

THE COMMAND POST



Issue # 179

September 2002

GAME NEWS

Arena #369: Turn #6 saw first place Side #3 expanding their lead while last place Side #1 failed to score any points whatsoever. It also saw the casualty rate rise as General Madmartigan ejected from his Raptor (VR=1.25, DR=1.60!) and Major Zane Dunbar ejected from his Archer (VR=1.20, DR=2.98). Overall Bot casualties now stand at 25% while Command Post losses are currently at 50%.

Turn #7 saw Side #3 continuing to expand their lead as they now seem unstoppable, though they may have their fortitude tested as they become heavily engaged in a real donnybrook near the arena's center. This turn saw the casualty rate rise again as Lieutenant Fack the Knife destroyed Command Post #1 with Mega Missile fire from his Ranger. Next turn will likely see an increase in the Bot casualty rate. The Best Bot Victory Rating is 6.50!

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

T#6: S#1: 1.91 S#2: 1.58 S#3: 2.48 S#4: 2.20

T#7: S#1: 1.91 S#2: 1.78 S#3: 2.91 S#4: 2.40

Arena #370 [STRAT-O-MATICS vs. WOMEN OF WEAPONRY]: Turn #5 saw little change in the comparative ratings as Side #2 maintains a steady, but hardly insurmountable, lead. In a dramatic turn of events BOTH sides suffered losses this turn. The first to go was Captain Jack Rabbit who hopped out of his battered Solar (VR=0.52, DR=3.35). Later Lieutenant Kibitz ejected from her Dodger (VR=0.60, DR=2.17), much to the disappointment of some outspoken observers who felt she should have stayed in a bit longer.

Turn #6 again saw virtually no change in the comparative ratings as Side #2 retains their hold on the lead. Both Command Posts are under steady fire but are holding out well due to the support of allied Pilots. Next turn will likely see another Bot casualty. The Best Bot Victory Rating is 4.57!

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

Turn # 5: Side # 1: 1.11 Side # 2: 1.20

Turn # 6: Side # 1: 1.38 Side # 2: 1.48

Arena #371: Turn #2 saw an extension of last turn's trends as Side #3 expanded their lead and Sides #2 and #4 are tied for second place with Side #1 not far behind. This turn saw a lot of action around the various Command Posts with CP #1 suffering the most damage and CP #4 inflicting the most. Next turn may see the game's first casualty.

Turn #3 saw Side #3 still in the lead with Side #4 solidly in second place while Side #2 has fallen into

last. As expected, this turn saw the game's first casualty as Lieutenant Crosse Check was slain after her Hornet suffered a fatal Mini Missile strike to the Left Rear Torso from Command Post #4. That's right, the CP got the kill! Crosse Check's battered Hornet had a total of five sections blown out before being destroyed. She was a veteran of four completed contests, all in Light Bots, with a career high of 6.88 and an average of 3.64. During her career she earned one Individual Victory, one Team Victory, and one Bot Kill. She was a member of the SISTERS OF SILICON and will be missed. The Best Bot Victory Rating is 3.78!

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

T#2: S#1: 0.38 S#2: 0.41 S#3: 0.74 S#4: 0.41

T#3: S#1: 0.65 S#2: 0.51 S#3: 1.28 S#4: 1.00

Arena #372: Turn #1 saw this contest getting off to an exciting start with a virtual tie for first place. Though only half the participants scored hits this turn all are moving well and making excellent use of cover — no slackers here!

Turn #2 saw both teams continuing to score well and another virtual tie in the ratings. What a close contest! Side #1 was definitely the more aggressive team this turn and are pushing hard on the right flank (Dir.3) The Best Bot Victory Rating is 0.70.

Turn # 1: Side # 1: 0.12 Side # 2: 0.13

Turn # 2: Side # 1: 0.32 Side # 2: 0.31

Arena #373 [2002 Championship]: Turn #1 saw strong scoring as all but one of the combatants scored hits. Only one Bot took a serious pounding leaving the rest in excellent shape for the extended battle to come. Except for three combat pairs, everyone seems to be keeping their distance and adopting a wait and see posture.

Turn #2 saw relatively low scoring with one Bot failing to score any hits whatsoever. The top two scoring Pilots expanded their leads over the pack and are now solidly entrenched in their relative positions. We have a new contender for third place with at least two Bots nipping at his/her heels.

Turn # 1: Lowest: 0.00 Average: 0.25 Best: 0.63

Turn # 2: Lowest: 0.14 Average: 0.48 Best: 1.33

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Arena #374: This is a Standard Paced 4-Sided contest with the typical three Bots per team. Side #1 is a combined squad fielded by WASP and the SISTERS OF SILICON and weighs in at 190 tons. Side #2 sees the debut of the Arena's newest team, NIGHT STALKERS, which also weighs in at 190 tons. A third 190 team is Side #3 which is made up of independent Pilots. Side #4 is the game's heavyweights at 220 tons and is fielded by the unofficial Killer B's squad of the FRAG' DEN HENKER team. With all veteran Pilots and a challenging terrain configuration which includes a large number of Hills and Heavy Buildings, we look forward to another thrilling match.

