

THE COMMAND POST



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GAME NEWS

Arena #359: Turn #10 was the last of this contest and saw Side #3 continuing to expand their lead and winning the game by a huge margin — 2.17 more than second place Side #2, more than double Sides #1 and #4! A big win for the BOT BUSTERS! Surprisingly (Ed: or perhaps not) Side #3's Command Post survived the battle virtually unscathed which not only deprived their opponents of approximately 240 Victory Points but also provided Side #3 with the all important targetting bonus to the very end. This turn saw the loss of Major Carver 'Artout who ejected from his Avenger (VR=2.06, DR=3.51!). The Best Bot Victory Rating was 5.87.

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

T#10: S#1: 2.04 S#2: 2.94 S#3: 5.11 S#4: 2.00

Arena #360 [KZINTI FITHP vs. LEGION OF WAR]: Turn #9 saw a return to a virtual tie for the lead for the fifth turn this game. Though extremely close Side #2 will go into the final turn with a slight advantage as Side #1 suffered their third Bot casualty. This turn's loss occurred when Lt. Colonel John "Stickey" Wicket ejected from his Cobra (VR=1.92, DR=2.08). Though battered, none of his body sections had been destroyed and only one of his weapons were damaged. This turn's loss puts the overall Bot casualty rate at 27% and leaves Side #1 outnumbered six Bots to seven.

Turn #10 was the last of this contest and saw Side #2 inching ahead to win the game! A victory for the LEGION OF WAR! Both teams scored well this turn but Side #2's superior numbers (as a result of casualties) seems to have made the difference. An important victory in a close and very exciting battle. The Best Bot Victory Rating was 3.38.

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

Turn # 9: Side # 1: 1.80 Side # 2: 1.81

Turn #10: Side #1: 2.03 Side #2: 2.06

Arena #361: Turn #7 saw Side #2 expanding their lead slightly despite strong competition from second place Side #4. Sides #1 and #3 continued to score poorly and have all but dropped out of the competition. Two of the four Command Posts remain in play which not only offers a huge scoring potential to their foes but also the very important targetting bonus to their teams.

Turn #8 saw Side #1 emerge as the top scoring team for the turn though they remain in a very

distant third place. First place Side #2 was able to expand their lead slightly over second place Side #4. Next turn will likely see the game's first Bot casualty. The Best Bot Victory Rating is still 4.40.

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

T#7: S#1: 1.38 S#2: 2.77 S#3: 1.25 S#4: 2.48

T#8: S#1: 1.74 S#2: 2.99 S#3: 1.36 S#4: 2.66

Arena #362 [2001 Championship]: Turn #6 saw relatively low scoring along with the game's first casualty. This undesired honor was awarded to Lieutenant Rambot who was forced to eject from his battered Legionaire (VR=1.39, DR=2.40 with three sections destroyed). We now have Pilots solidly in first and second place with a four-way battle for third place (within 0.13 of each other). The situation could change dramatically next turn as four of the eleven remaining Bots are close to destruction.

Turn #7 saw no change in the status of the top two Pilots, but now we have a neck-and-neck two way battle for third place. All but one Pilot scored hits this turn and no one is really out of the running as more than half the surviving Bots are close to destruction including two of the top four scorers.

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

Turn # 6: Lowest: 0.91 Average: 1.66 Best: 2.27

Turn # 7: Lowest: 1.07 Average: 1.95 Best: 2.64

Arena #363: Turn #4 saw a very impressive scoring run by Side #2 which allowed them to rapidly expand their already considerable lead. They have now more than doubled their opponents' rating. While there are still many turns left to go and both Command Posts are virtually unscathed, Side #1 is going to be hard pressed to turn this game around.

Turn #5 Side #2 continuing to expand their lead as they begin to pound the opposing Command Post. Side #1, while doing poorly, enjoyed their highest scoring turn to date. Next turn could see the game's first losses as we now have three Bots close to destruction. The Best Bot Victory Rating is 3.13.

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

Turn # 4: Side # 1: 0.60 Side # 2: 1.22

Turn # 5: Side # 1: 0.82 Side # 2: 1.66

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Arena #364: Turn #2 saw Side #4 rapidly expanding their lead as all four teams scored quite well. Side #3 is now solidly in second place with Sides #1 and #2 not far behind. As would be expected with such a high scoring turn, two of the four Command Posts came under heavy fire and at least one is likely to become a casualty next turn.

