

THE COMMAND POST



Issue # 182

December 2002

GAME NEWS

Arena #370 [STRAT-O-MATICS vs. WOMEN OF WEAPONRY]: Turn #10 saw Side #1 expanding their lead and winning the game! A victory for the STRAT-O-MATICS! This turn saw the game's fourth and final Bot casualty as Cadet Icyurnnme Uoknesnmuc was slain after her Legionaire suffered a fatal Battle Fist blow to the Left Rear Torso from Lieutenant War Hawk's Wyvern. This was Lt. War hawk's first ever Bot Kill. Cadet Icyurnnme Uoknesnmuc was a veteran of two completed contests with an excellent scoring record and one Team Victory award. The Best Bot Victory Rating was 6.43!

Turn # 8: Side # 1: 1.94 Side # 2: 1.96
Turn # 9: Side # 1: 2.14 Side # 2: 2.07
Turn # 10: Side # 1: 2.37 Side # 2: 2.12

Arena #371: Turn #8 saw Side #4 taking over the lead for the first time as only two of the four teams scored points this turn. Of course the two teams that didn't score hits are down to only one Bot apiece. This turn saw the game's second CP Kill as Cadet Flaxen Fury destroyed Command Post #2 with mega Missile fire from her Legionaire — her second CP Kill in a career that contains only one completed contest! Next turn could see three Bots destroyed in addition to the four already out of action. Ouch! The Best Bot Victory Rating is 6.63!

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
T#8: S#1: 1.19 S#2: 1.89 S#3: 3.14 S#4: 3.24

Arena #372: Turn #6 saw Side #2 closing the ratings gap slightly as Side #1 remains solidly in the lead. Much of Side #2's success this turn came from successful attacks on the enemy Command Post which may not bode well for their long term prospects. Casualties may soon play a role in the battle's development as three Bots are now close to destruction. The Best Bot Victory Rating is 2.38.

Turn # 4: Side # 1: 0.93 Side # 2: 0.76
Turn # 5: Side # 1: 1.23 Side # 2: 1.03
Turn # 6: Side # 1: 1.49 Side # 2: 1.33

Arena #373 [2002 Championship]: Turn #5 saw overall modest scoring with all but one of the participants scoring hits. The game's first place Pilot scored particularly badly putting his/her hold on the

lead in jeopardy and making the battle amongst the top three contenders relatively close. Everyone else is clustered behind in a scoring pack.

Turn # 4: Lowest: 0.47 Average: 1.02 Best: 2.20
Turn # 5: Lowest: 0.56 Average: 1.38 Best: 2.67
Turn # 6: Lowest: 0.79 Average: 1.65 Best: 2.67

Arena #374: Turn #5 saw continued huge scoring gains by Sides #3 and #2 as they remain solidly in first and second place respectively. As you would expect from such strong scoring, much of the Victory Points came from attacking enemy Command Posts, two of which were destroyed. Cadet Fatcat Floyd destroyed Command Post #1 with Mega Missile fire from his Legionaire while Major Mick Stone destroyed Command Post #3 with Mega Missile fire from his Cobra. Next turn will likely see the game's fourth and final CP Kill. The Best Bot Victory Rating is 5.63.

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
T#5: S#1: 1.56 S#2: 2.71 S#3: 2.84 S#4: 0.96

Arena #375: This is a Fast Paced 4-Sided contest with the standard three Bots per team. Side #1 is the lightest team at 150 tons and is the debut of the newly formed "Lion's Maw", an unofficial team of rookie pilots. Side #2 sees the return of INTREPID ENTERPRISES, tied for the heaviest team at 210 tons. Side #3 is fielded by the BOT BUSTERS squad of the KZINTI FITHP and weighs in at 180 tons. Side #4 is headlined by the LEGION OF WAR and is the other heavy team at 210 tons. This arena contains a complex terrain mix which should make for some interesting tactical maneuvering. With perfect weather, a great (though limited) selection of Bots and some great teams we can look forward to another thrilling contest!

