

THE COMMAND POST



Issue # 165

July 2001

GAME NEWS

Arena #353: Turn #9 saw some strong scoring as almost everyone scored hits. As we enter into the final turn, first and second place appear locked with somewhat of a battle for third place. However all but three of the surviving Bots are close to destruction including five of the top six high scorers. In other words, when you take into account potential casualties the game is still up for grabs!

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

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

Turn # 9: Lowest: 2.11 Average: 3.07 Best: 5.45

Arena #354: Turn #8 saw Side #3 still in the lead but Side #4 was able to make some progress toward closing the ratings gap. Side #1, though in a very distant last place, scored well this turn beating out two of their three competitors. Next turn could see this game's first Bot Kill.

Turn #9 saw Side #4 continuing to close the ratings gap as they desperately try to reclaim the lead. With but one turn remaining they still have a chance, though a slim one. This turn saw the game's first Bot casualty as Lieutenant Radtheon Gak ejected from his Cyclops (VR=1.60, DR=2.94). The Best Bot Victory Rating is 5.65 (still).

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

T#8: S#1: 1.30 S#2: 2.86 S#3: 3.41 S#4: 2.99

T#9: S#1: 1.41 S#2: 2.89 S#3: 3.66 S#4: 3.35

Arena #355 [FRAG 'DEN HENKER vs. THE LINE]: Turn #6 saw a tremendous effort by Side #2 that saw them able to close the ratings gap slightly despite being down by two Bots. This turn they suffered yet another casualty when their Command Post was destroyed after suffering a Heavy Laser blast from Lt. Colonel Horatio K. Boomer's Mercury. Next turn will likely see another CP Kill.

Turn #7 saw continued success by Side #2 as they once more closed the ratings gap. This turn also saw a measure of retaliation as they inflicted the first casualty on Side #1. This occurred when Major Damian Blackheart destroyed Command Post #1 with a Battle Blade thrust from his Avenger. Next turn will likely see the game's third Bot casualty. The Best Bot Victory Rating is 3.11.

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

Turn # 6: Side # 1: 1.69 Side # 2: 1.49

Turn # 7: Side # 1: 1.93 Side # 2: 1.79

Arena #356 [LENSMEN vs. BERSERKERS]: Turn #6 saw Side #1 making an unexpected comeback despite being outnumbered seven Bots to nine due

to casualties. The ratings are now their closest since Turn #2 and Side #1 is in easy striking distance of the lead but the situation does not look promising and they will be hard pressed to keep up the scoring pace. Next turn could see two new Bot casualties and perhaps the first CP Kill. The Best Bot Victory Rating is 2.86.

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

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

Turn # 6: Side # 1: 1.61 Side # 2: 1.66

Arena #357 [KZINTI FITHP vs. DYNACHROME BRIGADE]: Turn #6 saw Side #1 expanding their despite suffering their (and the game's) second Bot casualty. This occurred when Major Neven was forced to eject from his Goliath (VR=1.76, DR=3.30). This leaves Side #1 outnumbered seven Bots to nine. Next turn should see a comeback from Side #2 as they are well deployed to exploit their superior numbers. The Best Bot Victory Rating is 2.62.

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

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

Turn # 6: Side # 1: 1.61 Side # 2: 1.46

Arena #358: Turn #5 saw another impressive scoring effort by Side #4 which thrust them into the lead by a large margin, unseating Side #2 which had been in first place since Turn #1. This turn saw the game's third CP Kill as Major America (formerly Captain America) destroyed Command Post #2 with Mega Missile fire from his Athena. Next turn will likely see the last of the CP Kills and perhaps two Bot casualties. The Best Bot Victory Rating is 3.82.

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

T#5: S#1: 1.06 S#2: 2.63 S#3: 1.86 S#4: 3.02

Arena #359: Turn #2 saw a stellar scoring effort by Side #3 that gave them a HUGE lead over their foes — more than triple the rating of their nearest competitor! Of course most of their Victory Points have come from aggressive CP attacks so their foes will have ample opportunity to catch up, as long as they don't wait too long....

