

THE COMMAND POST



Issue # 183

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GAME NEWS

Arena #371: Turn #9 saw Side #4 expanding their lead and it looks like they will be able to maintain it through the home stretch. Second place Side #3 still has a chance for the victory but they only have one turn remaining to overcome a 0.16 ratings gap. With two Command Posts still functional there are still a lot of points to be scored so anything can happen, not to mention that three of the surviving eight Bots are now close to destruction.

Turn #10 saw Side #4 rapidly expanding their lead through aggressive CP attacks and winning the game! Another victory for B'HOOD OF THUNDER! This turn saw the complete destruction of Side #1 (SISTERS OF SILICON) as Cadet Lady Death Primus ejected from her Goliath (VR=1.39, DR=2.44). Only four Bots and the two surviving Command Posts actually scored hits this turn and those were all from Sides #3 and #4. The Best Bot Victory Rating was 6.62!

T#8: S#1: 1.19 S#2: 1.89 S#3: 3.14 S#4: 3.24
T#9: S#1: 1.19 S#2: 1.92 S#3: 3.42 S#4: 3.58
T#10: S#1: -.— S#2: 1.92 S#3: 3.59 S#4: 4.09

Arena #372: Turn #7 saw Side #1's lead begin to slip away as Side #2 begins to close the ratings gap. This turn saw the game's first casualty as Colonel Allison Chaynes ejected from her Warmachine (VR=1.57, DR=3.06). Next turn could see three additional Bot casualties.

Turn #8 saw Side #2 taking over the lead as both teams continue to score well. Side #2 is concentrating their efforts on the enemy Command Post, which is likely to be destroyed next turn, so their humble lead may be unsustainable. Next turn could see as many as six of the surviving eighteen Bots become casualties. The Best Bot Victory Rating is 2.88.

Turn # 6: Side # 1: 1.49 Side # 2: 1.33
Turn # 7: Side # 1: 1.69 Side # 2: 1.59
Turn # 8: Side # 1: 1.90 Side # 2: 1.93

Arena #373 [2002 Championship]: Turn #7 saw the scoring pace slowing down a bit and no change in the top scoring ranks. However, the fighting is really starting to take its toll and we now have four Bots close to destruction. Next turn will likely see the game's first casualties.

As predicted, Turn #8 saw the game's first casualties when Lieutenant Rambot of the GREAT WHITE NORTH ejected from his Legionaire (VR=1.66, DR=3.24!) and Major Gojoichi of the

GOJO TROOP: ORIENTAL SERPENT SQD ejected from his Avenger (VR=1.51, DR=3.33!). That's two Bots down and another three close to destruction. Currently we have one solid leader and a very close battle for second place with another Bot solidly in fourth place. Of the top four at least one may soon be a casualty.

Turn # 6: Lowest: 0.79 Average: 1.65 Best: 2.67
Turn # 7: Lowest: 1.16 Average: 1.90 Best: 3.05
Turn # 8: Lowest: 1.22 Average: 2.22 Best: 3.47

Arena #374: Turn #6 saw Side #2 retaking the lead for the first time since Turn #3 though Side #3, now in second place, is not far behind. All four teams are scoring well and with everyone still in good shape we can expect some fierce fighting for the coming turn.

Turn #7 saw Side #2 expanding their lead as this contest heads towards the home stretch. Side #3 remains in second place though their chance of victory may be slipping away. Next turn could see the first Bot casualties and the end of the final Command Post. The Best Bot Victory Rating is 6.42!

T#1: S#1: 0.24 S#2: 0.15 S#3: 0.05 S#4: 0.09
T#5: S#1: 1.56 S#2: 2.71 S#3: 2.84 S#4: 0.96
T#6: S#1: 1.86 S#2: 3.09 S#3: 3.00 S#4: 1.31
T#7: S#1: 2.13 S#2: 3.38 S#3: 3.11 S#4: 1.62

Arena #375: Turn #2 saw Side #3 expanding their lead slightly as they and second place Side #4 start to pull away from the pack. Side #2 scored fairly well this turn but because of a slow start remains in last place — for the moment. This turn saw the first attacks on enemy Command Posts, a trend that is likely to continue at an accelerated pace.

