

THE COMMAND POST



Issue # 177

July 2002

GAME NEWS

Arena #366: Turn #9 saw an exciting turn of events as Side #3 expanded their lead and Side #4 was completely wiped out! The sole survivor of Side #4 became the latest casualty when Captain Quiet man ejected from his Goliath (VR=0.62, DR=2.47). With only one turn remaining it looks like the Team Victory is no longer in doubt. Now it is just a matter of maximizing individual ratings and trying to survive (one Bot and the last CP are close to destruction). The Best Bot Victory Rating is 4.21.

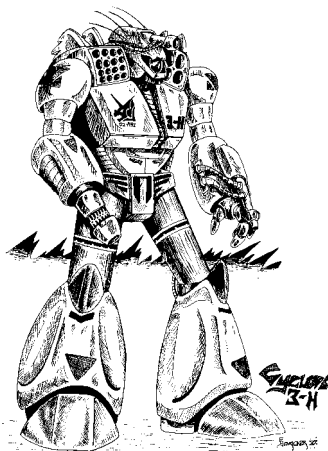
T#7: S#1: 2.41 S#2: 1.98 S#3: 3.37 S#4: 1.67
T#8: S#1: 2.80 S#2: 2.20 S#3: 3.58 S#4: 1.77
T#9: S#1: 3.10 S#2: 2.25 S#3: 3.93 S#4: .—

Arena #367: Turn #8 saw little change in the comparative ratings as Side #4 expanded their lead slightly and Sides #2 and #1 remain solidly in second and third place respectively. Next turn could see the game's first Bot casualties as we now have four Bots close to destruction. The Best Bot Victory Rating is 4.33.

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
T#8: S#1: 2.68 S#2: 2.93 S#3: 1.26 S#4: 3.04

Arena #368 [Special 2x4. Legion Of War vs. Sisters of Silicon]: Turn #8 saw Side #1 retaking the lead as their opponents suffered heavily. Not only did they drift into second place but they suffered the game's first Bot casualty as Lt. Femme Fatale ejected from her Warmachine (VR=3.21, DR=2.93). In addition they lost their final CP when Lt. Colonel Viatcheslav Ekimov destroyed Command Post #4 with Mega Missile fire from his Archer. This was Lt. Colonel Ekimov's fourth CP Kill in seven completed contests — quite an achievement! Next turn could see as many as seven Bot casualties (half the participants!) as this contest enters its final phases.

Turn #9 was the last of this contest and saw Side #1 expanding their lead and winning the game! A victory for the LEGION OF WAR! For Side #2 the turn was a disaster. They scored badly and lost two of



their surviving seven Bots. This turn's action saw Lieutenant Colonel Lauraic Vileslayer eject from her Ronin (VR=2.28, DR=2.84) and Major Metallica eject from her Athena (VR=2.18, DR=2.94). The Best Bot Victory Rating was 5.78!

Turn #7: Side #1: 2.35 Side #2: 2.41
Turn #8: Side #1: 2.76 Side #2: 2.52
Turn #9: Side #1: 3.01 Side #2: 2.66

Arena #369: Turn #3 saw Side #3 expanding their lead as they enjoyed their best scoring turn yet. Sides #1 and #4 are tied for second place with Side #2 not far behind. This turn saw a number of CP attacks culminating in the destruction of Command Post #3 at the hands of Cadet Miles Zillio who scored his first CP Kill with a Mega Missile barrage from his Legionaire. Next turn will likely see two more CP Kills and perhaps the first Bot casualties. The Best Bot Victory Rating is 3.75.

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
T#3: S#1: 1.18 S#2: 1.09 S#3: 1.45 S#4: 1.18

Arena #370 [STRAT-O-MATICS vs. WOMEN OF WEAPONRY]: Turn #2 saw Side #1 pulling into the lead as their opponents scored poorly with most failing to score hits. Most of the fighting remains at long range as Side #1 opts for a largely defensive posture. Their opponents continue to move forward aggressively and may soon threaten Command Post #1.

Turn #3 saw Side #2 closing the ratings gap as both teams scored well. The teams have closed in the center and right resulting in a wild melee that is sure to result in a number of painful back shots. Next turn will likely see the first CP attacks resulting in increasingly high scoring and perhaps the first Bot casualties. The Best Bot Victory Rating is still 1.52!

Turn #1: Side #1: 0.14 Side #2: 0.14
Turn #2: Side #1: 0.36 Side #2: 0.25
Turn #3: Side #1: 0.57 Side #2: 0.51

Coming Up: We are now taking applications for Arena #371. We are close to starting a new Standard Paced 4-Sided contest and still have a few openings left for the 2002 Championship.

