

THE COMMAND POST



Issue # 171

January 2002

GAME NEWS

Arena #361: Turn #9 saw Side #1 emerge as the top scoring team though Side #2 remains solidly in the lead and in fact expanded their lead considerably over all but Side #1. This turn saw the game's first Bot casualty as Captain Angel of Death ejected from her Ronin (VR=4.40!, DR=3.20!). She had been the game's top scoring Pilot and would still be the chief contender for the Individual Victory had she been able to complete the contest. Next turn will likely see another Bot casualty.

Turn #10 was the last of this contest and saw Side #2 expanding their lead and winning the game! A victory for the B'HOOD OF THUNDER! There were no new casualties this turn though three of the eleven survivors ended the game close to destruction. Even more surprising, particularly with the high team ratings, two of the four Command Posts survived. The Best Bot Victory Rating was 4.70.

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

T#9: S#1: 2.12 S#2: 3.23 S#3: 1.46 S#4: 2.70

T#10: S#1: 2.31 S#2: 3.67 S#3: 1.56 S#4: 3.00

Arena #362 [2001 Championship]: Turn #8 saw a surprising change in fortunes as we now have a new leader with last turn's first place Bot dropping to a very close second place. The battle for third place remains tight as we have three Bots in close contention with a couple of others in striking distance. Currently more than 54% of the surviving Bots are close to destruction including two of the top scorers.

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

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

Turn # 8: Lowest: 1.53 Average: 2.22 Best: 3.06

Arena #363: Turn #6 saw Side #2 expanding their already considerable lead as they continue to pound the enemy CP. Cadet Findem And Fryem garnered the game's first Kill as he destroyed Command Post #1 with Mega Missile fire from his Legionaire. This is his first ever CP Kill after five completed contests. At this point Side #1 seems to have little chance of taking the lead but with three Bots close to destruction and the enemy CP unscathed (and worth approximately 250 Victory Points) fortunes can still change.

Turn #7 saw Side #2 expanding their lead even further as Side #1 experienced one of their lowest scoring turns to date. This, despite launching their first successful CP attacks. Next turn will likely see

the game's first Bot casualties. The Best Bot Victory Rating is 5.09.

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

Turn # 6: Side # 1: 0.99 Side # 2: 2.07

Turn # 7: Side # 1: 1.15 Side # 2: 2.41

Arena #364: Turn #4 saw Side #1 holding a slight lead over their close rivals Side #4. Sides #3 and #2, who both scored poorly, are trailing far behind. This turn saw the game's second CP Kill as Brigadier General Studd Muffin destroyed Command Post #4 with a heavy laser blast from his Cobra. This marks the third CP Kill of his career, which includes ten completed contests. Next turn will likely see the game's first Bot casualty.

Turn #5 saw continued strong scoring by Sides #1 and #4 with Side #4 moving back into the lead. Sides #2 and #3 are now tied for a distant third place. This turn saw the game's first Bot casualty as Cadet Ray Gamma ejected from his Mercury (VR=0.80, DR=2.54). We also saw this Arena's third CP Kill as Lieutenant Radtheon Gak destroyed Command Post #3 with Mega Missile fire from his Awesome. Next turn will likely see the fourth and final CP Kill and perhaps another Bot casualty. The Best Bot Victory Rating is 2.50 (tie).

T#3: S#1: 1.27 S#2: 0.69 S#3: 0.93 S#4: 1.26

T#4: S#1: 1.79 S#2: 0.88 S#3: 0.99 S#4: 1.76

T#5: S#1: 2.20 S#2: 1.17 S#3: 1.17 S#4: 2.36

Arena #365: Turn #3 saw the scoring remain extremely close though Side #2 has a slight lead. Side #2 seems to be playing a conservative game with most of their Bots under cover. Conversely Side #1 is being much more aggressive with one Pilot punching through the enemy lines on the left flank (Dir.7) while much of the right flank has closed with their foes in an apparent effort to fight hand-to-hand. The situation is becoming increasingly chaotic and should make for a fun, fluid melee. The Best Bot Victory Rating is 1.27.

