

THE COMMAND POST



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GAME NEWS

Arena #364: Turn #10 was the last of this contest and though their lead slipped a bit, Side #4 remained solidly in first place and thus claimed the Team Victory. This turn saw no additional casualties though four of the ten survivors were close to destruction. The Best Bot Victory Rating was 4.06.

T#8: S#1: 2.97 S#2: 1.72 S#3: 1.81 S#4: 2.98

T#9: S#1: 3.08 S#2: 1.77 S#3: 1.95 S#4: 3.40

T#10: S#1: 3.37 S#2: 1.96 S#3: 2.11 S#4: 3.65

Arena #365 [Frag' Den Henker vs. Dynachrome Brigade]: Turn #8 saw Side #2 retaking the lead for the first time since Turn #4. This despite suffering their first casualty when Captain Rigger Mordius ejected from his battered Zephyr (VR=2.06, DR=3.50). This turn's loss evens up the teams at eight remaining Bots apiece. While the ratings remain close anything can happen as this game rapidly approaches its conclusion with 25% of the surviving Bots close to destruction and both Command Posts fully operational.

Turn #9 saw no change in the comparative ratings but a BIG change in the balance of power as Side #1 suffered two additional Bot casualties. The first to go was Colonel Horatio K. Boomer who ejected from his Reaver (VR=1.92, DR=2.30). He was soon followed by Brigadier General Baalar II who ejected from his Goliath (VR=1.44, DR=2.77). This Arena has already seen four Bot casualties (22%) and could see an additional FIVE Bot casualties on the next and final turn. The Best Bot Victory Rating is 4.14.

Turn #7: Side #1: 1.76 Side #2: 1.66

Turn #8: Side #1: 2.03 Side #2: 2.07

Turn #9: Side #1: 2.29 Side #2: 2.33

Arena #366: Turn #6 saw Side #3 out-scoring their opponents allowing them to further expand their already considerable lead, though all of the opposing teams also scored well. This turn saw a jump in the casualty rate as Cadet Big Al Foonman ejected from his Dodger (VR=2.40, DR=2.47) and Lieutenant 'Guns' Anne Rosas destroyed Command Post #4 with Mini Missile fire from her Warmachine. Next turn will likely see another two casualties as the combat becomes increasingly deadly.

Turn #7 saw an impressive scoring effort by Side #1 that put them solidly into second place but well behind first place Side #3. Side #4 also scored well but remains in last place. This turn saw the game's

second Bot casualty as Cadet Fatcat Floyd ejected from his Cobra (VR=1.25, DR=2.98). Next turn could see two Bot casualties and the last of the Command Posts going up in smoke. The Best Bot Victory Rating is 4.00.

T#5: S#1: 1.24 S#2: 1.37 S#3: 2.32 S#4: 1.00

T#6: S#1: 1.68 S#2: 1.76 S#3: 2.82 S#4: 1.23

T#7: S#1: 2.41 S#2: 1.98 S#3: 3.37 S#4: 1.67

Arena #367: Turn #4 saw Side #4 as the top scoring team which allowed them to expand their already substantial lead. Side #2 also scored quite well allowing them to move into second place. This turn saw the game's first casualties as Major Zhitnick Zezel destroyed Command Post #3 with Mini Missile fire from his Warmachine and Lieutenant Indigo Humm destroyed Command Post #1 with Mega Missile fire from his Raptor. Next turn will likely see a third CP Kill and perhaps the game's first Bot casualty.

Turn #5 saw Side #4's substantial lead slipping a bit as they were out-scored by both Sides #1 and #2. This turn saw the game's third CP Kill as Cadet Hip Hoppin Jeffery destroyed Command Post #2 with Mega Missile fire from his Raptor — his first ever CP Kill! The Best Bot Victory Rating is 3.32.

T#3: S#1: 1.07 S#2: 0.88 S#3: 0.54 S#4: 1.51

T#4: S#1: 1.22 S#2: 1.31 S#3: 0.85 S#4: 2.07

T#5: S#1: 1.66 S#2: 1.75 S#3: 0.94 S#4: 2.37

Arena #368 [Special 2x4. Legion Of War vs. Sisters of Silicon]: Turn #4 saw Side #1 closing the ratings gap resulting in another virtual tie for first place. This turn saw the game's first casualty as Major Metallica destroyed Command Post #2 with Mini Missile fire from her Athena. This marks her second CP Kill in nine completed Arenas. This turn's casualty gives Side #2 a targeting advantage (CPs share the benefits of their Targeting Computers with allied Bots) but one that will likely be short lived as Side #1 evens the score next turn.

