

THE COMMAND POST



Issue # 169

November 2001

GAME NEWS

Arena #359: Turn #8 saw little change in the comparative ratings as Side #3 remains solidly in the lead with Side #2 in a distant second place and Sides #1 and #4 in an anemic battle for third. Command Post #3 remains unscathed (and thus worth a LOT of Victory Points!) and we have four Bots close to destruction.

Turn #9 saw the game's second Bot casualty as Side #3 enjoyed an excellent scoring run that allowed them to rapidly expand their already considerable lead. This turn's loss occurred when Lt. Colonel Allison Chaynes ejected from her Ronin (VR=3.18, DR=3.10!) leaving Side #1 with only two Bots remaining. Next turn will be the last of this contest and could see three Bot casualties, an unscathed Command Post surviving the conflict, and a new record for the highest Team Rating ever in a 4-Sided contest. The Best Bot Victory Rating is 5.35.

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

T#8: S#1: 1.80 S#2: 2.55 S#3: 4.09 S#4: 1.84

T#9: S#1: 1.95 S#2: 2.73 S#3: 4.56 S#4: 1.92

Arena #360 [KZINTI FITHP vs. LEGION OF WAR]: Turn #8 saw Side #2 retaking the lead as the fortunes of battle continue to shift back and forth. Side #2 may be hard pressed to hold on to their slender lead after suffering their second Bot casualty when Cadet Sidewinder ejected from his Cobra (VR=2.03, DR=3.15). This turn's loss leaves the teams even at a now diminished seven Bots per side. Next turn could see the overall Bot loss rate climb to 33% as two more are close to destruction. The Best Bot Victory Rating is 2.42.

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

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

Turn # 8: Side # 1: 1.60 Side # 2: 1.64

Arena #361: Turn #5 saw Side #4 cutting into Side #2's large lead as we witnessed the game's first casualty. This occurred when Captain Ann Thrax destroyed Command Post #2 with Mini Missile fire from her Warmachine. This marks her second ever Bot Kill and helps to undermine rival Side #2's scoring efforts by denying them the important CP targeting bonus. Next turn will likely see another CP Kill.

Turn #6 saw relatively low scoring which helped to further erode, though only slightly, Side #2's lead. Side #3, in a surprising and disappointing effort,

failed to score any points whatsoever. This turn saw the game's second casualty as Cadet Flaxen Fury destroyed Command Post #3 with a Heavy Machine Cannon burst from her Legionaire — her first ever CP Kill! [Ed: First ever medal, too!] The Best Bot Victory Rating is 3.86.

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

T#5: S#1: 1.06 S#2: 2.23 S#3: 1.13 S#4: 1.94

T#6: S#1: 1.27 S#2: 2.44 S#3: 1.13 S#4: 2.18

Arena #362 [2001 Championship]: Turn #4 saw all but one of the participants scoring hits. We had quite a change in the standings with a complete reshuffling of the top three leaders. We now have four Bots within 0.14 of the lead and one Bot close to destruction.

Turn #5 once again saw all but one of the participants scoring hits. In another big shakeup in the standings we have a new Pilot in first place, a tie for second and a close runner up in fourth place. The gap between the first and fourth place Pilots is only 0.13 — a very close and exciting contest! Next turn will likely see the game's first casualty as two Bots are now close to destruction.

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

Turn # 4: Lowest: 0.47 Average: 1.03 Best: 1.48

Turn # 5: Lowest: 0.71 Average: 1.38 Best: 1.84

Arena #363: Turn #3 saw Side #2 expanding their lead as they continue to dominate the scoring. It's only turn three and already they have a tremendous scoring advantage over their opponents. Side #1 really needs to pick up the pace before they fall hopelessly behind. Fortunately it looks like they are now in position for a CP run that should do much to improve their prospects. The Best Bot Victory Rating is still 1.28.

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

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

Turn # 3: Side # 1: 0.45 Side # 2: 0.73

Arena #364: Turn #1 saw Side #4 starting off with a huge lead. Surprisingly this was the result of aggressive Bot attacks rather than a bold CP

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assault. Sides #1 and #3 are tied for a distant second place with Side #2 pulling up the rear. The Hot weather is already having an impact and next turn may see one Bot up to Critical Heat! The Best Bot Victory Rating is 0.57.

T#1: S#1: 0.08 S#2: 0.04 S#3: 0.08 S#4: 0.40

Arena #365: This is a Standard Paced 2-Sided contest with a full nine Bots per team. Side #1 is fielded by FRAG' DEN HENKER and weighs in at a hefty 660 tons. Side #2 weighs in at 650 tons and is fielded by the DYNACHROME BRIGADE. The Arena contains a diverse terrain mix which should present some interesting tactical possibilities. With two such veteran teams we can look forward to a brutal, hard fought contest.

Coming Up: We are now taking applications for Arena #366. We are close to starting a new Fast Paced 4-Sided contest.

