutenant Ian Sane — 3.31

Major Odysseus — 3.26

Brig. General Gojoni — 3.21

Cadet Lady Sif — 3.16

Top Heavy Bot Pilots (3+ Game Average)

Lt. Colonel Augustus — 3.57

Lt. General Blood Shredder — 3.48

Major Cannon Fodder — 3.41

Lieutenant Hagen — 3.36

Brig General Botman — 3.30

Captain Antannyn Rykkr — 3.27

Captain Vercingtorx — 3.25

Captain Krunch — 3.24

Major General Madmartigan — 3.20

Lieutenant Marc Aragon — 3.16

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#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 (Assassi/Intrepid Ent) — 4.12

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

FALLEN HEROES

CTF Arena #353 Turn #8
Cadet Billy Tomahawk VR= 1.11 DR= 2.04

Let us mourn the passing of our fellow Bot Pilot.

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 Berserkers [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>

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 & II)? If so, send us their name and address and we will send them our massive information package along with a free gift. It's a great way to recruit a friend into the hobby.

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.

SPECIAL EVENTS

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

July 1st is a special date for us here at Advanced Gaming Enterprises as it marks the FIFTEEN year anniversary of our first processing turns for the original Crack of Doom Playtest (the company itself was actually formed several months earlier). In celebration and to show our gratitude for your dedicated and enthusiastic support we have the following special offer: Send in a single check for \$50.00 or more for your CoD or CTF account during the month of JUNE and we will deposit that money PLUS an additional \$4.00 into your account. That's right, an additional four extra dollars game credit, FREE! It's just our way of saying Thank You! [Note: This is a 'CASH ONLY' offer that includes checks and Money Orders but NOT payments made by Credit Card.]

Good Gaming!

Debbie & Duane

