

# THE COMMAND POST



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## **GAME NEWS**

Arena #355 [FRAG 'DEN HENKER vs. THE LINE]: Turn #9 saw Side #1 expanding their lead as both teams continue to score well. With only one turn remaining Side #1 would appear to have a lock on the team victory. However the situation remains tense as Side #1 struggles to set a new high scoring record and four of the remaining sixteen Bots battle for survival. The Best Bot Victory Rating is 3.87.

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

Turn # 8: Side # 1: 2.24 Side # 2: 2.03

Turn # 9: Side # 1: 2.54 Side # 2: 2.25

Arena #356 [LENSMEN vs. BERSERKERS]: This Arena had seen seven turns of very close scoring. Turn #8 changed all that as Side #2 took a commanding lead. This is not really unexpected as they now (due to casualties) outnumber their opponents nine Bots to five and proceeded to destroy the enemy Command Post. This occurred when Lt. Colonel Bonzai Bones finished off CP #2 with a Mega Missile attack from his Hurricane.

Turn #9 was the last of this contest and saw Side #2 continuing to expand their lead and win the game! A victory for the BERSERKERS! This turn saw no new casualties though six of the surviving fourteen Bots were close to destruction by game's end. The Best Bot Victory Rating was 4.16.

Turn # 7: Side # 1: 1.84 Side # 2: 1.94

Turn # 8: Side # 1: 1.95 Side # 2: 2.33

Turn # 9: Side # 1: 2.14 Side # 2: 2.60

Arena #357 [KZINTI FITHP vs. DYNACHROME BRIGADE]: Turn #8 saw virtually no change in the comparative ratings as Side #1 maintains a steady lead. Surprisingly there were no casualties but by turn's end four of the surviving fifteen Bots as well as one of the Command Posts were close to destruction.

Turn #9 sounded like a popcorn popper as three Pilots ejected and one CP was destroyed. This brings the Bot casualty rate up to 33% and leaves the teams even at six surviving Bots per Side. Here's the rundown on this turn's casualties; Colonel Ulysses Patton ejected from his Titan (VR=1.99, DR=3.36), Captain Rigger Mordius ejected from his Goliath (VR=1.56, DR=3.57), Lieutenant Christian Johnny ejected from his Ranger (VR=2.51, DR=3.27) and last but not least Major Miaowara Tomokato destroyed Command Post #1 with a

Battle Fist blow from his Avenger. The Best Bot Victory Rating is 3.83.

Turn # 7: Side # 1: 1.80 Side # 2: 1.68

Turn # 8: Side # 1: 2.08 Side # 2: 1.95

Turn # 9: Side # 1: 2.17 Side # 2: 2.10

Arena #358: Turn #8 saw Side #4 still in the lead with Side #2 not far behind. We saw two casualties this turn. The first occurred when Captain Valkyrie was slain after her Legionaire suffered a fatal Mega Missile strike to the Left Front Torso from Captain Hammerhead's Raptor (his second Bot Kill). Captain Valkyrie was a veteran of SEVEN completed contests with an excellent track record in Medium Bots and was previously awarded one Individual Victory, three Team Victories, one Bot Kill and one CP Kill. Later during the turn Captain Thor retaliated for the loss of his teammate by destroying Command Post #4 with Mega Missile fire from his Legionaire. Next turn could see four new Bot casualties. The Best Bot Victory Rating is 4.35.

T#6: S#1: 1.19 S#2: 2.82 S#3: 2.19 S#4: 3.20

T#7: S#1: 1.27 S#2: 3.16 S#3: 2.47 S#4: 3.30

T#8: S#1: 1.43 S#2: 3.40 S#3: 2.64 S#4: 3.52

Arena #359: Turn #5 saw Side #3 making another tremendous scoring effort that put them a full 1.51 ahead of second place Side #3! This turn saw the game's first Bot casualty when Lieutenant "Handsome" Blade Hammerson was slain after his Avenger suffered a fatal Mega Missile hit to the Left Rear Torso from Major Tlepolemus' Raptor. This marked Major Tlepolemus' first ever Bot Kill in 6 completed Arenas. Lieutenant Hammerson was a member of the IMMORTALS and a veteran of five completed contests with experience in all three Bot Classes. During his career he earned one Team Victory as well as quite a reputation with the ladies. He will be sorely missed. The Best Bot Victory Rating is 3.85.

