

THE COMMAND POST



Issue # 178

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GAME NEWS

Arena #366: Turn #10 was the last of this thrilling contest and saw Side #3 expanding their lead and winning the game! A victory for the BOT BUSTERS! This turn's action saw Lieutenant Colonel Jerek Loren destroy Command Post #1 with Mega Missile fire from his Raptor. This was his first CP Kill which helped him to clinch the Individual Victory. The Best Bot Victory Rating was 5.78.

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: -.—

T#10:S#1: 3.24 S#2: 2.43 S#3: 4.38 S#4: -.—

Arena #367: Turn #9 saw Side #2 taking over the lead for the first time, and the game's first casualties as well. In a disaster for Side #4 they lost two thirds of their team as Lieutenant Colonel Sledge Hammer ejected from his Patriot and Cadet Hip Hoppin Jeffery ejected from his Raptor. Next turn could see four more Bot casualties — one third of the game's starting Bots!

Turn #10 was the last of this marathon contest and saw Side #2 expanding their lead and winning the game! A victory for the LEGION OF WAR! Side #3 was actually the top scoring team for the turn though they remained in a distant last place. This turn saw the death of Major Shade who was slain after his Raptor suffered a fatal PBC hit to the Right Rear Torso from Major Zhitnik Zezel's Warmachine. Major Shade was a member of the WILD BUNCH, a subunit of the KZINTI FITHP. He was a veteran of six completed contests, all in Medium Bots and all resulting in Team Victories. He had earned an average rating of 2.67, with a top rating of 3.88 as well as a single CP Kill. The death of such a noteworthy Pilot is a terrible loss and he will be missed. The Best Bot Victory Rating was 4.60.

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

T#9: S#1: 2.83 S#2: 3.20 S#3: 1.41 S#4: 3.15

T#10:S#1: 3.04 S#2: 3.42 S#3: 1.70 S#4: 3.25

Arena #369: Turn #4 saw an impressive scoring effort from Side #4 which allowed them to take over the lead, though just barely. Side #3 is in a close second place and Side #1 has fallen to a distant third place with Side #2 trailing. This turn saw the game's second CP Kill as Cadet Violent Femme destroyed Command Post #2 with Mega Missile fire from her Hellhound — her first ever CP Kill! next turn will likely see another CP Kill and perhaps two Bot casualties.

Turn #5 saw Side #3 retaking the lead and the game's first Bot casualty. This occurred when Colonel Idomeneus was forced to eject from his Cobra (VR=2.28, DR=2.85). Next turn will likely see Side #3 solidify their lead as they are in an excellent scoring position and their second and third place rivals are likely to suffer casualties. Side #2, currently in last place, may be poised for a strong comeback. The Best Bot Victory Rating is 5.75!

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

T#4: S#1: 1.48 S#2: 1.16 S#3: 1.83 S#4: 1.88

T#5: S#1: 1.91 S#2: 1.34 S#3: 2.24 S#4: 2.12

Arena #370 [STRAT-O-MATICS vs. WOMEN OF WEAPONRY]: Turn #4 saw Side #2 taking over the lead as both teams scored well. Both Command Posts came under fire this turn but each returned fire to good effect and received effective support from allied Bots. Next turn will likely see the first Bot casualties as we have three Bots close to destruction. The Best Bot Victory Rating is 2.38!

Turn # 2: Side # 1: 0.36 Side # 2: 0.25

Turn # 3: Side # 1: 0.57 Side # 2: 0.51

Turn # 4: Side # 1: 0.82 Side # 2: 0.89

Arena #371: This is a Fast Paced 4-Sided contest with the standard three Bots per team. Side #1 is fielded by the SISTERS OF SILICON and is the lightest of the teams at 160 tons. Side #2 weighs in at 180 tons and is fielded by SUDDEN THUNDER. Side #3 sees the return of INSTANT LIGHTNING weighing in at 190 tons. Finally, Side #4 is the heaviest of the four at 210 tons and is fielded by the B'HOOD OF THUNDER. The Arena contains a good varied mix of features which presents a host of tactical possibilities. The weather is the worst possible: Hot (which inhibits cooling) and Wet (which increases the chance of falling). With four great teams and a challenging setting we should have the makings of another great match!

