

THE COMMAND POST



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GAME NEWS

Arena #372 [Dynachrome Brigade vs. Ladies Of Metal]: Turn #10 saw Side #1 at last regaining the lead and winning the game. Victory for the DYNACHROME BRIGADE! This turn saw the game's third Bot casualty as Cadet Shield Maiden ejected from her Wyvern (VR=1.38, DR=3.22). This puts Side #2's casualties at a hefty 33% but at least their Command Post survived which could not be said for their opponents. By game's end, seven of the surviving fifteen Bots were close to destruction (nine Engines or less). The Best Bot Victory Rating was 3.98.

Turn # 8: Side # 1: 1.90 Side # 2: 1.93
Turn # 9: Side # 1: 2.10 Side # 2: 2.12
Turn # 10: Side # 1: 2.43 Side # 2: 2.35

Arena #373 [2002 Championship]: Turn #10 was the last of this year's Championship and was the lowest scoring turn of the game. It was not without its share of excitement, however, as Brigadier General Von Wrecker, Turn #9's third place contender, was slain after his Warmachine suffered a fatal Mega Missile strike to the Left Front Torso from Lieutenant Colonel Ridir Nightflow's Raptor. This was his second Bot Kill in eleven completed contests. Brigadier General Von Wrecker was a veteran of eight completed contests, all in Medium Bots. During his impressive career his best Victory Rating was 4.67 with an overall average of 2.82. He had earned one Individual Victory, FIVE Team Victories, two CP Kills and was a distinguished member of FRAG' DEN HENKER. He will be missed.

Turn # 8: Lowest: 1.22 Average: 2.22 Best: 3.47
Turn # 9: Lowest: 1.32 Average: 2.46 Best: 3.80
Turn # 10: Lowest: 1.32 Average: 2.58 Best: 4.00

Arena #374: Turn #9 saw Side #1 the top scoring team as they try to close the substantial ratings gap between themselves and the leaders. Side #2 remains firmly in the lead with Side #3 solidly in second place. This turn saw the game's first Bot casualty as Major Iron McIntyr ejected from his Dragon (VR=3.39, DR=2.38 with one Rear Torso destroyed). Next turn could see four new Bot casualties and the destruction of the sole remaining Command Post.

Turn #10 saw Side #2's lead shrinking a bit as they were outscored by all their opponents. However their huge lead allowed them to coast through and win the game! A victory for the NIGHT

STALKERS! This turn saw no new casualties though half the surviving Bots and the lone remaining Command Post were very close to destruction. Surprisingly, the game's Individual Ratings leader failed to score any points this turn! The Best Bot Victory Rating was 6.88!

T#8: S#1: 2.46 S#2: 3.56 S#3: 3.36 S#4: 1.81
T#9: S#1: 2.71 S#2: 3.72 S#3: 3.45 S#4: 1.96
T#10: S#1: 2.93 S#2: 3.83 S#3: 3.52 S#4: 2.16

Arena #375: Turn #5 saw all four teams scoring well but none better than Side #4 who increased their rating by an astounding 0.75 and are rapidly closing in on first place Side #3. This turn saw the game's first Bot casualty as Colonel Baalar the Destroyer was forced to eject from his Ranger (VR=0.39, DR=3.33! — both Rear Torsos and a leg destroyed). Next turn may see another Bot casualty.

Turn #6 saw extremely low scoring by Side #3, dropping them into second place. Side #4 has now moved into the lead for the first time and appears to be in a strong position to hold it. Side #1 was the top scoring team for the turn having increased their rating by an impressive 0.58. This turn saw the game's second CP Kill as Colonel Draka Deathdealer destroyed Command Post #3 with Mega Missile fire from his Raptor. This marks his EIGHTH CP Kill in 11 completed contests — an impressive feat (though not quite a record). The Best Bot Victory Rating is 4.60.

T#4: S#1: 1.17 S#2: 0.87 S#3: 1.98 S#4: 1.44
T#5: S#1: 1.57 S#2: 1.23 S#3: 2.39 S#4: 2.15
T#6: S#1: 2.15 S#2: 1.52 S#3: 2.45 S#4: 2.56

Arena #376 [2x4, LEGION OF WAR vs. KZINTI FITHP/THE LINE]: Turn #5 saw Side #2 closing the ratings gap in their struggle to regain the lead. Both teams are aggressively pounding their opponents' Command Posts resulting in some high scoring. Next turn could see up to four Bot casualties and the first CP Kill.

Turn #6 saw Side #2 retaking the lead (and the best Individual Victory Rating). This turn saw the game's first CP Kill as General Bastlor Grumock

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destroyed Command Post #2 with Mega Missile fire from his Cobra. Next turn could see Side #1 retaking the lead and as many as five new Bot casualties. The Best Bot Victory Rating is 3.98.

