

# THE COMMAND POST



Issue # 188

June 2003

## GAME NEWS

Arena #375: Turn #10 saw a great scoring effort by Side #3 but it was not nearly enough to overcome the scoring disparity and Side #4 easily held onto their lead and won the contest. A victory for the LEGION OF WAR! This turn saw the game's fourth Bot casualty (33% losses) as Cadet K.S. "Speedy" Wright ejected from her Ronin (VR=1.44, DR=3.48). This loss put Side #1's casualties at an appalling 66% though they still managed to take third place with an impressive Team Rating of 3.08. The Best Bot Victory Rating was 6.89!

T#8: S#1: 2.73 S#2: 2.03 S#3: 3.21 S#4: 3.89

T#9: S#1: 2.92 S#2: 2.14 S#3: 3.43 S#4: 3.96

T#10: S#1: 3.08 S#2: 2.21 S#3: 3.74 S#4: 4.16

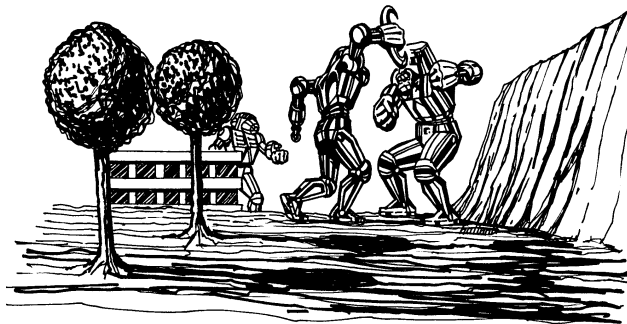
Arena #376 [2x4, LEGION OF WAR vs. KZINTI FITHP/THE LINE]: Turn #10 was the last of this brutal contest and saw little change in the comparative ratings as Side #2 expanded their lead and won the game! A victory for the combined KZINTI FITHP/THE LINE team! This turn saw the Bot casualty rate rise to 43% as Major Whiplash ejected from his Ranger (VR=3.13, DR=3.24, both front torsos blown) and Captain Indigo Humm ejected from his Gunfighter (VR=2.73, DR=3.05, three torsos blown). In addition to losing nearly have the participating Bots, all but three of the survivors were close to destruction and yet two of the four Command Posts survived. The Best Bot Victory Rating was 5.45.

Turn # 8: Side # 1: 2.59 Side # 2: 2.90

Turn # 9: Side # 1: 2.73 Side # 2: 3.15

Turn # 10: Side # 1: 2.87 Side # 2: 3.31

Arena #377: Turn #4 saw another round of impressive scoring by Side #4 as they continue to dominate — they have nearly twice the rating of the second place team. It's going to take some concerted effort for anyone to seriously challenge



them for the Team Victory. This turn saw the CP loss rate continue to rise as Major Hammerhand destroyed Command Post #1 with a Mega Missile strike from his Ranger while teammate Lieutenant Colonel Ridir Nightflow destroyed Command Post #2 with a Mega Missile barrage from his Ranger. Next turn could see the game's first bot casualty. The Best Bot Victory Rating is 3.69!

T#2: S#1: 0.41 S#2: 0.75 S#3: 0.31 S#4: 1.16

T#3: S#1: 1.17 S#2: 1.27 S#3: 0.53 S#4: 2.01

T#4: S#1: 1.45 S#2: 1.55 S#3: 0.75 S#4: 2.96

Arena #378: This is a Standard Paced 2-Sided contest with a full compliment of nine Bots per team. Side #1 is fielded by the SISTERS OF SILICON and weighs in at 580 tons. Side #2 sees the return of the DYNACHROME BRIGADE and weighs in at a hefty 600 tons. Both are experienced teams with long and glorious combat records though Side #2 has the more experienced Pilots. The weather is COLD and WET which is great for keeping Heat down but troublesome for keeping Bots standing up. The Arena contains a nice mix of features including a massive gully and a huge building complex. All the makings of an exciting contest!

Arena #379: This is another Standard Pace 2-Sided contest with a full nine Bots per team. Side #1 weighs in at 600 tons and is primarily fielded by FRAG' DEN HENKER with support from allies and independents. Side #2 weighs in at a hefty 630 tons and is fielded by the LEGION OF WAR and is likewise supported by allies and independents. The Arena contains a variety of features including a substantial Lake and Gully system sandwiched in-between two large building complexes. The teams are well matched and feature a mix of veteran and rookie Pilots, tight coordinated team players and competent independents. This Arena sees the debut of the new JACKAL Battle Bot as well as the revised PATRIOT II's. We can look forward to a thrilling battle!