Turn #1 saw this contest getting off to a good start with Side #3 taking the early lead, Sides #2 and #4 in a virtual dead heat for second place and Side #1 not far behind. Most teams seem to have

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spread their forces resulting in combat all across the arena. Though only the first turn we have already seen damage to one Command Post and two of the CPs inflicting damage on their opponents. The Best Bot Victory Rating is 0.72.

T#1: S#1: 0.12 S#2: 0.16 S#3: 0.23 S#4: 0.15

Arena #372. This is a Standard Paced 2-Sided contest with a full nine Bots per team. Side #1 is fielded by the DYNACHROME BRIGADE and weighs in at 600 tons. Side #2 is fielded by the LADIES OF METAL squad of the SISTERS OF SILICON and weighs in at 590 tons. The Arena contains a dense terrain configuration including a number of features, such as Hills and Heavy Buildings, that will tend to restrict long range attacks and put an increased emphasis on tactical maneuvering. The weather is once again Hot and Wet which makes for a challenging environment. With two such renowned teams we can look forward to an exciting battle.

Arena #373 [2002 Championship]: We are very pleased to announce the start of our twelfth annual Championship Tournament. A last minute flurry of signups resulted in a full twelve Bots competing in a Free-For-All battle to determine the best individual Pilot in the Arena. This year's tournament includes representatives of the BLOOD ROYALE, FRAG' DEN HENKER, GOJO TROOP, GREAT WHITE NORTH, HORNETS, KZINTI FITHP, and the LEGION OF WAR. This year's Bot mix largely consists of Medium Bots with the Raptor being the most popular. All of the Pilots are veterans and many have ten or more games of experience! [Ed: Such an experienced Pilot helps increase your chance of victory but means you have a lot to lose in what is normally a casualty-heavy battle.] The Arena contains a good mix of features that will help to channel attacks and give skillful Pilots opportunities to hide their backs from hostile fire. It's gonna be a good one!

Coming Up: We are now taking applications for Arena #374. We are close to starting a new Fast or Standard Paced 4-Sided contest.

GAME RESULTS

This month saw the end of CTF Arena #366, a 4-sided contest. Side #3 captured the lead on Turn #2 and was never seriously threatened after that, winning the Team Victory with a rating of 4.38 — one of the best 4-Sided ratings of all time! A great victory for the BOT BUSTERS! This arena saw a 33% Bot casualty rate which included the complete destruction of Side #4. The Individual Victory was awarded to Lieutenant Colonel Jerek Loren who earned a rating of 5.78 while piloting a Raptor. This impressive feat puts him in fifth place in the quest for the best Medium Bot ratings. Honorable mention goes to Lieutenant Hagen who now tops the Best Heavy Bot Average category after this game's

Victory Rating of 4.52 in an Archer. The winning Team Members were:

Lt. Colonel Jerek Loren — 5.78
Lt. Colonel Tlepoemus — 2.98
Major General Slime Sledge Hammer — 4.38

This month also saw the end of CTF Arena #367, another 4-Sided contest. Side #2 captured the Team Victory with an excellent rating of 3.42 — a victory for the LEGION OF WAR! Side #4 actually held the lead up through Turn #8 (often tied with Side #1) but heavy casualties knocked them out of the running allowing Side #2 a come-from-behind victory in a well fought battle. Overall this Arena saw 25% Bot casualties (mostly Side #4) and 100% CP losses. The Individual Victory was awarded to Lieutenant Indigo Humm, the sole survivor of Side #4, who earned a rating of 4.93 while piloting a Raptor. Honorable mention goes to Cadet Bili the Axe who, with his performance in this Arena, is thrust into the limelight with one of the top Average Medium Bot ratings in the arenas. The winning Team Members were:

Major Zhitnik Zezel — 2.49
Cadet Woad the Witless — 4.29
Cadet Bili the Axe — 3.50

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 H.A.L. Mayne
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
* Cadet Bili the Axe — 4.02
Lt. Colonel Draka Deathdealer — 3.69

Top Heavy Bot Pilots (3+ Game Average)
* Lieutenant Hagen — 3.65
Lt. Colonel Augustus — 3.57
Lt. General Blood Shredder — 3.48

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

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#366 Side #3 (Bot Busters) — 4.38
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

FALLEN HEROES

CTF Arena #367 Turn #10
Major Shade VR= 3.25 DR= 2.27

Let us mourn the passing of our fellow Bot Pilot.