Turn #1 saw Side #1 taking the early lead with Side #2, appropriately enough, in second place with Sides #4 and #3 trailing. Despite the scoring disparity, no CPs came under fire. Most teams seem to be converging on the Side #4 Command Post with Side #3 scavenging for targets. The Best Bot Victory Rating is 0.37.

T#1: S#1: 0.24 S#2: 0.15 S#3: 0.05 S#4: 0.09

Coming Up: We are now taking applications for Arena #375. We are close to starting a new Fast or Standard Paced 4-Sided contest.

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
Lt. 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
Colonel Draka Deathdealer — 3.69

Top Heavy Bot Pilots (3+ Game Average)

Captain 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
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#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 #371 Turn #3
Lieutenant Crosse Check VR= 1.00 DR= 3.85

Let us mourn the passing of our fellow Bot Pilot.

BULLETIN BOARD

Player Notice

To: Lt. Colonel Femme Fatale [PN742]

Thank you, thank you. I was beginning to believe no one read Player Notices anymore.

Certainly there should be women Pilots in the Arena, it's simply, as was said in the movies, "Full Metal Jacket", "...you just don't have to lead them as much."

The burning question now is:

Who loves ya baby? (except me of course)

Carver 'Artout [PN431]
The FORLORN HOPE [TM92]

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Player Notice

To: Flaxen Fury [PN712]

Yes there was a challenge... made in a public Player Notice... and a response... also by Player Notice. Of course, none of us knew what Arena it would actually be played-out in (Arena #361).

Lady Death Primus thought the Arena wasn't big enough for the both of us and offered to show us out the door... on our shield. We let her live, after soundly thrashing her and her Squire (we let her Shield Maiden off with a light spanking... which I think she enjoyed). (Ref. The Player Notice directly above the one to you in Command Post #171, Jan. 2002.)

All I was trying to say was: "if you hang yourself out as a Target in front of two full teams in a 4-sided game and nobody shoots at you for two or more turns, you might wonder if their attention was directed elsewhere." (Or not.)

I'd never wish for you to be afraid of me, just cautious as to your survival. And if we get another Arena together, you can always fight on my side. (Or not.)

Pleasant Gaming,

Lady Death [PN678]

Player Notice

To: Serbienlov & Pancho Villa

Sorry, I make a mistake. Whatt with teem 4 allmost ded!!! You appeared to be going after Bili. I'm apoligize, I did not realize that you would not be attacking Billi. It will not hapen again.

Everybodies good budie.

The Woad
#1 Statigist for
the Legion Of War

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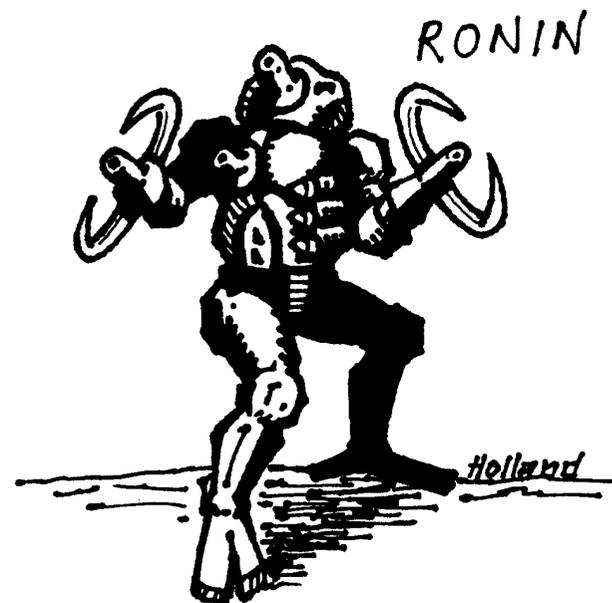
Player Notice Arena #371

To: Flaxen Fury [PN712]

From: Lady Death Primus [PN261]

Flipping through the wideband broadcasts while fighting Arena 371, I couldn't help but hear your words about the battle of the Lady Deaths. The other Lady Death [PN678] stated her desire to face me off some time ago (ref. CP 156 — October 2000) and I accepted her thrown gauntlet (ref. CP 157 — November 2000). I am not certain if that is the private vendetta to which you refer, which was indeed a quite public affair. As to the issues between her and myself, she emerged the victor... this time.

At the moment my hands are full with a new duty as one of the Sisters Of Silicon. I hope to make my own mark and stand out with my own distinction. After all, this is the team that rewrote the meaning of the name "Vileslayer" and made impacts that ultimately contributed to the dissolution of the long-villainous Bloodguard. Perhaps it shall work its magic for me.



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 containing 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 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://groups.yahoo.com/group/conclavecodiichat>
<http://www.neosoft.com/~lanza/ICONdiscuss1.html>

[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.

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.

COMPANY NEWS

August was a bad month. At least two sets of turn results went "missing" in the postal system and we had a number of computer problems. First we lost a power supply (a top of the line PC Power & Cooling model, died right after the 3 year warranty expired) and almost immediately afterward we had a memory chip go bad (the two are probably related). On top of that our primary printer is acting up and may have to be replaced (it appears to be a problem with the fuser roller resulting in intermittent streaks and frequent paper jams). Naturally these problems resulted in a significant amount of down time and had an adverse effect on turn-around-time. Things are back on track as of the end of August and should be running smoothly until late September when we plan to take our first (short) vacation in three years.