Coming Up: We are now taking applications for Arena #380 and are close to starting a new 4-Sided contest and the 2003 Championship Tournament!

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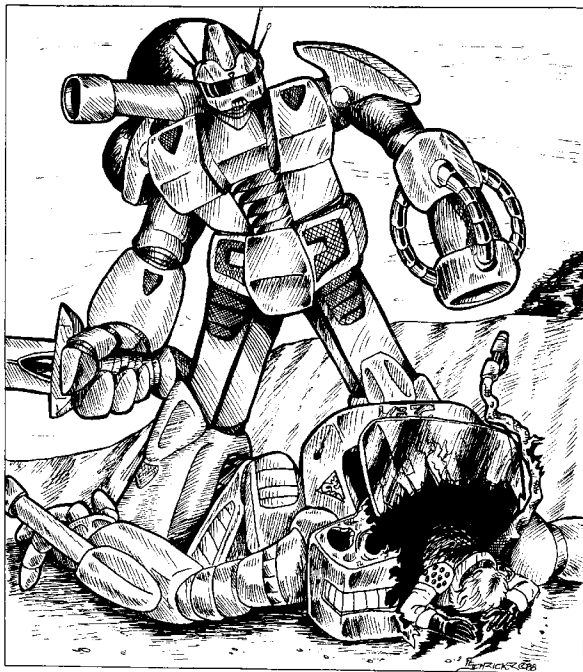
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## GAME RESULTS

This month saw the end of CTF Arena #375, a 4-Sided contest. In a very exciting battle, Side #3 held the lead for the first half of the contest only to be overtaken by Side #4 who held the lead for the second half. Despite fierce competition and losing a third of their Bots Side #4 was able to hang onto the lead and win the game! A great victory for the LEGION OF WAR and one of the all time best Team Ratings for a 4-Sided contest (Team VR=4.16). This was a very high scoring contest where even the fourth place team had a respectable rating of 2.21. Not surprisingly casualties were high with all four Command Posts destroyed and 33% of the Bots lost. The Individual Victory was awarded to Lieutenant Bili the Axe who earned a rating of 6.89 while piloting a Ranger. This was not only the second best Medium Bot rating but also gives Lieutenant Bili the Axe top honors as the Top Medium Bot Pilot (3+ Game Average)! An impressive achievement! The winning Team Members were:

Lieutenant Bili the Axe — 6.89  
Lieutenant Woad the Witless — 2.70

This month also saw the end of CTF Arena #376, a special 2x4 match between the LEGION OF WAR and a combined KZINTI FITHP/THE LINE team. The beginning of the contest was very close with the lead changing hands several times but the later half was dominated by Side #2 which eventually gained a substantial lead and won the Team Victory with a rating of 3.31 — not only a victory for the KZINTI FITHP/THE LINE but the best 2x4 rating to date as well! This was a brutal contest that saw 43% Bot casualties and yet two of the four Command Posts survived. The Individual Victory was awarded to General Bastlor Grumock who earned a rating of



5.45 while piloting a Cobra. Honorable mention goes to Major Marco Saligari who, while piloting a Ranger, earned the game's third highest Victory Rating (5.20) with the game's lowest Damage Rating (0.90). The winning Team Members were:

Lt. Colonel Damian Blackheart — 1.43  
Major General Richard Shadowhand — 5.26  
Major Neven — 3.24  
General Bastlor Grumock — 5.45  
Colonel America — 4.95

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  
\* Lieutenant Bili the Axe — 6.89  
Lt. General Slime Sledge Hammer — 6.37

### 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)

\* Lieutenant Bili the Axe — 4.74  
Major General Hawkeye — 4.34  
General I.B. Tryon — 3.64

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#375 Side #4 (Legion Of War) — 4.16  
A#310 Side #2 (Assass/Intrepid Ent) — 4.12

Top 2x4 Team Ratings  
A#376 Side #2 (Kzinti Fithp/The Line) — 3.31  
A#368 Side #1 (Legion of War) — 3.01  
A#333 Side #1 (Berserkers) — 2.96

## **BULLETIN BOARD**

Player Notice Arena #375

It was not my intention to destroy the young  
Cadet.... However, she did get in my way.

