

THE COMMAND POST



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GAME NEWS

Arena #355 [FRAG 'DEN HENKER vs. THE LINE]: Turn #10 was the last of this thrilling contest and saw Side #1 expanding their lead and winning the game! A victory for FRAG' DEN HENKER with one of the top 2-Sided rankings of all time! Their great victory was overshadowed by the tragic loss of Captain Zenaz who was slain after his Legionaire suffered a fatal Mini Missile hit to the Right Front Torso from Captain Datameister's Awesome. This was Datameister's first ever Bot Kill in 11 completed contests. Captain Zenaz was a veteran of four completed contests, all in Medium Bots, with a very consistent average of 2.94 and a best ever rating of 3.13. During his career he earned three Team Victories. The Best Bot Victory Rating is 4.17.

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

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

Turn #10: Side #1: 2.76 Side #2: 2.41

Arena #357 [KZINTI FITHP vs. DYNACHROME BRIGADE]: Turn #10 was the last of this close and hard fought match and saw Side #1 expanding their lead ever so slightly and winning the game! A victory for the KZINTI FITHP! Were it not for Side #1's attacks on Command Post #2, which survived the contest, the outcome might have been different. The Best Bot Victory Rating was 4.53.

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

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

Turn #10: Side #1: 2.32 Side #2: 2.23

Arena #358: Turn #9 saw Side #4 maintaining a modest lead over Side #2 as neither team scored particularly well. Side #3, in third place, was actually the top scoring team for the turn but are so far behind they have no hope of moving up in the standings. This turn saw the game's second Bot casualty as Cadet Angelus ejected from his Ravager (VR=0.80, DR=2.87). Next turn could see three additional casualties.

Turn #10 was the last of this marathon contest and saw Side #4 able to just hang on to their lead and win the game. A victory for the KZINTI FITHP! Side #2 really gave them a run for their money, closing to within 0.06 in the team standings despite having lost a third of their team and having no CPs to shoot at. A real stellar effort! Though there were

no new casualties, four of the ten survivors ended the game close to destruction. The Best Bot Victory Rating was 5.20.

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

T#9: S#1: 1.63 S#2: 3.57 S#3: 2.90 S#4: 3.70

T#10: S#1: 1.75 S#2: 4.01 S#3: 3.22 S#4: 4.07

Arena #359: Turn #6 saw Side #3 expanding their already considerable lead despite coming under direct assault from second place Side #2. Interestingly, we now have a tie for third place between Sides #1 and #4 (who are physically battling each other). This turn also saw the game's third CP Kill as Colonel Slime Sledge Hammer destroyed Command Post #2 with a Mega Missile barrage from his Raptor. Only one CP remains: that of Side #3. This means that Side #3 now has the best targeting bonus and their opponents, with some potential easy points, may have a chance to catch up.

Turn #7 saw low scoring by most teams and first place Side #3 was the worst of the bunch giving everyone else a chance to close the ratings gap, however slowly. Side #3 still has a commanding lead and can likely coast to victory. However with 250 odd Victory points waiting unclaimed at their CP you never know what might happen. The Best Bot Victory Rating is 4.63.

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

T#6: S#1: 1.37 S#2: 2.14 S#3: 3.70 S#4: 1.37

T#7: S#1: 1.54 S#2: 2.32 S#3: 3.81 S#4: 1.62

Arena #360 [KZINTI FITHP vs. LEGION OF WAR]: Turn #6 saw Side #2 inching up their lead as the casualty count continues to rise. This turn saw General Bastlor Grumock ejecting from his moderately damaged Cobra (VR=1.50, DR=1.40! with no sections destroyed!) while his teammate, Brigadier General Vicomte Ve Valmont, destroyed Command Post #2 with a Mega Missile strike from his Doomguard — his first ever CP Kill in ten

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completed contests! Next turn will likely see the casualty count rise further as five of the surviving seventeen participants are close to destruction.