BULLETIN BOARD

Player Notice

The SISTERS OF SILICON [TM34] announce the promotion of the first Female General of the modern arenas — General H.A.L. Mayne [PN720], also known as Helen Annie Lynne Mayne. The newly promoted General just survived Arena 366 after a challenging contest, and has three Team Victories, a Bot Kill and four CP Kills to her credits. Another reason to celebrate during this historic year of the SISTERSOF SILICON!

Lt. Colonel Femme Fatale [PN742]
Team Commander, SISTERS OF SILICON [TM34]

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Player Notice

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

(Reference CP171 — Jan 2002) The next time you have a private vendetta going into a game of 4-sided, I suggest you make a public announcement. I treat all opposing Bots as enemies/potential enemies. The team I belong to, B'Hood of Thunder has been the target of collusion among opposing teams in many other games. Therefore, I trust no one. I am not scared of death. Definitely not scared of Lady Death. I certainly don't see your name in any prominent listing in the CP newsletter.

Assuming you actually DID have some sort of personal vendetta going, I would believe it to be because of your attitude in some previous game.

As to awareness ratings, I suspect yours needs some improvement, as participants in the arena are not known ahead of time. So, assuming I WAS scared of you, I couldn't avoid being pitted against you... the Arena masters decide.

May we meet again.

Player Notice

During the course of Arena #359, Carver 'Artout [PN431] raised the question: "Should women Pilots be in the Arena?" as one of our teams got rather battered in the contest.

Like any team, the Sisters of Silicon have had our ups and downs. To point out more recent 'ups' — I would like to point out that one of our team went on to win a major Individual Victory against the Legion Of War in Arena #268 even though our team lost a well-fought Arena, and just recently the games have seen the first female General of the modern Arenas (since the current numbering system was introduced).

So the answer to your question, Carver, is "Heck, yes!"

Lt. Colonel Femme Fatale [PN742]
Commander, SISTERS OF SILICON [TM34]

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Player Notice Arena #367

To: The Survivors
From: Side 3

Alright, we did our bit... eliminated (ejected or killed) Bots 10 and 11. We do hope youse guys down south got rid of Bot 12, but if you didn't we'll try to get him Turn 10.

Since Side 4 (Bots 10, 11, & 12) were in the lead, we should now all get to move up a notch... which moves us from the cellar to Third place.

Good Luck!

Pancho Villa (PN319)

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Player Notice Arena #367

To: Side 2
From: Side 3

Youse guys are a bunch of d**ks! [Ed: ducks?]

We're out here lay'n our bodies down, trying to kill Side 4 so you can move into First Place... and you're shooting at us!

Our only regret, now, is we won't have time to kill Bot 4, 'cause Bots 5 and 6 should not make it through Turn 10.

Happy Gaming!

Serbientlov [PN268]

Player Notice Arena #370

To: Jack Rabbit [PN529]

Seems you can't hop off my radar, Jack Rabbit! Luck is not in your corner this Arena.

Lela [PN870]

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Player Notice Arena #373

Gorrik Vileslayer [PN988] saw himself as the near-last of a dying breed. Generations ago, his branch of the family had been disowned by a more powerful contingent. Now, with Leaeric and her brother Loric Vileslayer dead for some time, Gorrik's cousin Lauraic Vileslayer [PN768] had bestowed goodness and honor to the Vileslayer name in the Arenas. A Lt. Colonel, and leader of SISTERS OF SILICON [TM34] subteam the WOMEN OF WEAPONRY [TM89], the Vileslayer dark past was all but forgotten. First fighting beside Loric when he died, then ending up in jail for trying to steal from Loric's estate, Gorrik sold his services as an Indy for one more Arena before falling deep into alcoholism. It took a mysterious message, delivered on ancient paper and sealed using an impression of a lion's maw open wide, that offered him unique rewards, but only if he entered the Free-For-All to prove himself worthy. So here he was, starting up the power of his Bot. Someone needed to restore the "Vile" to Vileslayer... or die trying.

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

Hey fans, here's the latest CTF chapter, "Divided But Not Conquered":

http://www.sabledrake.com/2002/0208_divided.shtml