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

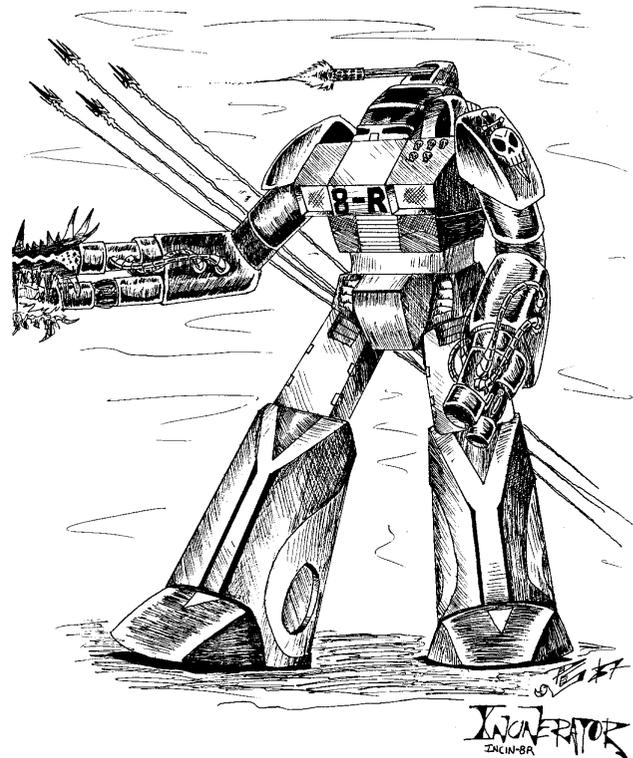
Pilots With The Most Team Victories
General Anthony Stark — 16

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

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

BULLETIN BOARD

Player Notice

The Ballad of
Handsome Blade Hammerson
(Oh Susannah)

(with gusto)
Oh, Blade Hammerson, we won't cry for you,
You loved'em and you left'em,
And now you've left us, too.

Oh, Blade Hammerson, 'twas such a dirty shame,
It was "Standing Orders" killed you,
In this deadly, brutal Game.

(chorus)
Oh, Blade Hammerson, we won't cry for you,
'Cause we know if it be-en us,
You'd have left us to
the Foggy, Foggy Dew.

+ + + + +

Player Notice Arena #359

Hang on BEANIE BOY... uh... Carver! I'm coming!

Pancho Villa (PN319)
The Immortals

+ + + + +

Player Notice Arena #359

To: Battered Side One
From: Beleaguered Side Four

We know y'all didn't kill the Handsome One so
we've no grudge on that point.

We're just enjoying the shoot-out going on in our
mini-arena.

And... we might answer that age old question:
"Should women be Pilots in the Arena?"

Carver 'Artout (PN431)
The Original Immortal

Player Notice Arena #360

To: Whisper Woods — Legion Of War

Thanks for the kind words. I'm currently rafting it
on a Lake at 30-09 ... it does keep the heat down,
but I'd rather it was a Heavy Building. Like those
that can be found at 26-13, 26-14, and 27-13 ... with
a Light Building at 27-14, Light Woods at 29-12,
Crater at 25-10, and a Ridge-3 at 26-04 going south.

My only opponent now is Bot 8 (Mick Stone
PN311, Cobra, Mod/Med) in the Clear at 28-09,
Facing 3, all the others have headed off towards
you.

I'll probably eject on Turn 8 as at Crit/Low I'm
running out of Engines. I figured "we" was doing
something right as we're mostly in the lead. Good
Luck. See you around the Arena.

Sidewinder PN206
Team USA All Stars TM98

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.

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](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.]

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

Increasingly, though not surprisingly, we are getting more and more email. No wonder. It is a quick way to get a fast response to short questions. However, one of the hazards of email is that there are so many different file types and formats that can be used to send information. For a variety of reasons we prefer straight text messages (that's plain old ASCII text) without any fancy formatting, colors, pictures, etc. If you need some special formatting for a chart/graph just use a mono-spaced font like we use in the turn results print outs. It keeps things simple. Thanks!

SAMMI REPORT

We have had a special request for another Sammi Report and, as always, we are happy to comply.

Sammi (Samantha) began the 1st Grade in July as her school made the transition from a traditional (nine months on, three months off) to a year-round track (three months on, one month off) system. Academically she is doing great — As and Bs in everything. Computer Lab is far too basic for her, Science is a treat and she seems to be really taking to Spanish. Her work habits need a bit of fine-tuning though — she talks too much in class and is easily distracted in independent study. Her real weakness is her handwriting (just great, the one thing she inherited from her dad!) but we are working on it.

Sammi turned six in October and as a treat had her first "big kids" birthday party at the local skating rink (previous parties were mostly family affairs). She really enjoyed the whole spectacle — deciding who to invite, filling out and handing out the invitations, etc. At the party itself, she enjoyed being the center of attention but also took seriously her role as hostess — making sure everyone was having fun and was well taken care of.

She has a new friend who lives up the street — Vanessa — and they enjoy walking to and from school together every day (under Duane's watchful eye). While she enjoys the Hot Wheels stuff she received for her birthday, she is increasingly getting into hanging out with the girls and doing "girl" stuff. Though she still enjoys the occasional Diablo II adventure with mom and/or dad (using her Druid "Forest King"). She also enjoys playing a wide variety of games including Trouble, Life, Monopoly Jr., Candyland, Scrabble Jr. and the Pokemon Card Game.