Turn #1 saw Side #3 taking the early lead with Sides #4 and #1 in a close battle for second place while Side #2 trails in last place after taking a pounding but largely ineffectual scoring. No hits

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SACRAMENTO, CA 95821
www.ageforfun.com

have been scored on any of the Command Posts but CP #4 scored a hit of its own. The Best Bot Victory Rating is 0.35.

T#1: S#1: 0.21 S#2: 0.05 S#3: 0.31 S#4: 0.23

Arena #376: This is a special 2x4 match — a battle between two sides played out on a four sided map with each eight Bot team deployed as two separate squads each defending one of the four Command Posts. Side #1 weighs in at 560 tons and is fielded by the LEGION OF WAR. Side #2, at 500 tons, is considerably lighter, has much more experience and is jointly fielded by the KZINTI FITHP and THE LINE. The Arena contains an interesting mix of high density areas and wide open spaces making for a varied tactical environment. The weather is Moderate-Dry — perfect battle conditions! This Arena sees the debut of the GUNFIGHTER Battle Bot.

Turn #1 got this contest off to a great start as both teams scored well and Side #2 took an early lead. All but four of the Pilots as well as one of the four Command Posts scored hits. Next turn should see a number of high scoring CP attacks. The Best Bot Victory Rating is 0.58.

Turn # 1: Side # 1: 0.23 Side # 2: 0.31

Coming Up: We are now taking applications for Arena #377 and are close to starting another 2-Sided and 4-Sided contest.

GAME RESULTS

This month saw the end of CTF Arena #370, a battle between the STRAT-O-MATICS and the WOMEN OF WEAPONRY. It was a very close and hard-fought battle in which each team held the lead for half the contest and saw a 22% Bot casualty rate. Side #1 was able to reclaim the lead on Turn #9 (after losing it on Turn #4) and dominated the scoring on Turn #10 to capture the Team Victory with a rating of 2.37 — a well deserved victory for the STRAT-O-MATICS! The Individual Victory was awarded to Major Lela who earned a rating of 6.43 while piloting a Cobra for Side #2 — her first ever in five completed contests. Honorable mention goes to Cadet Soulshaker for being the least damaged Bot in a brutal contest (VR=1.82, DR=0.53) and to Cadet Gustov Mauler [Ed: Love that name!] for the best VP to DP ratio (VR= 5.04, DR= 1.14) — an excellent performance for his very first contest! The winning Team Members were:

Cadet Nathan Kent — 1.60
Cadet Felix the Scout — 1.74
Major Berek Half-Hand — 2.16
Lieutenant War Hawg — 3.30
Lt. Antigone Smith — 3.28
Cadet Ray Gama — 1.72
Cadet Botmaster — 2.26
Cadet Gustov Mauler — 5.04

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
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