Sincerely,

Blood Shredder [PN700]

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## **AGE ON-LINE**

Our presence on the Internet is growing rapidly  
with a number of resources currently available.

TALES OF CTF2187: A great 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://userweb.suscom.net/~orbomaxx/ctfhome2  
.htm](http://userweb.suscom.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://groups.yahoo.com/group/conclave_gathering/)  
<http://www.neosoft.com/~lanza/ICONdiscuss1.html>

## **WHAT'S NEW**

We are pleased to announce that prototypes of the JACKAL, a 50-ton Light Bot designed by Captain Carl Fredricks and sponsored by the LEGION OF WAR [TM54], are now available for testing.

The JACKAL is a novel design built for a very specific style of fighting rather than a general use Bot. Firstly, it is built for speed. With a large 20-ton Engine generating a healthy 66 Action Points this is one of the fastest 50-ton Bots available. Its primary weapons system is a Mega Missile S-Pack located in the head which gives it the best possible field of fire while limiting the likelihood of its main weapon becoming damaged (Head hits are rare). Linked to an array of FOUR Targeting Computers, the weapon is likely to be dead-on accurate, especially in the hands of a skilled Pilot. Supporting weapons systems include a Battle Fist in the Left Arm, a Battle Blade in the Right Arm, and a Heavy Machine Gun in the Left Front Torso. Other Internal Systems include twin Sensors and a Gyro in the front torsos, and two Cooling Units located in the legs.

Because of the choice of weapons, the JACKAL excels at long range fast attacks and close in duels but is extremely vulnerable at Short and Medium ranges. If an opponent can get in close and avoid the Battle Fist/Blade then the JACKAL is doomed. Hopefully its great speed can prevent these situations from developing.

We are now accepting Test Pilots for the JACKAL (a 50-ton Light 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 JACKAL 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).

## **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).

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

JACKAL (50-ton Light)  
Test Period 7/03 to 1/04

## **ATTENTION ALL TEST PILOTS**

The testing period for the GUNFIGHTER (60-ton Medium) is now at an end. Please submit your evaluation reports right away so that we can print some of the comments and report on your findings in the next Command Post.

## **SPECIAL EVENTS**

We are pleased to announce our THIRTEENTH annual CTF Championship Tournament! CTF has always been a game of skill and there certainly are a lot of great tacticians out there. This is the world's opportunity to see who really is the best of the best. Who will be crowned Champion of the Arena for 2003? Will last year's Champions (Sledge Hammer, "Nasty Nac" Egabrag, Carl Fredricks) be able to repeat their success? Or will we herald the victories of a new set of Champions?

The tournament is limited to the first 12 participants for a Free-For-All match which is expected to begin on July 1st, 2003 (our company anniversary). It will be a Standard Paced contest but players may pick the fastest turn pace (between 14 to 21 days) acceptable to them. Turn Fees for THIS GAME ONLY will be raised to \$4.50 per turn (including the setup) to help cover the prizes. Prizes? That's right, we will be awarding a total of \$100.00 in game credits to three Pilots with the highest Victory Ratings: \$50.00 for First place, \$30.00 for second and \$20.00 for third. But that's not the real prize. The REAL prize is the glory of being crowned the BEST OF THE BEST. Are you up to the challenge? Go for it! [Note: Anticipation is high as a number of setups have already been received.]

CURRENT STATUS: We currently have eight signups for the Championship, the minimum to get things running, but we have room for four more. If you or a friend want to get in you need to hurry. Time is running out!

## **SPECIAL OFFER**

July 1st is a special date for us here at Advanced Gaming Enterprises as it marks the SEVENTEEN year anniversary of our first processing turns for the original Crack of Doom Playtest (the company itself was actually formed several months earlier). In celebration and to show our gratitude for your dedicated and enthusiastic support we have the following special offer: Send in a single check for \$50.00 or more for your CoD or CTF account during the month of JUNE and we will deposit that money PLUS an additional \$4.00 into your account. That's right, an additional four extra dollars game credit, FREE! It's just our way of saying Thank You! [Note: This is a 'CASH ONLY' offer that includes checks and Money Orders but NOT payments made by Credit or Debit Card.]