Turn # 4: Side # 1: 1.47 Side # 2: 1.35

Turn # 5: Side # 1: 1.79 Side # 2: 1.70

Turn # 6: Side # 1: 2.01 Side # 2: 2.16

Arena #377: This is a Standard-Fast paced 4-Sided contest with the traditional three Bots per team. Side #1 weighs in at 190 tons and is an un-named team of veteran Pilots. Side #2 sees the return of B'HOOD OF THUNDER, one of the top 4-Sided competitors of all time, this time weighing in at 210 tons. Side #3 is the heaviest of the four at 220 tons and is also an un-named team. Side #4 is the lightest of the teams with a combined weight of 180 tons and also represents an un-named team. With all four teams veterans with comparable team tonnages it should be a good match. The Arena contains a good terrain mix which should present some great tactical options.

Coming Up: We are now taking applications for Arena #378 and are close to starting another 2-Sided and 4-Sided contest.

GAME RESULTS

This month saw the end of CTF Arena #374, a 4-Sided contest. Side #2 captured the lead and held it through most of the game, despite fierce opposition from Side #3, and eventually won the contest with an excellent rating of 3.83. Victory for the NIGHT STALKERS! This contest saw relatively light casualties despite some high scoring as only one of the Bots was lost and three of the four Command Posts were destroyed. Only Command Post #2 survived the battle which no doubt contributed to their team's success. The Individual Victory was awarded to Major Mick Stone who, despite failing to score any hits on the final turn, ended the game with a Victory Rating of 6.88 while piloting a Cobra. Remarkably Major Stone also earned the distinction of being the game's least damaged Bot, having suffered only a single hit (Damage Rating 0.12). This was his first Individual Victory in seven completed contests. Honorable mention goes to Captain Hagen (Cobra, VR=3.20, DR=3.10) and Major Ian Blackstone (Warmachine, VR=1.89, DR=3.41) for surviving till the end despite appallingly high Damage Ratings. The winning Team Members were:

Major Mick Stone — 6.88

Lt. Colonel Bloodwing — 2.75

Major General Vicomte Ve Valmont — 3.19

This month also saw the end of CTF Arena #372. In a very close contest which saw the lead changing hands several times, Side #1 recaptured the lead on the game's final turn to claim the Team Victory with a rating of 2.43. Another win for the DYNACHROME

BRIGADE! Their opponents, the LADIES OF METAL squad of the SISTERS OF SILICON team, put up one heck of a good fight — missing the lead by a mere 0.08 despite suffering the game's only Bot casualties (a whopping 33% loss rate at that!). The Individual Victory was awarded to General Bolo who earned a Victory Rating of 3.98 while piloting a Cobra. Honorable mention goes to Captain Rigger Mordius for having the least damaged Bot (DR=0.51) and to General Dutchman for surviving with the game's most heavily damaged Bot (DR=3.46). The winning Team Members were:

Major General Mad Dog — 2.94

Colonel Ulysses Patton — 2.45

Lt. General Mordius — 2.58

Major General Dutchman II — 2.21

Cadet Hal-12 — 2.28

General Dutchman — 1.34

Captain Rigger Mordius — 2.74

Lt. Colonel Miaowara Tomokato — 1.81

General Bolo — 3.98

Last but certainly not least we saw the end of CTF Arena #373, our 2002 Championship. Twelve brave souls entered the Arena and fully 25% became casualties, including one of the top scoring Pilots who was sadly slain on the final turn. Of the survivors nearly half were close to destruction including the first place Pilot — a single, well placed hit could have literally blown him out of the competition! This year's Champions were:

1st Place: Lieutenant Colonel Sledge Hammer piloting a 60-ton Raptor — Victory Rating=4.00, Damage Rating=2.40 (John Muir — winner of \$50 in game credits).

2nd Place: Colonel "Nasty Nac" Egabrag piloting a 50-ton Mirage — Victory Rating=3.48, Damage Rating=0.80 (the lowest in the game) (James Jennings — winner of \$30 in game credits).

3rd Place: Lieutenant Carl Freddricks piloting a 70-ton Ranger — Victory Rating=3.37, Damage Rating=1.44 (Robert Shurtz — winner of \$20 in game credits).