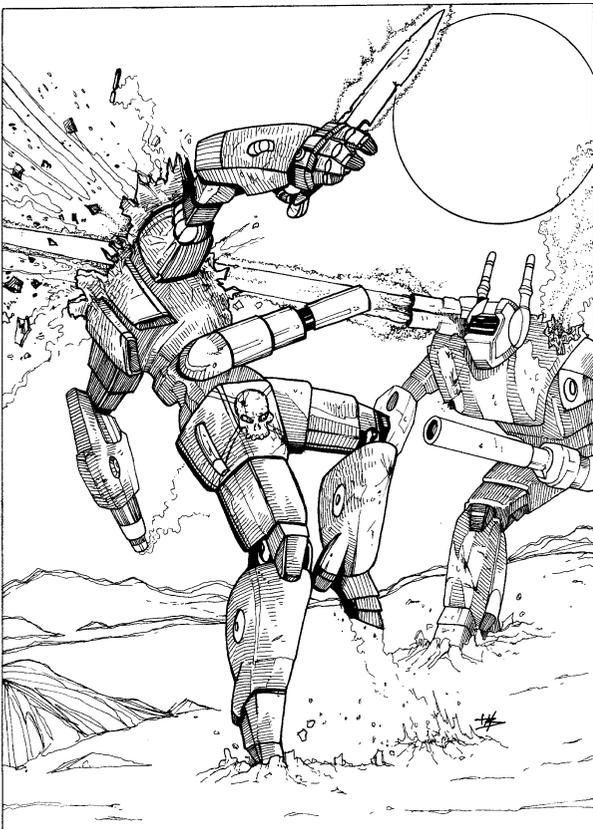
A#363 Side #2 (un-named) — 3.22!
A#326 Side #2 (un-named) — 2.89
A#186 Side #2 (Centurions) — 2.87
A#327 Side #1 (Kzinti Fithp) — 2.83
A#294 Side #2 (4th Praetorian Guard) — 2.83
A#209 Side #2 (Black Company) — 2.83
A#346 Side #2 (Frag' Den Henker) — 2.82
A#114 Side #2 (Mechastorm) — 2.82
A#348 Side #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 #370 Turn #10
Cdt Icyurnnme Uoknesnmuc VR= 1.87 DR= 3.56

Let us mourn the passing of our fellow Bot Pilot.

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/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>

PATRIOT REPORT

Evaluation of the Patriot Bot
By John C. Muir

The Patriot is an interesting, innovative design mixing new weaponry with new shielding. My experience indicates that it is probably a bad mix but new Bot generations will show that designers have learned a lot from it. The major weakness of the Bot is that the new weapon lends itself to frequent use and produces too much heat for a Bot that lacks supplemental cooling.

I tested two Patriots, using experienced pilots, in four-sided games (one was the 2x4) and employed them aggressively to test both the weapon and the countermeasures/shields. Both Bots ran point for their units to draw fire and drew a number of hits on the first turn. The ECM may reduce the hits, but it is hardly noticeable; even the shields didn't seem to come into play early in the game, though they were more obviously helpful at the end.

Starting with low Action Points for dodging, and taking early hits, the Bots warmed up quickly, which made them a preferred target for the opponents. In both cases, heat went soaring early and was impossible to reduce. Heat damage to weaponry caused problems by mid-game. By Turn 7 of Game 367, my pilot had two weapons destroyed and the other four damaged, was down to 4 Engines, had 159 Heat, had lost all the ECM and half the shields, was missing the Right Arm and Left Rear Torso, and was doing this while sitting in a Lake! I had to eject Turn 9 due to further engine loss.

My pilot in Game 368 did better and finished, but by the end of Turn 6 was DR 1.34 and Heat of 120 with no armor on two Torsos. She finished with Heat of 128 and a Mod/Crit rating.

The Patriot also seems to be a low scorer, though the weapons mix is decent for long and medium ranges and optimized for close combat. The medium range targets have the least to fear from the Patriot. At Range 6, only the missile packs are capable of reaching them. For targets at Range 5 or less, there are a variety of weapons to choose from, but all are optimum at Range 2 (except the Battle Fist). I noticed that I wasn't the only Patriot with scoring problems in Game 367 — one team fielded an entire squad in Patriots and ended up with a VR of 1.70 while the next lowest VR was 3.04. The most-used weapons had the highest heat production, which didn't help as the game went on.

Overall, the Bot was sturdy but needed Cooling Units much more than it needed ECM Pods. It would function adequately as a support Bot in a 2-sided game but I can't recommend it for a 4-sided. It is not suitable for a lead Bot for a CP charge.

* * * * *

Patriot Evaluation
by Russ VieBrooks

Compared to the current generation of Bot designs, the Patriot is like a throw-back to the first generation of Bots. This guy is sorely lacking in the kind of flexibility that we have come to enjoy in the most recent designs. Having both the main medium and long range weapons in the torso, and the only short and point blank weapons in the arms/head gives this fellow little or no chance to fight while on the move.