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GAME RESULTS

This month saw the end of CTF Arena #368, our second ever 2x4 contest (a two sided battle played out with a four sided configuration). In an extremely close battle (the ratings gap was never more than 0.06 through turn #7) between the LEGION OF WAR and the SISTERS OF SILICON, casualties ultimately proved to be the deciding factor allowing the LEGION OF WAR, who suffered zero Bot casualties, to claim the Team Victory with a rating of 3.01. Conversely their opponents lost 37% of their team and of course the game's four Command Posts were also destroyed. The SISTERS OF SILICON played an excellent game and made up for their loss by stealing away the Individual Victory which most often goes to one the Team Victors. The Individual Victory was awarded to Captain Angel Of Death who earned a rating of 5.78 while piloting a Ronin with a near fatal Damage Rating of 3.06 with only four engines remaining. Dishonorable mention goes to Captain Stephen Maturin who knocked himself off the 3+ Average Medium Bot list with a subpar (though still good) rating. The winning Team Members were:

Cadet War Witch — 2.41
Lt. Colonel Willie The Weeper — 2.99
Cadet Whisper Woods — 3.49
Cadet Betty — 2.15
Captain Stephen Maturin — 2.94
Captain Whiplash — 4.03
Lt. Colonel Viatcheslav Ekimov — 2.44
Captain Marco Saligari — 3.47

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
GeneralKael

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
* General I.B. Tryon 3.64

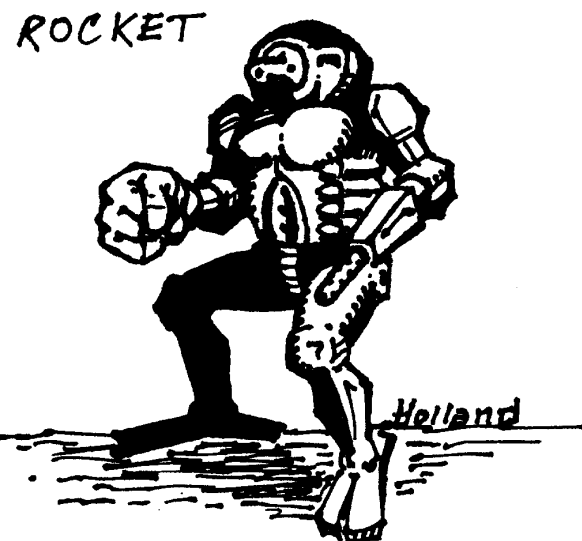
Top Heavy Bot Pilots (3+ Game Average)
Lt. Colonel Augustus — 3.57
Lt. General Blood Shredder — 3.48
Major Cannon Fodder — 3.41

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#368 Side #1 (Legion of War) — 3.01
* A#333 Side #1 (Berserkers) — 2.96

ATTENTION ALL TEST PILOTS

The testing period for the PATRIOT (70-ton Medium) is now at an end. Please submit your evaluation reports right away so that we can print some of the comments and report on your findings in the next Command Post.

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://groups.yahoo.com/group/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://groups.yahoo.com/group/conclavecodiichat>

<http://www.neosoft.com/~lanza/ICONdiscuss1.htm>

[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

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.

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

As mentioned last issue, 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

COMPANY NEWS

As you know, AGE accepts credit/debit card for payments to player accounts. Lately there seems to be some confusion over our policies so to clear things up....

1) The fastest way to send payment is to fax in the Credit Card form. This can be downloaded from our website or we can mail you a copy. A faxed copy can ONLY be used for a one-time payment.

2) The easiest way to pay for your turns is to use the Credit Card form to setup a recurring charge which basically means whenever your account falls below \$20 we will automatically charge your credit/debit card the amount you choose (normally \$20 or \$50) to avoid any problems/delays with your turns. You can cancel the recurring charge at any time and if you decide to stop playing, any unused funds will be credited back to your card.

To setup a recurring charge you MUST mail us your signed form. Our bank/processing center objects to photocopies or faxes.

Note: The AGE account holder does not have to be the person who owns the credit/debit card. So if you can convince your wife/brother/uncle/whoever to pay for your turns this is a great way to go. Obviously get their permission first and be aware that in such cases we mail out two receipts, a deposit receipt to the AGE account holder (player) showing how much money was placed in his/her account and a debit/charge card receipt to the card holder so that everyone is clear on what occurred and when.

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!

UPDATE: As of mid-July we are two Pilots short of the minimum necessary to start this contest so we are extending the deadline a few weeks to give people more time to get their setups in. In the unlikely event that we are unable to fill the last two spots the event will be cancelled and will not likely be repeated. If you know anyone who might be interested in playing please urge them to send in a setup right away. Thank you!