Turn #3 saw Side #3 rapidly expanding their lead as they aggressively pound Command Post #2. Doubling their rating in a single turn is no doubt alarming to their opponents. Side #1 also scored quite well this turn though they remain in third place. Next turn will likely see the game's first CP Kill. The Best Bot Victory Rating is 2.00.

T#1: S#1: 0.21 S#2: 0.05 S#3: 0.31 S#4: 0.23
T#2: S#1: 0.39 S#2: 0.34 S#3: 0.78 S#4: 0.70
T#3: S#1: 0.94 S#2: 0.60 S#3: 1.56 S#4: 1.12

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Arena #376 [2x4, LEGION OF WAR vs. KZINTI FITHP/THE LINE]: Turn #2 saw an impressive scoring effort by both teams resulting in a virtual tie for the lead. Two of the four Command Posts came under heavy attack and may become casualties in the coming turn. Next turn may see the game's first Bot casualties as well, as we have two close to destruction.

Turn #3 saw Side #1 moving into the lead and holding it with the slimmest of margins. The scoring pace this turn slowed down quite a bit as Pilots redirected their attacks from enemy Command Posts to opposing Bots. Next turn will likely see the game's first casualties as four Bots are now close to destruction. The Best Bot Victory Rating is 2.10.

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

Turn # 2: Side # 1: 0.76 Side # 2: 0.77

Turn # 3: Side # 1: 1.08 Side # 2: 1.06

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 conclusion of CTF Arena #371, a 4-Sided contest. In a thrilling battle, Side #3 (INSTANT LIGHTNING) held the lead through Turn #7, after which they were overtaken by Side #4. The battle remained close until the final turn where Side #4 rapidly pulled ahead and won the game by a large margin! A Victory for the B'HOOD OF THUNDER! The battle did not go so well for the other combatants. Side #1 (SISTERS OF SILICON) was completely eliminated from the contest while Side #2 was down to their last Bot, who was nearly scoreless through the last four turns of the game. Surprisingly, despite a brutal 41% Bot casualty rate, Command Posts #3 and #4 survived the contest (CPs normally suffer 100% losses). The Individual Victory was awarded to Major Blue Baron who earned a rating of 6.62 while piloting a Cobra for Side #3. He barely survived the contest, however, being knocked down to one Engine after losing three of his four torsos on the final turn. This marks the Baron's fifth Individual Victory. Honorable mention goes to Lieutenant Damon Hargray (VR=3.16, DR=3.82), the sole survivor of Side #2 and the Bot with the highest Damage Rating. The winning Team Members were:

Colonel Elric Deathsong — 4.94

General Angus McNarley — 2.89

Cadet Flaxen Fury — 4.44

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

BULLETIN BOARD

Player Notice Arena #370

To: Side One

Hi guys! Good Game! (They're all good when you win.)

Sorry about the comms on the last two turns. My printer died and hasn't been revived yet.

Good luck in your future Arenas, it was a pleasure.

Cordially,

Felix the Scout [PN741], Nathan Kent [PN938]
(Winners, with the Strat-O-Matics, of Arena 370)

Player Notice Arena #373

To: Gorrik Vileslayer and "Nasty Nac" Egabrag

Why are you two firing on me? There are closer targets in your immediate location. In fact, you two are practically kissing each others rears. Are you helping out your friend Von Wrecker? This is supposed to be a free-for-all game. It's not a team game. I'm disappointed that you two don't understand the concept of a championship game.

Is that why there are not many sporting (real) Pilots willing to enter the championship game? It's just too hard to fight a team of losers in a free-for-all game. You're losers because you will do anything to make sure one of your ilk wins the championship. Well, you can go right ahead and kiss my butt.

Rambot [PN321]

WHAT'S NEW II

* REMINDER *

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.

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

AGE ON-LINE

Our presence on the Internet is growing 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 General Bones [PN323] 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 list is currently being moderated by General I.B. Tryon [PN721] of team Wasp [TM18]. 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.]

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 New Year!