

THE COMMAND POST



Issue # 181

November 2002

GAME NEWS

Arena #369: Turn #10 was the last of this exciting contest and saw Side #3 able to maintain their lead and win the game! A victory for team DWAK! Though coming in a distant third place (the fourth place team was wiped out!), Side #2 was the top scoring team for the turn and ended the game with an excellent rating in a high scoring contest. The Best Bot Victory Rating was 7.10 (still)!

T#8: S#1: -.— S#2: 2.02 S#3: 3.15 S#4: 2.66

T#9: S#1: -.— S#2: 2.28 S#3: 3.40 S#4: 2.97

T#10:S#1: -.— S#2: 2.64 S#3: 3.69 S#4: 3.24

Arena #370 [STRAT-O-MATICS vs. WOMEN OF WEAPONRY]: Turn #8 saw Side #1 closing the ratings gap resulting in a near tie for the lead! With superior numbers (due to casualties) and a Command Post to shoot at the STRAT-O-MATICS are well poised to take over the lead for the first time since Turn #3. Next turn could see three Bot casualties and a CP Kill — doubling the losses suffered so far!

Turn #9 saw Side #1 taking the lead for the first time since Turn #3 as their opponents scored poorly. This turn saw the game's second and final CP Kill as Major Berek Half-Hand destroyed Command Post #2 with a devastating Battle Fist blow from his Titan. This marks the FIFTH CP Kill of his long and glorious career. As we enter the game's final turn the battle remains close and though Side #1 has the edge, it is still anybody's game. With four Bots close to destruction it's going to be exciting! The Best Bot Victory Rating is 6.42 (still)!

Turn # 7: Side # 1: 1.66 Side # 2: 1.77

Turn # 8: Side # 1: 1.94 Side # 2: 1.96

Turn # 9: Side # 1: 2.14 Side # 2: 2.07

Arena #371: Turn #6 saw Side #3 maintaining a strong grip on the lead as the casualty count continues to rise. This turn saw Cadet Samantha Bates ejecting from her Cobra (VR=2.15, DR=2.55) while Major Blue Barron destroyed Command Post #1 with Mega Missile fire from his Cobra — his second CP Kill in nine completed contests. Next turn could see two additional Bot casualties.

Turn #7 saw Sides #2 and #3 scoring poorly allowing their opponents the opportunity to catch up. Side #4 is now nipping at the heels of first place Side #3 and has a good chance of taking over the lead next turn. Side #1, despite a worthy effort from their sole remaining Bot, remains in a distant last

place. This turn saw the Bot casualty rate rise to 33% (significantly higher than the 25% CP loss rate) as Captain Mack Ross ejected from his Conqueror II (VR=1.13, DR=2.38 and no sections destroyed?!). The Best Bot Victory Rating is 6.48 (still)!

T#5: S#1: 0.86 S#2: 1.66 S#3: 2.17 S#4: 1.67

T#6: S#1: 0.98 S#2: 1.85 S#3: 2.56 S#4: 2.14

T#7: S#1: 1.19 S#2: 1.89 S#3: 2.68 S#4: 2.61

Arena #372: Turn #4 saw little change in the comparative ratings as Side #1 remains stays in the lead. Though most of the fighting remains at long range several extremely important melee duels are taking place. Next turn will likely see the first assaults on enemy CPs.

Turn #5 saw Side #1 expanding their lead slightly as both teams scored well. Strategically Side #2 seems to have the superior deployment and should do well in the coming turn. Next turn could see the game's first casualties as we have three Bots close to destruction. The Best Bot Victory Rating is 1.98.

Turn # 3: Side # 1: 0.61 Side # 2: 0.45

Turn # 4: Side # 1: 0.93 Side # 2: 0.76

Turn # 5: Side # 1: 1.23 Side # 2: 1.03

Arena #373 [2002 Championship]: Turn #4 saw the overall scoring rate continuing at a steady pace. The first place Pilot retains a strong hold on the lead. The former third place Pilot has now moved into second place, while the former fourth place Pilot has moved into third. The once second place Pilot has fallen to fourth place followed by a close two Bot battle for fifth place. Though the damage ratings are climbing, most Bots remain in good shape and no casualties are expected for the coming turn.

