

# THE COMMAND POST



Issue # 176

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## GAME NEWS

Arena #365 [Frag' Den Henker vs. Dynachrome Brigade]: Turn #10 was the final turn of this contest and saw Side #2 expanding their lead and winning the game! A victory for the DYNACHROME BRIGADE! This turn saw Lieutenant Otto Schidtlapp eject from his Awesome (VR=1.63, DR=3.38) and Colonel Von Wrecker score the game's only CP Kill when he destroyed Command Post #2 with Mini Missile fire from his Warmachine. The Best Bot Victory Rating was 4.57.

Turn # 8: Side # 1: 2.03 Side # 2: 2.07  
Turn # 9: Side # 1: 2.29 Side # 2: 2.33  
Turn #10: Side #1: 2.48 Side #2: 2.56

Arena #366: Turn #8 saw an impressive scoring run by second place Side #1 but they are still far behind the game's leaders, Side #3. There is a real battle for the Individual Victory with four Bots with ratings over 4.00 and within 0.11 of each other. This turn saw Lieutenant Hagen destroying Command Post #3 with Mega Missile fire from his Archer. This turn also brought the demise of Captain Maximum Pain who was slain after his Legionaire suffered a fatal Mega Missile hit to the Left Rear Torso from Major General Slime Sledge Hammer's Raptor. Captain Pain was a veteran of five completed contests (four of which were in Medium Bots) and had earned three Team Victories. He will be missed. The Best Bot Victory Rating is 4.21.

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  
T#8: S#1: 2.80 S#2: 2.20 S#3: 3.58 S#4: 1.77

Arena #367: Turn #6 saw Side #4's lead slipping a bit as they were outscored by Sides #2 and #1. With the game a little more than half over and Command Post #4 the only one surviving (potentially worth a lot of points to their opponents), Side #4 has by no means a lock on the lead. Next turn will likely see the game's first Bot casualties as we currently have three Bots close to destruction.

Turn #7 saw first place Side #4 continue to lose ground as they were again outscored by Sides #1 and #2. Side #2, who was recently considered hopelessly behind, is now likely to move into the lead next turn. This turn saw the game's fourth and final CP Kill as Cadet Woad The Witless, in his very first Arena, destroyed Command Post #4 with Mega

Missile fire from his Ranger. The Best Bot Victory Rating is 3.85.

T#5: S#1: 1.66 S#2: 1.75 S#3: 0.94 S#4: 2.37  
T#6: S#1: 2.19 S#2: 2.32 S#3: 1.07 S#4: 2.62  
T#7: S#1: 2.42 S#2: 2.73 S#3: 1.13 S#4: 2.79

Arena #368 [Special 2x4. Legion Of War vs. Sisters of Silicon]: Turn #6 saw Side #1 inching into the lead and saw the game's second casualty. This occurred when Captain Whiplash destroyed Command Post #3 with Mega Missile fire from his Ranger. This was Captain Whiplash's first CP Kill in six completed Arenas. Each team has now lost one of their two Command Posts. Next turn will likely see another CP Kill along with up to four Bot casualties!

Turn #7 saw Side #2 taking over the lead along with the game's third CP Kill. This occurred when Colonel Buffy Skarrbut destroyed Command Post #1 with Mega Missile fire from her Athena. This was Buffy's FIFTH CP Kill after twelve completed Arenas. Next turn will likely see the game's first Bot casualties as nearly half the participants are now close to destruction! The Best Bot Victory Rating is 5.28!

Turn # 5: Side # 1: 1.67 Side # 2: 1.66  
Turn # 6: Side # 1: 2.03 Side # 2: 2.00  
Turn # 7: Side # 1: 2.35 Side # 2: 2.41

Arena #369: Turn #1 saw this Arena getting off to an exciting start with Side #1 taking the early lead, closely followed by Side #3. Side #4 is trailing in a distant third place with Side #2 even further back. However, with so many Command Posts available as targets the situation can change quickly. Most of the current fighting is around Command Post #1 where three of the four teams have converged. With such a high density of Bots this could only mean lots of scoring and lots of damage. In fact, next turn could see the game's first casualty!

Turn #2 saw Side #3 taking over the lead with Side #1 falling into second place and Sides #4 and #2 still trailing. This turn saw some high scoring as

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three of the four Command Posts took damage. Next turn could see two Bot casualties. The Best Bot Victory Rating is 2.40.

