

THE COMMAND POST



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GAME NEWS

Arena #362 [2001 Championship]: Turn #9 saw relatively modest scoring and the game's second casualty. This unfortunate honor was garnered by Captain Emma Frost who was forced to eject from her battered Hellhound (VR=2.25, DR=3.20). For much of the contest Captain Frost had been a top contender for the Winners Circle. All but four of the survivors are now close to destruction, including many of the top scoring Bots. With but one turn left to go it is going to be a nail biting experience for most!

Turn #10 was the final turn of this exciting contest and saw not the expected three but FOUR winners as we had a tie for third place for the first time. This turn also saw the game's third and final casualty as Lieutenant Two-Fer was slain after his Warmachine suffered a fatal Heavy Laser blast to the Left Front Torso from Colonel Petruccio's Legionaire on the final Phase of the game! This was Colonel Petruccio's second career Bot Kill out of twelve completed contests. Lieutenant Two-Fer was a veteran of seven completed contests with an excellent combat history in Medium Bots (his Heavy Bot record was rather poor) and a history of one Individual Victory, one Bot Kill and placed third in last year's Championship. A terrible loss.

Turn # 8: Lowest: 1.53 Average: 2.22 Best: 3.06
Turn # 9: Lowest: 1.66 Average: 2.41 Best: 3.34
Turn # 10: Lowest: 1.70 Average: 2.67 Best: 3.76

Arena #363: Turn #8 saw Side #1 closing the ratings gap slightly along with the game's first casualty. This unfortunate honor was awarded to Cadet Milles Zillio who was forced to eject from his battered Reaver (VR=1.52, DR=3.64). Next turn will likely see continued scoring progress by Side #1 and up to three additional casualties. The Best Bot Victory Rating is 5.76.

Turn # 6: Side # 1: 0.99 Side # 2: 2.07
Turn # 7: Side # 1: 1.15 Side # 2: 2.41
Turn # 8: Side # 1: 1.39 Side # 2: 2.60

Arena #364: Turn #6 saw Side #1 rapidly closing the ratings gap between themselves and first place Side #4. With a mere 0.03 separating the two teams this late in the game the situation has become quite intense. This turn saw the game's fourth and final CP Kill as Brigadier General Stud Muffin destroyed Command post #2 with a Heavy Laser blast from

his Cobra — the fourth of his career. Next turn could see two new Bot casualties. The Best Bot Victory Rating is 3.07.

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
T#6: S#1: 2.53 S#2: 1.26 S#3: 1.32 S#4: 2.56

Arena #365: Turn #4 saw no change in the comparative ratings as Side #2 retains a slight lead. What a close game! For the fourth consecutive turn the ratings gap has been 0.02 or less. Most of the fighting is now at close range with the most dramatic battle shaping up in the center. This could be the decisive engagement!

Turn #5 saw Side #1 inching their way into the lead as the battle remains extremely close. Side #2 has broken through their opponents' battle line to launch the first successful CP attacks. However this may be a classic "forlorn hope" as the lone Bot may not survive long. Next turn could see the first casualties. The Best Bot Victory Rating is 2.12.

Turn # 3: Side # 1: 0.56 Side # 2: 0.58
Turn # 4: Side # 1: 0.82 Side # 2: 0.84
Turn # 5: Side # 1: 1.10 Side # 2: 1.08

Arena #366: Turn #2 saw Side #3 jumping into the lead with a huge margin as they scored extremely well. Everyone else scored modestly with Side #1 dropping to second place, Side #2 still in third place and Side #4 trailing not far behind. This turn saw two of the Command Posts coming under fire but offering effective resistance. The Best Bot Victory Rating is 1.08.

T#1: S#1: 0.16 S#2: 0.07 S#3: 0.09 S#4: 0.04
T#2: S#1: 0.36 S#2: 0.30 S#3: 0.72 S#4: 0.25

Arena #367: This a Fast Paced 4-Sided contest with the standard three Bots per team. Side #1 is fielded by the WILD BUNCH squad of the KZINTI FITHP and weighs in at 200 tons. Side #2 is fielded by the LEGION OF WAR and is one of the two heaviest teams at 210 tons. Side #3 also weighs in at 210 tons and sees the return of the IMMORTALS.

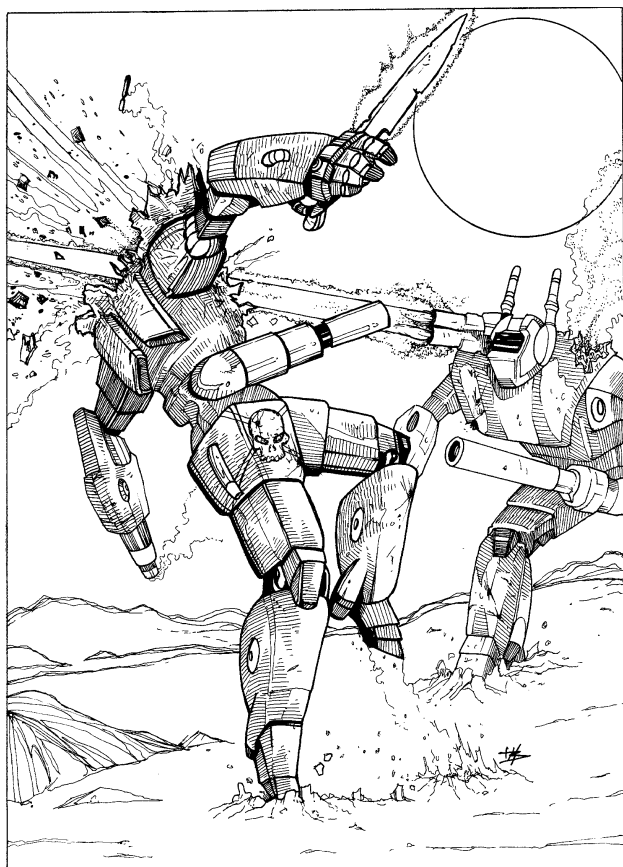
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Side #4 is an unnamed team of veteran Pilots and, at 190 tons, is the lightest of the four teams. This Arena sees the debut of the new Patriot Battle Bot, and in fairly large numbers, which should prove to be an interesting test of its fighting capability. The Arena itself contains a varied mix of terrain features including a large number of Lakes.