T#3: S#1: 0.96 S#2: 1.19 S#3: 2.11 S#4: 0.56

T#4: S#1: 1.06 S#2: 1.54 S#3: 2.51 S#4: 0.99

T#5: S#1: 1.26 S#2: 1.84 S#3: 3.35 S#4: 1.14

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POST OFFICE BOX 214949

SACRAMENTO, CA 95821

www.ageforfun.com

Arena #360 [KZINTI FITHP vs. LEGION OF WAR]: As quickly as it appeared Side #2's lead vanished as Turn #5 returned to a virtual tie in the ratings. Side #1 had an excellent scoring run this turn due in part to aggressive CP attacks. Next turn could see five Bot casualties and another CP Kill which are bound to shake up the ratings. The Best Bot Victory Rating is 1.34

Turn # 3: Side # 1: 0.46 Side # 2: 0.46

Turn # 4: Side # 1: 0.68 Side # 2: 0.88

Turn # 5: Side # 1: 1.04 Side # 2: 1.05

Arena #361: Turn #1 saw this contest getting off to a great start as Side #4 takes the early lead with Sides #1 and #2 tied for a very close second place. Side #3 is in last place but a mere 0.08 rating separates them from first place which puts them in very easy striking distance. Next turn will likely see the first attacks on the various Command Posts which should result in some very high scoring.

Turn #2 saw Side #2 moving into first place with a commanding lead as they become the first team to launch aggressive CP attacks. Side #1 is now in second place with Sides #3 and #4 (last turn's leader) virtually tied for third place. Next turn will likely see heavy fighting as Side #1 squares off with Side #3 while Sides #2 and #4 engage in some up close fighting. The Best Bot Victory Rating is 1.07.

T#1: S#1: 0.20 S#2: 0.20 S#3: 0.14 S#4: 0.22

T#2: S#1: 0.43 S#2: 0.79 S#3: 0.32 S#4: 0.31

Arena #362 [2001 Championship]: Turn #1 got things off to a great start as everyone scored hits and almost everyone (83%) took damage. Overall the scoring rate was quite strong. Currently we have well established Pilots in first and second place with a close battle brewing for third.

Turn #2 saw the scoring pace slowing down quite a bit with a number of Pilots failing to score any hits whatsoever. Currently we have a very close battle for the top three slots with 0.10 separating the first and third place Pilots. If that weren't enough we have a three way tie for fourth place that is within easy striking distance of third place. In other words, we have six contenders for the lead with a mere 0.17 separating the first and sixth place Bots. Wow!

Turn # 1: Lowest: 0.07 Average: 0.29 Best: 0.57

Turn # 2: Lowest: 0.09 Average: 0.48 Best: 0.83

Arena #363: This is a Standard Paced 2-Sided contest with six Bots per team — the long awaited contest for small groups (up to three Pilots) and independents. Side #1 weighs in at 420 tons and is spearheaded by the SISTERS OF SILICON. Side #2 weighs in at a comparable 410 tons and is spearheaded by the STRAT-O-MATICS. The Arena contains a varied landscape including a large number of Hills/Ridges and Craters/Lakes which could cause a problem with targeting — watch for blocking terrain! We look forward to another interesting battle!

Coming Up: We are now taking applications for Arena #364. We are close to starting a new Standard Paced 4-Sided contest.

## GAME RESULTS

This month saw the end of CTF Arena #356, a 2-Sided battle between the LENSMEN and the BERSERKERS. The battle was very close up through Turn #7 but by Turn #8 skillful play and frightful enemy casualties gave Side #2 a runaway victory with a rating of 2.60. An important win for the BERSERKERS against a worthy opponent. The LENSMEN put up a good fight but after losing nearly half their team (four of nine Bots) they were unable to keep up the scoring pace. The Individual Victory was awarded to Lieutenant Colonel Eulbee N. Desuer who earned a Victory Rating of 4.16 while piloting a Ranger — his first ever Individual Victory in twenty-one completed contests. Honorable mention goes to teammate Lieutenant Bonzai Bones who just missed out on the Individual Victory with a rating of 4.14 while piloting a Hurricane and to Major Bloodwing who, while piloting a Legionaire for Side #1, earned the best Victory to Damage Rating ratio (VR=3.89, DR=0.30), which is an impressive achievement. For General Anthony Stark this marks his 16th Team Victory — a new record! The winning Teammembers were:

Lt. General Dark Stalker — 1.52  
General Anthony Stark — 2.34  
Captain Usik Tornrait — 2.21  
Lieutenant James Rhodes — 3.34  
Lt. Colonel Eulbee N. Desuer — 4.16  
Lt. Colonel Bonzai Bones — 4.14  
General Cutthroat Collins — 1.54  
Major General Them Bones — 2.84  
General Riva Irongrip — 1.54

## 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 — 16

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

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

## **FALLEN HEROES**

CTF Arena #359 Turn #5  
Lt. Blade Hammerson VR= 1.51 DR= 3.74

CTF Arena #358 Turn #8  
Captain Valkyrie VR= 3.71 DR= 2.71

Let us mourn the passing of our fellow Bot Pilots.

## **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 General 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.]

## COMPANY NEWS

In the Crack Of Doom II we have an exciting new development. For the first time ever, a brand new race! While the details are secret, the new species is uninvited visitors from another dimension. Rather than just a variation in racial characteristics the new race is radically different with unique character class/troops types and other atypical features. Of course a new species needs players to run them, preferably from outside the existing game political scheme. Experience isn't necessary, what we really need are role-players willing to take up a new adventure. For more information check out our website at [www.ageforfun.com](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.

## 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.