With no Cooling Units, and a bunch of internal systems that drive up heat, maybe that was the idea. And in a standard game where the Patriot could act as an overwatch on a hill top, or act as a blocking force in a HB it might work.

In a four way, this Bot's lack of flexible firepower is a real problem. One could say that the problem was mine originally for selecting this design for a contest unsuited for it, but that begs the point. There should be a niche for every design, even in a four way.

What I would suggest:

- 1) Move the Medium laser and put the Rail Gun in the Head.
- 2) Lose the Heavy Flame Cannon and put in another Engine, and with the saved ton add another Battle Fist.
- 3) Move the Mini Missile L-Pack to the Left Arm along with the new Battle Fist.
- 4) Place the Medium Laser with the Battle Fist in the Right Arm.

That should bring the Patriot up to 42 Action Points and give it far better utility of weapons systems in both standard 2-side and 4-way games

An Excellent Evaluation Report
of the
Patriot [PATR-14M]
And the Bot isn't too bad either.

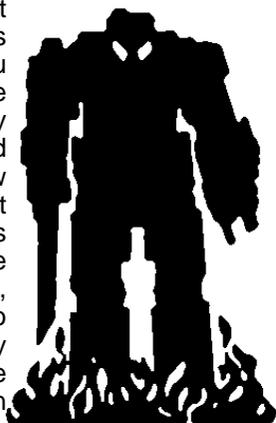
Andale, Andale! To those of you "not in the know" ie. not Test Pilots; this Bot has some new wrinkles, mainly a Rail Gun (Left Arm), a Shield Generator, and an ECM Pod in both Rear Torsos. (So watch your Six. Carver didn't on Turn 1, and he had to go around the whole game is if his trousers had a split in the back. His Left Rear Torso was toast, and he had no armor in the rear, but luckily, he kept the ECM Pod and Shield Generator in the Right Rear Torso.) You do get a "warm, fuzzy feeling" when you get the message: "The Bot shimmers as the shields absorb part of the damage."

As to the vaunted Rail Gun, it might chew-up a 30-tonner pretty good, but it didn't seem really effective against Mediums and Heavies. Of course it wasn't touted to be the Heavy Laser... and it's not. Also, being arm-mounted it has a tendency to damage easily, and early. It does have a better range and ability to damage than a Heavy Machine Gun.

The really unfortunate weapons on this Bot are the Head-mounted Medium Laser and the Right Arm-mounted Heavy Flame Cannon (unless you're surrounded by targets all at Critical Heat). With their short ranges and low damage ratings, if you're that close you may as well step-in and use your Right Arm-mounted Battle Fist... to much greater effect. Were this my design I'd scrap the Heavy Flame Cannon and Medium Laser and install a Head-mounted Heavy Laser. Now there's a useful weapon.

The Front Torso-mounted Missile Packs, Mini-L on the Left and Mega-L on the Right do give the Bot some long distance punch as long as you can maintain it, but our experience shows that fights usually move into Medium and Close range battles quickly. And what areas take more hits and damage that the Front Torsos? (Carramba... them Mega Missiles are broke again!)

Arriba, arriba! Now we get to the fun part. With this Bot's limited engines you definately have the "Hammer", (which is really useful in shuffleboard) and sometimes it's good to know that you will move and shoot last. Other times it's regrettable when you've selected a weapon which, when you get around to using it, resided in a totally destroyed area. I can't make a definite correlation between



Bot-speed and Arena-performance, but we did come in last in this one. (Wasn't it "Maverick" that said, "We have a NEED... a need for SPEED!). We didn't die, or punch-out, (in fact we made a couple of other Pilots hit the panic button) but we didn't win, or even come close to the Individual Victory.

I feel we can put this Bot right up there (on the shelf) with that other Glory Bot... the Incinerator.