Arena #368: This is a special Fast Paced 2x4 match between the LEGION OF WAR and the SISTERS OF SILICON. A 2x4 match is a two sided battle played out using a four sided setup. That is each team is split in two with four of their eight Bots deployed on opposite ends of the Arena defending each of two Command Posts. Side #1 weighs in at 560 tons and is fielded by the LEGION OF WAR. Side #2 is jointly fielded by the SISTERS OF SILICON and the LADIES OF METAL and weighs in at 520 tons. This is only the second 2x4 ever run so it should be interesting as there are no clearly defined and long rehearsed strategies. This Arena also features the newly released Patriot Battle Bot and a large number of Hills and Ridges. We look forward to an exciting contest.

Coming Up: We are now taking applications for Arena #369. We are close to starting a new Fast Paced 4-Sided contest.



GAME RESULTS

This month saw the end of our Eleventh Annual CTF Championship Tournament for the year 2001. This years Championship saw a modest 25% casualty rate though all but three of the survivors were close to destruction. This year we actually saw four rather than the expected three Champions as we had a tie for third place for the first time in the history of the tournament. This year's Champions were:

1st Place: Lieutenant Abishai piloting a 70-ton Ranger — Victory Rating=3.76, Damage Rating=0.40 (the lowest in the game) (Johnny Jordan — winner of \$50 in game credits).

2nd Place: Major Condor Zail piloting a Mercury — Victory Rating 3.46, Damage Rating=1.56 (Dick Voog — winner of \$30 in game credits).

3rd Place (tie): Major Mark Stile piloting a Ranger (VR=3.14, DR=3.03!) and Lt. Colonel Idomeneus piloting a Mercury (VR=3.14, DR=2.72) (An anonymous player from Pinole, CA and Ed Cataldo sharing the \$20 in game credits prize).

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
A#329 Side #1 (un-named) — 2.72

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

FALLEN HEROES

CTF Arena #362 Turn #10
Lieutenant Two-Fer VR= 2.64 DR= 3.14!

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 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/CONdiscuss1.html>
<http://communities.msn.com/CODlandIIChaoticForum>

[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.]

Of course, don't forget to check out the AGE site which contains all sorts of nifty downloads (House Rules, CC/RC Form, etc.). It is still in its infancy but is expected to grow and evolve rapidly over the coming months and of course feedback and suggestions are encouraged. Check it out at:

<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.

SPECIAL ANNOUNCEMENT

As reported earlier, we have just completed our 11th Annual CTF Championship Tournament. For comparison purposes we thought you might enjoy reading how the results of this year's tourney compare to the previous contests:

1991	Low: 0.91	Avg: 2.33	Best: 5.10	Casualties: 25%-
1992	Low: 0.74	Avg: 2.11-	Best: 3.35	Casualties: 30%
1993	Low: 1.15	Avg: 2.46	Best: 4.07	Casualties: 30%
1994	Low: 0.71-	Avg: 2.35	Best: 4.10	Casualties: 25%-
1995	Low: 1.96	Avg: 3.09	Best: 4.40	Casualties: 41%!
1996	Low: 1.56	Avg: 3.09	Best: 4.08	Casualties: 30%
1997	Low: 1.65	Avg: 3.63!	Best: 5.70!	Casualties: 41%!
1998	Low: 2.06!	Avg: 2.72	Best: 3.38	Casualties: 33%
1999	Low: 1.94	Avg: 2.56	Best: 3.00-	Casualties: 38%
2000	Low: 1.66	Avg: 2.75	Best: 3.73	Casualties: 33%
2001	Low: 1.70	Avg: 2.67	Best: 3.76	Casualties: 25%-

Coming in July, our TWELFTH annual Championship Tournament!

NEW BOT STATUS REPORT

The following Bots are currently in limited production and are available to Test Pilots only (Test Pilots are expected to present a Bot Evaluation Report at the end of the testing period). Detailed information on any new Bot is available to a Test Pilot at the time of his or her assignment or to any Pilot by ordering the Bot Tech Spec Manual (\$3.00).

PATRIOT (70-ton Medium)
Test Period 1/02 to 7/02

COMPANY NEWS

Shannon Muir has another of her outstanding bits of CTF fiction published in the February issue of Sabledrake (online) magazine. Entitled "Black Hearts and Broken Dreams" it is an excellent addition to her ongoing saga. Check it out at:

<http://www.sabledrake.com/2002/0202cover.htm>

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.