Turn #5 saw no change in the comparative ratings as the battle remains a virtual tie. Next turn will be interesting as Side #2 appears to be in a

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strong tactical position but are close to losing a Bot and one of their two Command Posts. The Best Bot Victory Rating is 4.40!

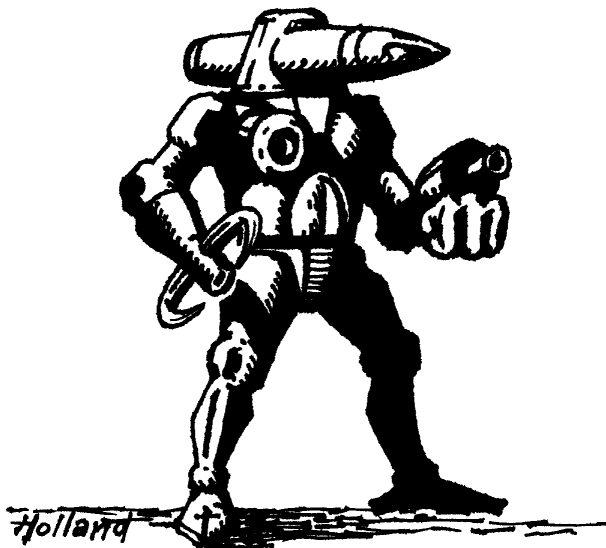
Turn # 1: Side # 1: 0.25 Side # 2: 0.27
Turn # 2: Side # 1: 0.71 Side # 2: 0.72
Turn # 3: Side # 1: 1.04 Side # 2: 1.07
Turn # 4: Side # 1: 1.39 Side # 2: 1.38
Turn # 5: Side # 1: 1.67 Side # 2: 1.66

Arena #369: This is a Fast Paced 4-Sided contest with the standard three Bots per team. Side #1 is the SHADOW WARRIORS and at 170 tons is the lightest of the four teams. Side #2 is an un-named team of veteran Pilots with a combined weight of 200 tons. Side #3 is fielded by DWAK and is the heaviest team at 220 tons. Side #4 sees the return of SUDDEN THUNDER and weighs in at 210 tons. The Arena is rather sparse in terms of terrain features and includes a large number of wooded areas — the perfect Arena for long-range attacks. Combined with clear weather and so many named teams this should be a high scoring and very exciting contest.

Arena #370: This is a Standard Paced 2-Sided contest with a full nine Bots per team. Side #1 weighs in at 560 tons and is lead by the STRAT-O-MATICS with the support of a number of independents. Side #2 also weighs in at 560 tons and is fielded by the WOMEN OF WEAPONRY, a subteam of the SISTERS OF SILICON. While Side #2 is likely the better organized team, Side #1 is the more experienced so it will be an interesting contest. The Arena contains a varied mix of terrain features from high Ridges and Heavy Buildings to numerous Lakes and Craters. The Weather is Cold-Dry which will help reduce the effects of Heat.

Coming Up: We are now taking applications for Arena #371. We are close to starting a new Standard Paced 4-Sided contest.

WARMACHINE



GAME RESULTS

This month saw the end of CTF Arena #364, a fiercely competitive 4-Sided contest. It was a very close battle between Sides #1 and #4 up through Turn #9 where Side #4 pulled solidly into the lead allowing them to capture the Team Victory with a rating of 4.06. A big win for the combined WASP and SISTERS OF SILICON team. The Individual Victory was awarded to General I.B. Tryon who earned a rating of 4.06 while piloting a Legionaire. He also ended the contest with the game's lowest Damage Rating (DR=1.00) — an impressive combination! This was the fourth Individual Victory of his career (and his fifth Team Victory) and gives him one of the top 3+ averages for Medium Bots with 3.64 (fourth place behind a 3.66 average). The winning Team Members were:

Major General Frontal Robotomy — 3.74
Lt. Colonel Dana Malh — 3.23
General I.B. Tryon — 4.06

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 Madmartigan
General Anthony Stark
General Cutthroat Collins
General Bolo
General Bastlor Grumock
General Riva Irongrip
General Lunatik
General Rugal Ratslayer
General Solo McIntres
* General Whispering Death
General I.B. Tryon
General Angus McNarley
General Kael