Turn #3 saw an unexpected change in fortunes as Side #1, previously in a distant third place, has now moved into a virtual tie for the lead. This was the result of aggressive CP attacks and poor scoring by Side #4. As expected, this turn saw the game's first casualty as Major General Frontal Robotomy destroyed Command Post #1 with Mega Missile fire from his Ronin, his third career CP Kill. Next turn will likely see a second CP Kill and a third CP coming under heavy attack. The Best Bot Victory Rating is 1.95.

T#1: S#1: 0.08 S#2: 0.04 S#3: 0.08 S#4: 0.40
T#2: S#1: 0.55 S#2: 0.42 S#3: 0.61 S#4: 1.10
T#3: S#1: 1.27 S#2: 0.69 S#3: 0.93 S#4: 1.26

Arena #365: Turn #1 saw this contest getting off to a great start with a virtual tie for the lead. Both teams are moving forward aggressively and are making good use of the available terrain. While there appears to be an important battle shaping up on the left flank (Dir.7), the main fight will apparently be in the center where most of the Bots seem to be converging.

Turn #2 saw little change in the comparative ratings as the game remains a virtual dead heat. While most Bots are content to remain under cover and blast away at long range, a portion of Side #1 has unexpectedly rushed forward to engage in hand-to-hand combat. This bold gambit, though risky, may prove fruitful. The Best Bot Victory Rating is 0.93.

Turn # 1: Side # 1: 0.08 Side # 2: 0.07
Turn # 2: Side # 1: 0.27 Side # 2: 0.28

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

GAME RESULTS

This month saw the end of CTF Arena #359, a 4-Sided contest. Side #3 captured the lead on the first turn and never looked back. They totally dominated the scoring, easily capturing the Team Victory with a rating of 5.11 — a full 2.07 ahead of the second place team and more than twice the rating of the other two competitors. A big win for the BOT BUSTERS and a new record for the best 4-Sided Victory Rating of all time! Bot casualties for this Arena stood at 25% and Command Post losses were 75% (only Side #3's CP survived). The Individual Victory was awarded to Colonel Slime Sledge Hammer who earned a rating of 5.87 while piloting a Raptor — one of the best Medium Bot

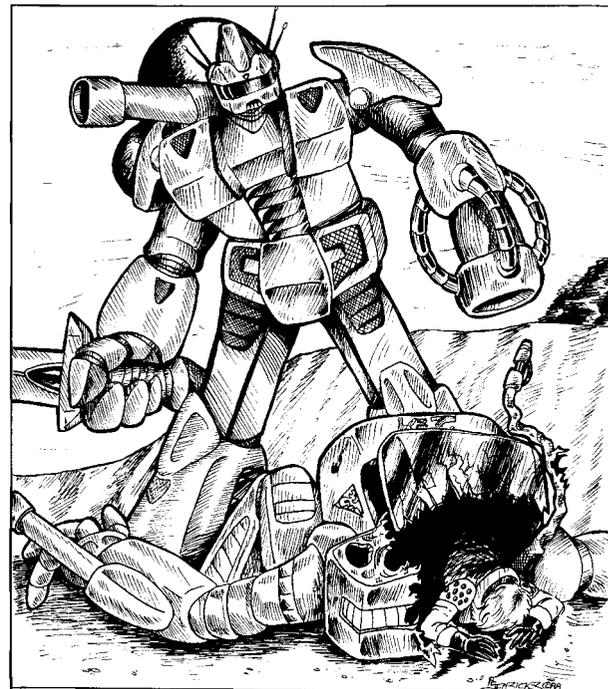
ratings of all time. Honorable mention goes to Major Jerek Loren who earned an impressive 5.60 Victory Rating while also piloting a Raptor. The winning Team Members were:

Major Jerek Loren — 5.60
Major Tlepolemus — 3.85
Colonel Slime Sledge Hammer — 5.87

This month also saw the end of CTF Arena #360, a 2-Sided battle between the KZINTI FITHP and the LEGION OF WAR. The battle was very close with the two teams virtually tied for half the game. In the end Side #2 edged out a slight scoring advantage (2.06 vs. 2.03) to capture the win. A Team Victory for the LEGION OF WAR! Bot casualties played an important role in the victory and the overall losses stood at 27%. The Individual Victory was awarded to Lieutenant Colonel Madge McHinery who earned a rating of 3.38 while piloting a Mercury for Side #1. Lt. Colonel McHinery also had one of the game's lowest Damage Ratings with a 0.66. Honorable mention goes to Lieutenant Stephen Maturin (Ranger, VR=3.13, DR=0.46) and to Major Willie the Weeper (Archer, VR=3.00, DR=0.89) for their excellent performances. The winning Team Members were:

Major Willie the Weeper — 3.00
Lt. Colonel Viatcheslav Ekimov — 1.33
Cadet War Witch — 1.65
Captain Marco Saligari — 1.45
Lt. Stephen Maturin — 3.13
Cadet Whisper Woods — 2.41
Captain Whiplash — 2.06

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!
Major General Slanter Jax — 7.92
Lt. General Madmartigan — 7.82

Top Medium Bot Ratings

Major General 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
Lt. Colonel Draka Deathdealer — 3.69
Lieutenant Stephen Maturin — 3.66

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

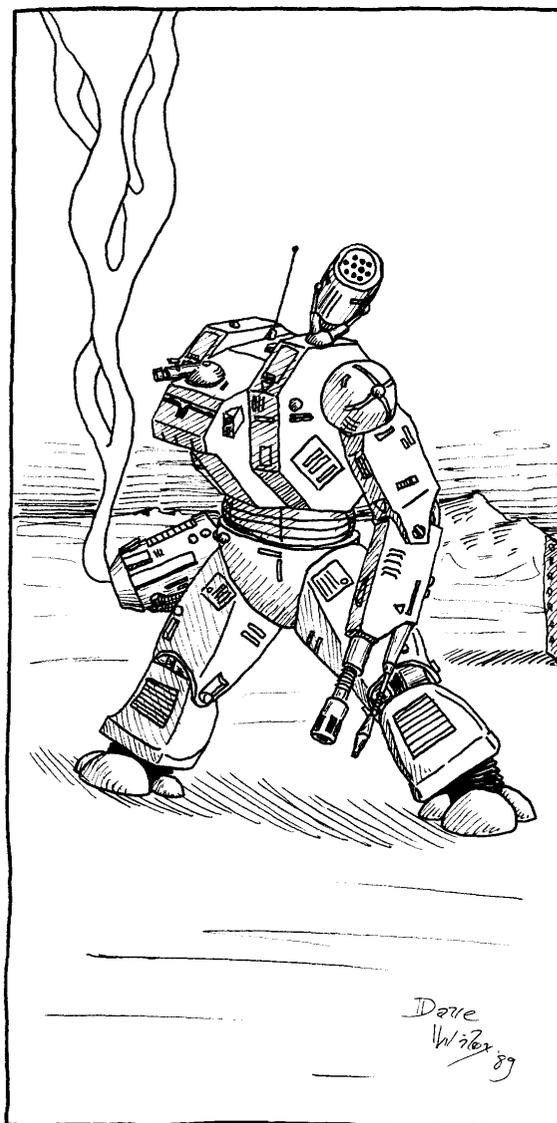
Lt. General Blood Shredder — 10

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

Top 4-Sided Team Ratings

A#359 Side #3 (Bot Busters) — 5.11
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



WHATS NEW

Shannon Muir has set up a great new site: TALES OF CTF2187, containing a ton of game-related fiction and more. Check it out at:

<http://members.aol.com/shannonelisemuir/>

AGE ON-LINE

Our presence on the Internet is growing rapidly with a number of resources currently available.

TALES OF CTF2187: A great new site contain the best of Shannon Muir's game related fiction and more! Check it out at:

<http://members.aol.com/shannonelisemuir/>

ORBO's CTF2187 HOME PAGE: Want to check out a great archive of old CTF newsletters? 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.]



SPECIAL OFFER

To help celebrate the holiday season and reward you, our loyal customers, for your dedicated and enthusiastic support we have the following special offers: Send in a single check for \$50.00 or more for your CTF or COD account which is received by AGE during the month of DECEMBER and we will deposit that money plus an extra \$4.00 in game credit into your account. That's right, an extra \$4.00 FREE. Or, if you prefer, we will send a FREE copy of the COD (I or II) Rules or CTF Basic Rules to a friend of yours as a holiday gift from you. If you include a card, we'll send that along with your gift. It's just our way of saying Thank You! [Note: This is a "Cash Only" Bonus (which includes checks, Money Orders and the like) but does NOT include payments made by Credit Card.]

Happy Holidays!

Debbie & Duane