Buena Tardes, Amigos. Vaya con Dios,

Pancho Villa [PN319]

* * * * *

Based on the feedback, the PATRIOT has not been well received. In an effort to overcome its problematic debut the following changes are being introduced in new models released after January 1st:

1) The Right Arm Heavy Flame Cannon has been eliminated. With the weight savings a Cooling Unit has been added to the Head (Note: because it vents near the Medium Laser ball turret, it has the appearance of the Patriot smoking a cigar.), and an extra ton of Engines which boosts the Action Points from 40 to 42.

2) The Rail Gun in the Left Arm has been relocated to the Right Arm and the Mini Missile L-Pack has been moved from the Left Front Torso to the Left Arm.

Because of the poor response to the original design, the PATRIOT is being returned to the prototype stage for further testing. Thank you to all the existing Test Pilots and to those willing to test out the revised design.

WHAT'S NEW

We are pleased to announce that prototypes of the GUNFIGHTER, a 60-ton Medium Bot designed by Captain "Guns" Anne Rosas [PN148] and sponsored by the SISTERS OF SILICON [TM34], are now available for testing.

In many ways the GUNFIGHTER is intended as a replacement for the venerable MAULER. Taking advantage of the latest technologies and with a eye towards eliminating perceived deficiencies, the GUNFIGHTER is designed to counter the latest generation of 70-ton Battle Bots.

The GUNFIGHTER is encased in the maximum available armor and with a 16 ton engine has an effective 40 Action Points. Equipped with a Head Mounted Mini Missile S-Pack the GUNFIGHTER should do well at running battles of maneuver. For head-on assaults it features a Heavy Machine Cannon and Heavy Flame Cannon in the Front Torsos while close in brawls bring into play a Rail Gun/Battle Fist combo in the Right Arm and a Rail Gun/Battle Blade combo in the Left Arm. To avoid

Heat problems the GUNFIGHTER is equipped with FOUR Cooling Units mounted in the Legs along with the standard Sensor/Targeting Computer mounted in the Head and a Gyro embedded in the torso. In theory, a versatile and well-rounded design.

We are now accepting Test Pilots for the GUNFIGHTER (a 60-ton Medium Bot). Anyone is eligible to become a Test Pilot but ALL Test Pilots are expected to submit a report of their findings at the end of the testing period. This report should include a critique of the Bot itself, an opinion about its likely role in combat and an analysis of its battle performance. Detailed specs of the GUNFIGHTER are available by ordering the Bot Tech Spec Manual (which now contains approximately 50 Bots and still costs only \$3.00) or by taking an assignment as a Test Pilot (technical specs arrive as part of the setup results).

WHAT'S NEW II

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.

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).

GUNFIGHTER (60-ton Medium)
Test Period 12/02 to 6/03

PATRIOT II (70-ton Medium)
Test Period 1/03 to 7/03

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 free gift. It's a great way to recruit a friend into the hobby.

WHAT'S NEW III

Taking advantage of the latest in technology the following upgrades have been downloaded to all active and future Battle Bots effective January 1st, 2003:

1) Shield Generator effectiveness has been enhanced. Each ton now creates a 6% chance of deflecting one point of damage — a 20% performance boost. Now each fully operational Shield Generator has an 18% chance rather than the previous 15%.

2) ECM Pod effectiveness has been increased. Each ton of ECM now reduces your chance of being hit by approximately 5% — a 25% boost over the previous model.



SPECIAL OFFER

To help celebrate the holiday season and reward you, our loyal customers, for your dedicated and enthusiastic support we have the following special offers: Send in a single check for \$50.00 or more for your CTF or COD account which is received by AGE during the month of DECEMBER and we will deposit that money plus an extra \$4.00 in game credit into your account. That's right, an extra \$4.00 FREE. Or, if you prefer, we will send a FREE copy of the COD (I or II) Rules or CTF Basic Rules to a friend of yours as a holiday gift from you. If you include a card, we'll send that along with your gift. It's just our way of saying Thank You! [Note: This is a "Cash Only" Bonus (which includes checks, Money Orders and the like) but does NOT include payments made by Credit Card.]

Happy Holidays!

Debbie & Duane