Top Light Bot Ratings

Lt. Colonel Wan Tyn Sol Jr. — 8.30!
Major General Slanter Jax — 7.92
General Madmartigan — 7.82

Top Medium Bot Ratings

Lieutenant Findem And Fryem — 6.99
Major General Slime Sledge Hammer — 6.37
Major Roger Dawkins — 6.20

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

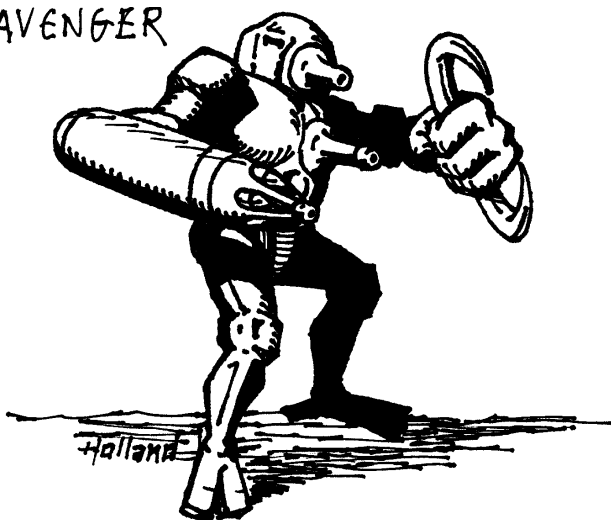
Pilots With The Most Team Victories
General Anthony Stark — 16

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#363 Side #2 (un-named) — 3.22!
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

AVENGER



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

The WOMEN OF WEAPONRY [TM89] announces the addition of newly-promoted Lieutenant Red Hot Lover [PN682] to our SISTERS OF SILICON [TM34] sub-team. Red Hot Lover brings two Team Victories and a CP Kill to the table.

If you wish to join this award-winning contingent of female Pilots, or sign on with the Sisters of Silicon itself, please feel free to diplo the contacts below for more information.

Women of Weaponry Team Subcommander:
Lt. Col. Lauraic Vileslayer [PN768]

Sisters of Silicon Team Commander:
Lt. Col. Femme Fatale [PN742]

The Sisters of Silicon
Celebrating ten years of action in the Arena!

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Player Notice

To: Everyone
From: Orbo (Rob Fackler)

Just to let everyone know, I'm back into the game after a hiatus that lasted a bit over a year. Which means Orbo's CTF2187 Home Page will be updated on a regular basis again. The URL is listed in the AGE Online section of the CP [Ed: Or you can make the jump from the link at www.ageforfun.com] Hopefully by the time this runs I'll have some new material up. Also, if you want to get email when the site is updated, please drop me a note at orbomaxx@blazenet.net, as my previous update list has been lost.

Thanks, and see you in the Arena!

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

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

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>

SPECIAL EVENTS

We are pleased to announce our TWELFTH annual CTF Championship Tournament! CTF has always been a game of skill and there certainly are a lot of great tacticians out there. This is the world's opportunity to see who really is the best of the best. Who will be crowned Champion of the Arena for 2002? Will last year's Champions (Abishai, Condor Zail, and Idomeneus) be able to repeat their success? Or will we herald the victories of a new set of Champions?

The tournament is limited to the first 12 participants for a Free-For-All match which is expected to begin on July 1st, 2002 (our company anniversary). It will be a Standard Paced contest but players may pick the fastest turn pace (between 14 to 21 days) acceptable to them. Turn Fees for THIS GAME ONLY will be raised to \$4.50 per turn (including the setup) to help cover the prizes. Prizes? That's right, we will be awarding a total of \$100.00 in game credits to three Pilots with the highest Victory Ratings: \$50.00 for First place, \$30.00 for second and \$20.00 for third. But that's not the real prize. The REAL prize is the glory of being crowned the BEST OF THE BEST. Are you up to the challenge? Go for it!

Be sure to check out www.ageforfun.com for all the latest news on upcoming games and special events.

WHAT'S NEW

We recently made some programming additions to enhance the turn results and the entertainment value of play.

First, when Shields effectively deflect part of a hit (reducing the damage inflicted) a text report will now appear as part of the turn results.

Second, the Game Information part of the turn results has been reworked a bit and now includes a report on the best Individual Victory rating for each team which is especially handy in a 4-sided contest. This is quite useful as you can find out how the race for the Best Individual Rating is going on a turn by turn basis without having to wait for the newsletter.