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Turn #3 saw Side #3 expanding their lead as they continue to enjoy a tremendous scoring run (obviously fueled by relentless CP attacks). Second place Side #2 also scored well but are now almost a full point behind the first place Side #3. Side #3's scoring pace will likely slow for the coming turn as the focus for much of their attention (and Victory Points) was destroyed when Major Tlepolemus took out Command Post #1 with Mega Missile fire from his Raptor. [Note: This turn was processed five days BEFORE the Due Date because everyone got their turns in early.] The Best Bot Victory Rating is 2.28.

T#1: S#1: 0.13 S#2: 0.20 S#3: 0.40 S#4: 0.18
 T#2: S#1: 0.41 S#2: 0.40 S#3: 1.24 S#4: 0.28
 T#3: S#1: 0.96 S#2: 1.19 S#3: 2.11 S#4: 0.56

Arena #360 [KZINTI FITHP vs. LEGION OF WAR]: Turn #2 saw surprisingly low scoring with less than half of the participants actually scoring hits. Side #2 was able to close the ratings gap during this lackluster turn and now the teams are virtually tied for first place. Side #2 has formed up into two attack columns with skirmishers to guard the flanks. Side #1 has unexpectedly pulled back much of their center and left (Dir.7) to defend the CP. This is turning out to be a very unusual contest. The Best Bot Victory Rating is still 0.90.

Turn # 1: Side # 1: 0.13 Side # 2: 0.11
 Turn # 2: Side # 1: 0.23 Side # 2: 0.22

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 also need just one more three Bot team for a Fast Paced 4-Sided contest not to mention the three openings remaining in the 2001 Championship.

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 Bastlor Grumock
 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

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

BULLETIN BOARD

Player Notice

To: Lady Death Primus (PN261)
From: THE Lady Death (PN678)

I'm always ready.

I propose that myself, and two (2) of my Death dealing Friends, enter a 4-Sided game along with you and two (2) of your lackeys, and then we can play a game-within-a-game.

Just remember to note on your setups you only wish to play in a 4-Sided game that includes the true Lady Death (PN678).

Our setups are going to AGE with this Player Notice.

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Player Notice

To: Pilots, Arena #354
From: W.D. Commander DWAK

Well, my brother Pilots, the sweet lady Victory has smiled upon me and my team this game. I honor those who fought well even as they hit my teammates and myself. I love to win, but I love to play the game of strategy even more. I hope to meet and grapple with you all again in the near future.

Regards,

Whispering Death
Cmdr Team DWAK

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Player Notice Arena #354

To: All Losing Teams
From: E.X. Stealth 1, Eye of the DWAK-winning team

I guess it was mean of us on Turn One to allow all of you to score more points than us, and then take the lead on Turn Two. We thought it would be much harder to take the lead that WE allowed all of you losers to have. But, look who we are playing with. For one — the Sisters! We knew we were going to win. And of course the all time trash, Slanter Jax, EX-member of our winning team. I look forward to your future funeral.

— May Love Fill You All —

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Player Notice Arena #359

Carver 'Artout: My goodness. Helen, Buffy and Allison, all together in the same game. I wonder if they'd like to dance?

Handsome Blade Hammerson: Not with me the don't! They always want to lead.

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>

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.]

UPDATE: We are extending the deadline slightly as we have three openings left for the 2001 Championship. If you want in you had better hurry....

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

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

POSTAGE RATE INCREASE

Effective 7/1/01 the Post Office has raised rates for the second time this year. While there are many changes the most significant to the majority of our customers are as follows:

1st Class (1 ounce): \$0.34 (no change)
Each Additional ounce: \$0.23 (up 2 cents)

Priority Mail (1 pound): \$3.50 (no change)
Express Mail (1/2 pound): 12.45 (up 20 cents)

Post Cards: \$0.21 (up 1 cent)
Money Orders: \$0.90 (up 15 cents)