T#1: S#1: 0.46 S#2: 0.11 S#3: 0.44 S#4: 0.21  
T#2: S#1: 0.85 S#2: 0.51 S#3: 0.91 S#4: 0.69

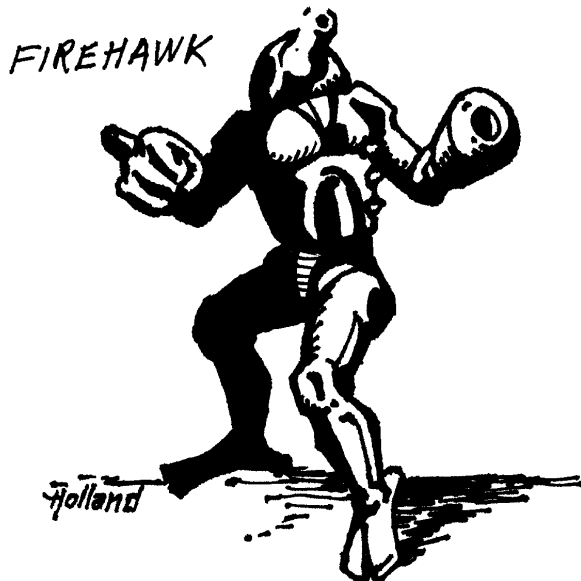
Arena #370 [STRAT-O-MATICS vs. WOMEN OF WEAPONRY]: Turn #1 saw this Arena getting off to an arguably perfect start with a tie for first place. The teams scored reasonably well and each seems to have had a designated Light Bot target. It won't take a genius to guess who the first casualties will be. But then anything is possible in the Arena and a careful, conservative strategy can often ensure survival — just bide your time until everyone else takes a beating and you'll be back on an even keel! The Best Bot Victory Rating is 0.82!

Turn # 1: Side # 1: 0.14 Side # 2: 0.14

Coming Up: We are now taking applications for Arena #371. We are close to starting a new Standard or Fast Paced 4-Sided contest as well as the 2002 Championship.

## GAME RESULTS

This month saw the end of CTF Arena #365, a fierce and hard fought battle between FRAG' DEN HENKER and the DYNACHROME BRIGADE. The ratings gap between the two teams was never more than 0.10 with the lead changing hands several times. On Turn #8 Side #2 eventually gained the upper hand and captured the Team Victory on Turn #10 with a rating of 2.56 — a mere 0.08 more than their opponents. A well deserved victory for the DYNACHROME BRIGADE! For this contest, Bot casualties were at 27% though only one of the two Command Posts was destroyed. The Individual Victory was awarded to Brigadier General Mad Dog who earned a rating of 4.57 while piloting a Cobra. Honorable mention goes to runner up Colonel Von Wrecker who earned a rating of 4.51 while piloting a Warmachine for Side #1 and to Cadet Hal-12 for



hanging in there and surviving with but one Engine in his Cobra (DR=2.18). The winning Team Members were:

Major General Mordius — 2.40  
General Bolo — 2.67  
Cadet Hal-12 — 1.68  
General Dutchman — 2.40  
Colonel Ulysses Patton — 2.66  
Major General Dutchman Too — 2.40  
Brigadier General Mad Dog — 4.57  
Lt. Colonel Miaowara Tomokato — 2.74

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

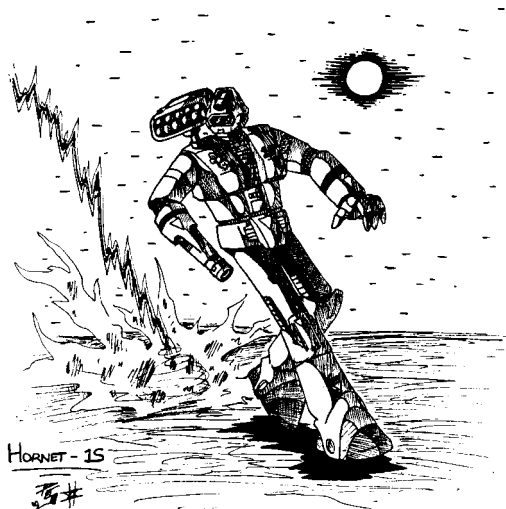
Pilots With The Most Bot Kills  
Lieutenant Grim Reaper — 7

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

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 #366 Turn #8  
Captain Maximum Pain VR= 2.97 DR= 2.66

Let us mourn the passing of our fellow Bot Pilot.

## **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

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>  
<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.]

## **WHAT'S NEW**

\* Reminder \*

As mentioned last issue, 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.

## **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!

## **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.

## **SPECIAL ANNOUNCEMENT**

Postal rates are again on the rise. Beginning June 30th the new rates will be:

First Ounce	\$0.37 (up \$0.03 — +9%)
Each Additional Ounce	\$0.23 (no change)
Priority Mail (1 pound)	\$3.85 (up \$0.35 — +10%)
Priority Mail (flat rate)	\$3.85 (down \$0.10 — -2%)
Express Mail (1/2 pound)	\$13.65 (up \$0.80 — +6%)

Note: These are just the rates for things most commonly used by our customers. For more rate information contact your local postmaster or check out: [www.usps.com/ratecase](http://www.usps.com/ratecase)

## **SPECIAL OFFER**

July 1st is a special date for us here at Advanced Gaming Enterprises as it marks the SIXTEEN year anniversary of our first processing turns for the original Crack of Doom Playtest (the company itself was actually formed several months earlier). In celebration and to show our gratitude for your dedicated and enthusiastic support we have the following special offer: Send in a single check for \$50.00 or more for your CoD or CTF account during the month of JUNE and we will deposit that money PLUS an additional \$4.00 into your account. That's right, an additional four extra dollars game credit, FREE! It's just our way of saying Thank You! [Note: This is a 'CASH ONLY' offer that includes checks and Money Orders but NOT payments made by Credit or Debit Card.]

Good Gaming,

Debbie & Duane