Turn #5 saw the highest scoring rate to date as all but one of the combatants scored hits. Though damage ratings continue to climb no one appears to be in dire straits — yet. The top three scoring positions seem to be well entrenched for now.

Turn # 3: Lowest: 0.32 Average: 0.74 Best: 1.93

Turn # 4: Lowest: 0.47 Average: 1.02 Best: 2.20

Turn # 5: Lowest: 0.56 Average: 1.38 Best: 2.67

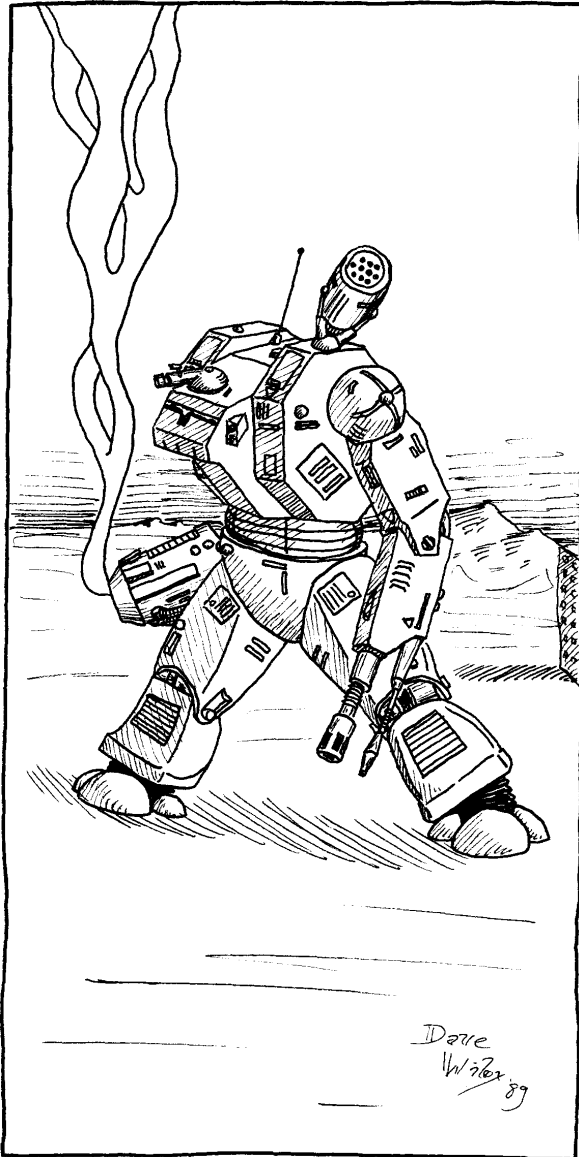
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Arena #374: Turn #3 saw Side #2 still in the lead though Side #3 has now moved into a very close second place. All four Command Posts reported taking fire this turn resulting in some very high scoring — a trend that is likely to continue for the coming turn when we will likely see the first CP Kill. This turn saw a tie for the Individual Victory between Pilots from Sides #2 and #3 (and the Pilots are in range of each other), a situation that is only likely to heighten tensions.

Turn #4 saw an amazing bit of scoring as Side #3 doubled their rating and moved into the lead! Side #2 also scored extremely well but dropped into second place. Much of this turn's high scoring was the result of attacks against various Command Posts including the destruction of CP #4 which was destroyed after taking a fatal Mega Missile hit from Lt. General Frontal Robotomy's Ronin. This marks his fourth CP Kill in thirteen completed contests. The Best Bot Victory Rating is 3.48.