Turn #7 saw Side #1 closing the ratings gap resulting in a tie for first place. This turn saw the casualty rolls continue to rise as Lieutenant Warchild ejected from his Warmachine (VR=1.14, DR=2.66) and Cadet Willie Wilma was slain after her Cobra suffered a fatal Heavy Machine Cannon shell to the Left Front Torso from Brigadier General Rock M. Hard's Archer. Cadet Wilma was a veteran of two completed contests with an excellent track record in Light Bots and had earned a Team Victory, a Bot Kill and a CP Kill. The Best Bot Victory Rating is 2.30.

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

Turn # 6: Side # 1: 1.22 Side # 2: 1.27

Turn # 7: Side # 1: 1.46 Side # 2: 1.46

Arena #361: Turn #3 saw Side #2 with a huge lead despite the fact that Side #4, previously in last place, was the top scoring team for the turn. Currently Side #1 is facing off with Side #3 while Sides #2 and #4 are battling it out. Two of the CPs have come under fire but three of the four are scoring hits. Next turn may see the first CP Kill.

Turn #4 saw Side #2's lead slipping a bit as Side #4 was once again the top scoring team for the turn. Side #3 also did well moving from last to third place. Next turn will likely see two of the four Command Posts being destroyed. The Best Bot Victory Rating is 2.96.

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

T#3: S#1: 0.73 S#2: 1.41 S#3: 0.67 S#4: 0.95

T#4: S#1: 0.90 S#2: 1.93 S#3: 1.02 S#4: 1.59

Arena #362 [2001 Championship]: Turn #3 saw a return to high scoring. Everyone scored hits this turn but they were fairly well distributed so no one is yet in serious trouble. However, we are starting to see some body sections being destroyed which obviously can be a problem. Currently we have five Pilots with ratings over 1.00 which puts them all within range of first lace. A nice close game — something everyone enjoys!

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

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

Turn # 3: Lowest: 0.19 Average: 0.77 Best: 1.27

Arena #363: Turn #1 saw Side #2 taking the early lead as both teams surge forward. Side #2 seems to be making much better use of cover and this was reflected in the scoring.

Turn #2 saw Side #2 expanding their lead as they continue to dominate the scoring. Side #1 is not too far off the pace but if they don't turn things around soon they are going to be in serious trouble. The two teams have closed and are really mixing it up making for a confused melee which will likely result in some painful back shots. The Best Bot Victory Rating is 1.28

Turn # 1: Side # 1: 0.08 Side # 2: 0.16

Turn # 2: Side # 1: 0.27 Side # 2: 0.43

Arena #364: This is a Standard Paced 4-Sided contest with the typical three Bots per team. Side #1 is fielded by the THREE AMIGOS squad of the KZINTI FITHP and is the heaviest team at 210 tons. Side #2 is a rookie squad of the STRAT-O-MATICS (always a popular group) and weighs in at 190 tons. Side #3 also weighs in at 190 tons and is fielded by the SONS OF CLAN PHOENIX. Side #4 is another combined WASP and SISTERS OF SILICON squad and weighs in at 200 tons. The Arena contains a rather dense terrain mix which will tend to favor short range tactics. The weather is Hot which will likely result in Heat problems for many Bots though a large number of Lakes are available to help minimize the difficulties. This should be another great contest!

GAME RESULTS

This month saw the end of CTF Arena #355, a ten turn battle between FRAG' DEN HENKER and THE LINE. The battle was fairly even up until the last couple of turns where Side #1 solidified their lead and won the battle with a rating of 2.76. A victory for FRAG' DEN HENKER and one of the top 2-Sided rankings of all time! This Arena saw a modest 16% Bot casualty rate. The Individual Victory was awarded to Colonel Merlin D'Arcy who earned a rating of 4.17 while piloting a Ranger. The winning Team members were:

Colonel Merlin 'Arcy — 4.17

Lt. Otto Schmidtlapp — 1.01

Colonel Baalar II — 2.46

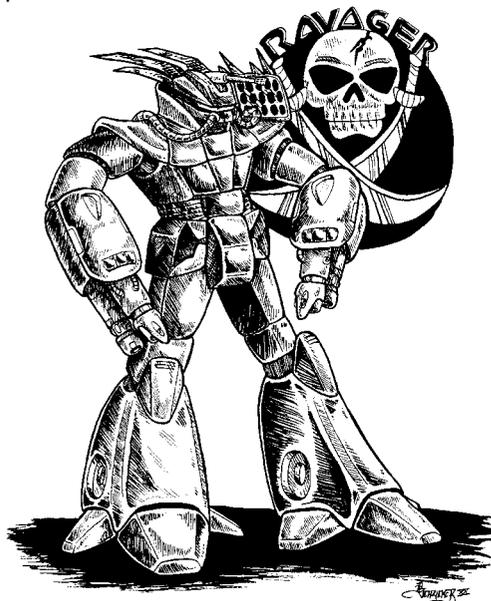
Captain Methuselah — 3.30

Major Samson Bot-Blaster — 2.19

Lt. Colonel Horatio K. Boomer — 3.62

Lt. Colonel Von Wrecker — 2.63

Captain A.J. Rimmer — 3.57



This month also saw the end of CTF Arena #357, a 2-Sided battle between the KZINTI FITHP and the DYNACHROME BRIGADE. The scoring was always quite close but Side #1 almost always seemed to hold a slight advantage which they managed to hang on to and win the game! A victory for the KZINTI FITHP! A consolation to their opponents the DYNACHROME BRIGADE was that the victory was slight, a mere 0.09. Both sides suffered heavy casualties in the exchange with each losing 33% of their Battle Bots. Unexpectedly in such a brutal campaign, Command Post #2 survived the contest. The Individual Victory was awarded to Colonel Tim "Volcano" Rextor who earned a rating of 4.53 while piloting a Raptor. The winning Team Members were:

Major General Madmartigan — 1.98
 Major Babs McHinery — 1.76
 Major General Rugal Ratslayer — 2.87
 Major Thudpucker Jones — 1.72
 Captain Ridir Nightflow — 3.28
 Colonel Tim "Volcano" Rextor — 4.53

This month saw the end of CTF Arena #358, a 4-Sided contest. This was a very close battle between Sides #2 (which held the lead through Turn #4) and Side #4 (which held the lead thereafter). In the end Side #4 proved victorious, winning with an impressive rating of 4.07. A victory for the KZINTI FITHP! Side #2, despite have lost a third of their team, came in a close second with a rating of 4.01. The Individual Victory was awarded to Captain Hammerhead who earned a rating of 5.20 while piloting a Raptor. He also had the second lowest Damage Rating (0.97) — an impressive combination! The winning Team Members were:

Major America — 3.36
 Captain Shade — 3.88
 Captain Hammerhead — 5.20

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 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#355 Side #1 (Frag' Den Henker) — 2.76
 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

FALLEN HEROES

CTF Arena #355 Turn #10
Captain Zenaz VR= 2.73 DR= 2.49

CTF Arena #360 Turn #7
Cadet Willie Wilma VR= 1.05 DR= 3.28

BULLETIN BOARD

Player Notice Arena #360

To: General Grumock

Tough luck about the sensor. Perhaps Wicket and War Hawg will join you shortly.

Rookie Whisper Woods
Legion Of War

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Player Notice Arena #360

To: Sidewinder

You have our most enthusiastic thanks for your play. We, of course, could not notify you of our decision to push to our right at the start of the game, it being apparent that there was no cover on the immediate left side of our line for some nine or ten sectors, although you seem to have found good cover at your immediate position. Very nice, as you were able to take on the entire right horn of the initial Kzinti Fithp attack and then keep three or four of their Bots occupied for several turns. Be advised that as a result of your play, you gave us time to do substantial damage to three of the four Bots on our side of the board.

Rookie Whisper Woods
Legion Of War

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.htm>

[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.]