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

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

Turn # 3: Side # 1: 0.56 Side # 2: 0.58

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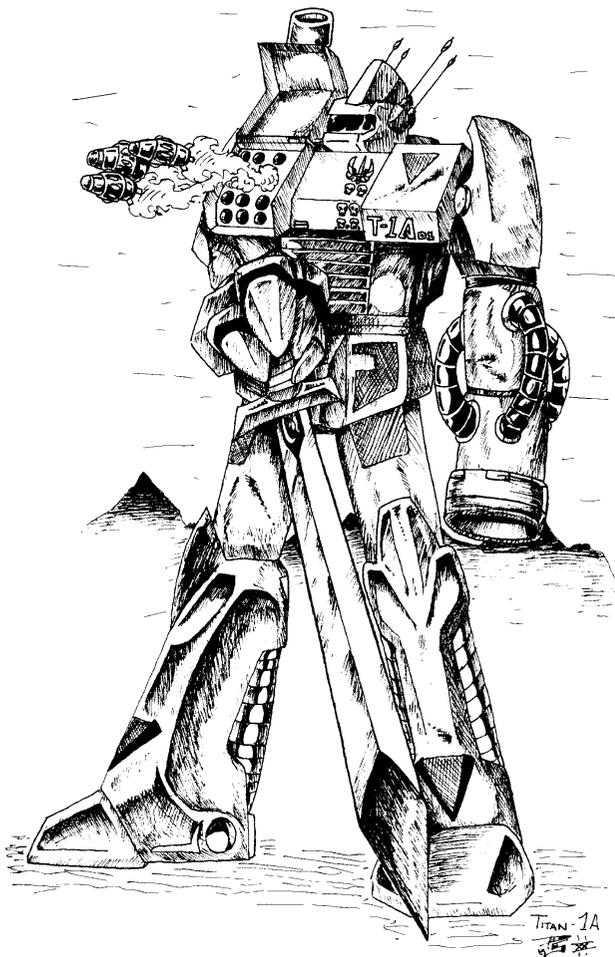
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Arena #366: This is a Standard Pace 4-Sided contest with three Bots per team. Side #1 consists of three veteran independents and weighs in at 200 tons. Side #2 is jointly fielded by WASP and the SISTERS OF SILICON and is the heaviest team at 230 tons. Side #3 sees the return of the BOT BUSTERS squad of the KZINTI FITHP and is the lightest team at 180 tons. Side #4 consists of a group of veteran independents operating as a team with a combined weight of 190 tons. The Arena contains an unusually large number of Lakes and Hills which, when combined with the Hot weather, should make for some interesting game play. With a field of all veteran Pilots we can look forward to another exciting match.

Turn #1 saw Side #1 jumping into the early lead with Side #3 in second place, closely followed by Sides #2 and #4. All teams seem to be keeping together with a general clockwise drift. Next turn will likely see three of the four Command Posts coming under fire and perhaps a heated clash between Sides #1 and #4. The Best Bot Victory Rating is 0.24.

T#1: S#1: 0.16 S#2: 0.07 S#3: 0.09 S#4: 0.04

Coming Up: We are now taking applications for Arena #367. We are close to starting a new Fast Paced 4-Sided contest.



GAME RESULTS

This month saw the end of CTF Arena #361, a hotly contested and high scoring 4-Sided contest. Side #2 captured the lead on Turn #2 and kept it throughout the battle despite some determined competition from second place Side #4. Side #2 prevailed by a considerable margin by game's end to take the Team Victory with a rating of 3.67. A victory for the B'HOOD OF THUNDER! Despite the relatively high scoring this contest saw remarkably few casualties; just one Bot (whose Pilot ejected while holding the coveted top Individual Victory Rating) and two of the four Command Posts. Of the surviving CPs one was totally unscathed while the other was hardly scratched. The Individual Victory was awarded to Cadet Flaxen Fury who earned a rating of 4.70 while piloting a Legionaire. The winning Team Members were:

General Angus McNarley — 2.41
 Cadet Flaxen Fury — 4.70
 Lt. Colonel Elric Deathsong — 3.90

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 Rugal Ratslayer
 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 Sledge Hammer — 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
Captain 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

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

BULLETIN BOARD

Player Notice Arena #361

To: Lady Death Primus [PN261]
From: Lady Death [PN678]

Lady... I believe our dance is done. (As of Turn 9 I've a Damage Rating of Light/Low, and you're at Heavy/Critical. My team has a 0.66 lead over yours... which I don't believe can be overcome on Turn 10 alone.) Please note that although your Squire has received a world of hurt on your behalf (Heavy/Medium) we have been exemplary in our treatment of your Shield Maiden (Light/Low). Therefore, I declare myself the winner of our duel.

If you think upon it, we don't really work the same Arena circuit... so I see no reason that we couldn't reasonably co-exist in CTF2187 in the Future... that is, if you've survived Turn 10.

Yr. respct'fl s'rvnt,

The True Lady Death [PN678]
Winner over Lady Death Primus [PN261], Game 361

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Player Notice Arena #361

To: Flaxen Fury [PN712]
From: Lady Death [PN678]

You may be unaware, but anyone with an Awareness Rating over D, would know you had blundered into a private vendetta match, and you should have quietly drifted away to shoot up Side 4.

As it was, your sniping was a mere irritation, rather than anything serious, but you have aroused Lady Death's ire. So do not enter any Arena where I'm on the Other Side, if you want to leave it alive. I'm not called Lady Death for nothing.

May we never meet again,

Lady Death [PN678]

WHAT'S NEW FOR 2002

We have a host of new additions to help kick off the new year!

1) **NEW WEAPON:** The RAIL GUN. Though weighing in at three tons it is almost as effective as an LMC (though without the explosive armor piercing rounds). A great new Short/Medium Range weapon.

2) **NEW INTERNAL SYSTEM:** The SHIELD GENERATOR. This item creates an electromagnetic field that can help deflect some of the energy from an incoming hit. Each three ton Shield Generator has a 15% chance of deflecting one point of incoming damage (ie. if deflected, a five point of damage hit becomes effectively four points for damage and scoring calculations).

3) **NEW BATTLE BOT:** The PATRIOT. Designed specifically to take advantage of the new systems the 70-ton Patriot contains a Rail Gun in the Left Arm, a Battle Fist/Flame Cannon in the Right Arm, a Medium Laser in the Head and a Mini Missile L-Pack and a Mega Missile L-Pack in the Front Torsos.

Taking advantage of all the latest technology the Patriot has two Shield Generators (30% chance of absorbing one point of damage per hit, an average of about 15 points per game), two ECM Pods (reduces the chance of being hit by 8% resulting in an estimated four hits per game), two Targeting Computers (increasing the chance to hit by 10% or an extra five hits per game), one Gyro and one Sensor. With the maximum Armor the Patriot should be a tough Bot. Its major disadvantage is its paltry 40 Action Points, making the Patriot the slowest of the currently available 70-ton Bots. Test Pilots anyone?

Anyone is eligible to become a Test Pilot but ALL Test Pilots are expected to submit a report of their findings at the end of the testing period. This report should include a critique of the Bot itself, an opinion about its likely role in combat and an analysis of its battle performance. Detailed specs of the PATRIOT are available by ordering the Bot Tech Spec Manual (which now contains approximately 50 Bots and still costs only \$3.00) or by taking an assignment as a Test Pilot (technical specs arrive as part of the setup results).

[Ed: Very few of our Test Pilots have been submitting their reports recently. PLEASE, if you are going to be a Test Pilot, send in an evaluation. Your reports are an important part of the evaluation process!]

COMPANY NEWS

An industrious player has set up a new website dedicated to Chaos. Be sure to check out the new Chaos Forum for COD I and II players at:

<http://communities.msn.com/CODIandIIChaoticForum>

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.

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.