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

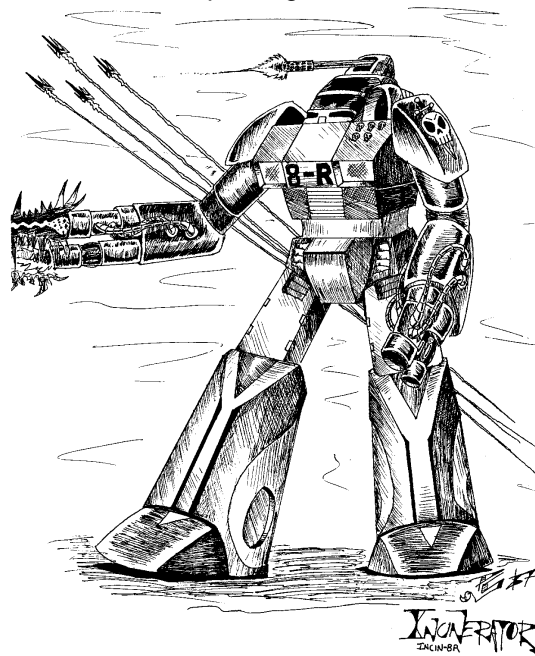
Top 2x4 Team Ratings

A#368 Side #1 (Legion of War) — 3.01
A#333 Side #1 (Berserkers) — 2.96

FALLEN HEROES

CTF Championship Arena #373 Turn #10 (Phase 4)
Brigadier General Von Wrecker VR= 3.46 DR= 3.51

Let us mourn the passing of our fellow Bot Pilot.



BULLETIN BOARD

Player Notice Arena #373

Hello Rambot,

I normally don't respond to the whining of puppies... but you seem to be particularly pitiful. So I will grace you with my notice. First off you say I had other targets nearer to me than you... true. And if you had map data from this area you would see they were under good cover. You, however, were standing pretty much out in the open. As for helping Von Wrecker, don't know the pilot but am now expecting a thank you from him. Von Wrecker, I drink Killians Red, a six-pack will suffice and you're quite welcome. As for working with Gorrik... Gorrik is all tore to hell and crouching in a lake. I'm NOT in the habit of execution, though for you I'd make an exception. I'm well aware of the idea of a Championship Game, which is why YOU got shot at when I didn't have any other viable targets. My advice to you is, can't stand the heat? Stay out of my firing arc.

Love and Kisses,

Colonel "Nasty" Nac Egabrag,
Blood Royale, BLOODGUARD

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Player Notice Arena #375

What Ho.... Troops??

Bot #1 of Side #1 is protecting CP-4 from me (Bot #6 of Side #2)?

He's not just blocking my shots on CP-4 so he can shoot it himself... he's targeting me... not the CP.

What gives?? Inquiring minds want to know.

Blood Shredder [PN700]

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

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

As reported earlier, we have just completed our 12th Annual CTF Championship Tournament. For comparison purposes we thought you might enjoy reading how the results of this year's tourney compare to the previous contests:

1991	Low: 0.91	Avg: 2.33	Best: 5.10	Casualties: 25%-
1992	Low: 0.74	Avg: 2.11-	Best: 3.35	Casualties: 30%
1993	Low: 1.15	Avg: 2.46	Best: 4.07	Casualties: 30%
1994	Low: 0.71-	Avg: 2.35	Best: 4.10	Casualties: 25%-
1995	Low: 1.96	Avg: 3.09	Best: 4.40	Casualties: 41%!
1996	Low: 1.56	Avg: 3.09	Best: 4.08	Casualties: 30%
1997	Low: 1.65	Avg: 3.63!	Best: 5.70!	Casualties: 41%!
1998	Low: 2.06!	Avg: 2.72	Best: 3.38	Casualties: 33%
1999	Low: 1.94	Avg: 2.56	Best: 3.00-	Casualties: 38%
2000	Low: 1.66	Avg: 2.75	Best: 3.73	Casualties: 33%
2001	Low: 1.70	Avg: 2.67	Best: 3.76	Casualties: 25%-
2002	Low: 1.32	Avg: 2.58	Best: 4.00	Casualties: 25%-

Coming in July, our THIRTEENTH annual Championship Tournament! Sign up now! The first four signups get the coveted "pole" positions (ie. are set up in the corners of the Arena near the poles that hold the shields that protect the audiences from harm. Being in the corner your flanks and rear are better protected during the opening salvos!).

COMPANY NEWS

Check it out! We just published Issue #200 of the Cosmic Balance, our newsletter for the game Crack Of Doom I and Crack Of Doom II. This special issue weighed in at a whopping SIXTEEN pages and includes a reprint of the first newsletter ever published by AGE (The Cosmic Balance #1 from August 1986!). Other special features include a bit of custom artwork by our own Debbie Leonard, an Alliance Spectacular (special notices by many of the top groups), an extensive player write-up on the nature of the various alignments, two extensive Insider articles by our own programming guru Duane Wilcoxson and much more. Definitely worth a look-see.