T#2: S#1: 0.32 S#2: 0.59 S#3: 0.18 S#4: 0.30
 T#3: S#1: 0.88 S#2: 1.15 S#3: 1.06 S#4: 0.37
 T#4: S#1: 1.38 S#2: 2.01 S#3: 2.12 S#4: 0.61



GAME RESULTS

This month saw the end of CTF Arena #369, an exceptionally brutal and high scoring contest. Side #3 captured the lead on the first turn and held it through all but one of its ten turn length, capturing the Team Victory with a rating of 3.69! A great victory for team DWAK! Conversely, Side #1 (the newly formed SHADOW WARRIORS) failed to score any points after Turn #5 and was completely eliminated by Turn #8. This contest saw 33% Bot casualties and 75% CP losses. Surprisingly, Command Post #4 survived the contest relatively intact and actually scored more hits than it received. The Individual Victory was awarded to General Whispering Death who earned an impressive Victory Rating of 7.10 while piloting a Cobra. The winning Team Members were:

General Whispering Death — 7.10
 Cadet Syl Fvr Sol Jr. — 2.00
 Lt. Colonel Wan Tyn Sol Jr. — 3.87

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.

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

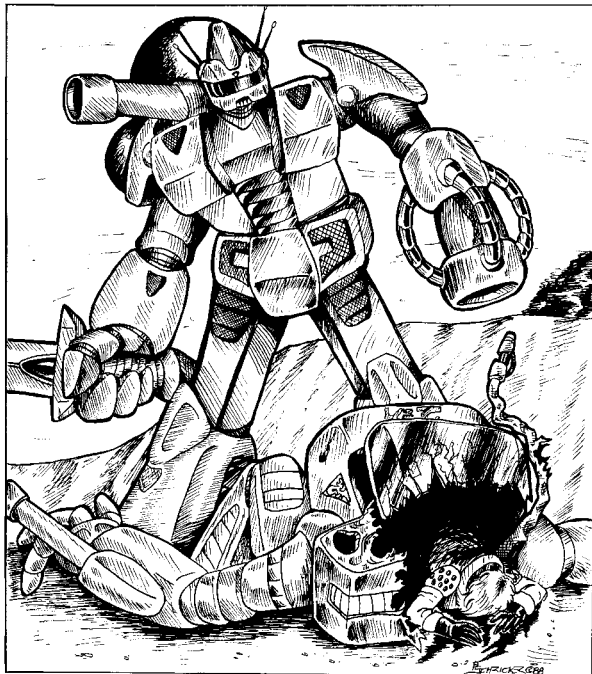
Pilots With The Most Individual Victories
General Solo McIntres — 7

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

BULLETIN BOARD

Player Notice

To: Lady Death Primus [PN261]
From: Flaxen Fury [PN712]

It's unfortunate that Crosse Check was too engrossed in the fervor of battle to realize an eject was needed. For her stupidity, I will not be responsible.

Your Dodger escort was a minimal problem when we last engaged you a few turns ago. That is one of the reasons Elric and I left you to live. One might say we felt sorry for your team performance.

Since you have decided upon a course of action that somehow is related to the death of Crosse Check, I must remark that you seek vengeance for something I didn't do. Regardless of the reason you have chosen me to seek vengeance upon, I will not avoid you.

I will drill your arse like an off-shore drilling rig in the Gulf of Mexico!

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Player Notice Arena #369

Turn #10

Syl covered his left eye and squinted out the cockpit's side window with his right. His ears popped, and his vision cleared a bit. There he was, off to his right. Smoke roiled between them, but Syl had his bearings now. Twerp. Looked to be about 7. He triggered his Mega-Ls. The cockpit jolted as the targeting computers took aim.

Syl wiped the blood from his eyes. Wussy Bot 1. Spent half the battle tittering around behind buildings, and now he decided to take a few risks? "Eat Mega-L, you—" Crap! Syl stared out of his missing windshield. Range 7?! Try 2. He'd just shot at Bot 6! Hit? Too much smoke to tell. He tried to wipe the rubble off his sensor screen, then slammed his fist against it. Oh well, time to dance the dance of the Dwakked.

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 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/conclave_gathering/
<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.



Happy Thanksgiving!