

# THE COMMAND POST



Issue # 189

July 2003

## GAME NEWS

Arena #377: Turn #5 saw Side #4 expanding their lead as they easily outscored the competition. The second best scoring team for the turn was Side #3 who remains in last place. Sides #1 and #2 are now in a tie for second place. Next turn will likely see the game's first Bot casualty as two Bots are now close to destruction.

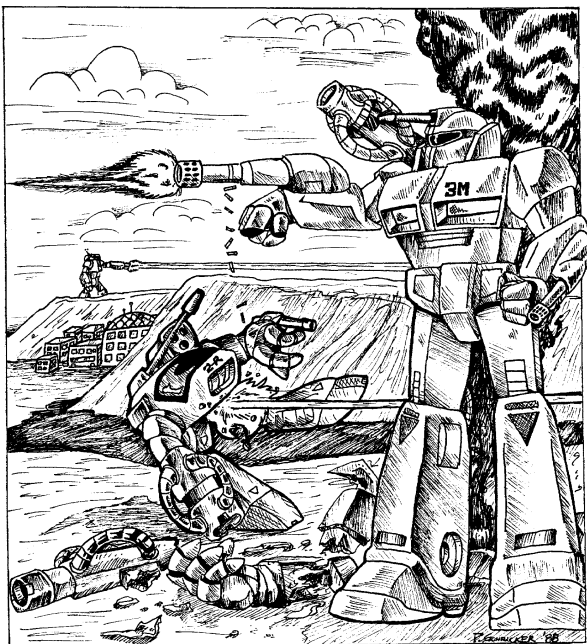
Turn #6 saw Side #4 rapidly expanding their already considerable lead. Side #1 is now in second place with Side #2 close behind. This turn saw the game's first casualties as Lieutenant Vae Victis ejected from his Ravager (VR=0.44, DR=2.53) and General Angus McNarley ejected from his Legionaire (VR=1.20, DR=2.36). Next turn could see two new casualties as the accumulated damage begins to take its toll. The Best Bot Victory Rating is 4.66!

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

T#5: S#1: 1.59 S#2: 1.59 S#3: 0.93 S#4: 3.38

T#6: S#1: 1.88 S#2: 1.83 S#3: 1.03 S#4: 3.93

Arena #378 [SISTERS OF SILICON vs. DYNACHROME BRIGADE]: Turn #1 saw Side #2 making a strong initial effort that placed them firmly in the lead. They are making excellent use of cover and are deployed in an effective battle formation. Their opponents were largely caught out in the open



and paid a heavy price. Unfortunately next turn could see more of the same.... The Best Bot Victory Rating was 0.62.

Turn # 1: Side # 1: 0.07 Side # 2: 0.20

Arena #379 [FRAG' DEN HENKER vs. LEGION OF WAR]: Turn #1 saw Side #2 taking the lead as they scored more than twice as many points as their opponents. Both teams are opting for unusual strategies that are perhaps driven by terrain considerations. Next turn will likely see the heaviest fighting along the flanks. The Best Bot Victory Rating was 0.76.

Turn # 1: Side # 1: 0.08 Side # 2: 0.16

Arena #380: This is a Standard Paced 4-Sided contest with the typical three Bots per team. Side #1, at 150 tons, is the lightest of the four teams and is led by the LEGION OF WAR. Side #2 is fielded by the NIGHT STALKERS and weighs in at 190 tons. Side #3 also weighs in at 190 tons and is led by the SISTERS OF SILICON. Side #4 sees the long awaited return of the SONS OF CLAN PHOENIX and, at 200 tons, is the heaviest of the four teams (though not by much). The weather is clear, the Arena contains an interesting mix of features, and most of the teams have comparable team tonnages and levels of Pilot experience so this should be a good match.

Turn #1 got off to a great start as Side #2 took the lead closely followed by Sides #1 and #4 in a tie for second place. Side #3, though currently in last place, is not far off the scoring pace and could easily move into the lead next turn. All four teams are keeping together and seem to be converging on the area between Command Posts #1 and #4 which will likely result in some very intense fighting. The Best Bot Victory Rating is 0.38.

T#1: S#1: 0.16 S#2: 0.23 S#3: 0.06 S#4: 0.16

Coming Up: We are now taking applications for Arena #381 and are close to starting a new 4-Sided contest and the 2003 Championship Tournament!

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## 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

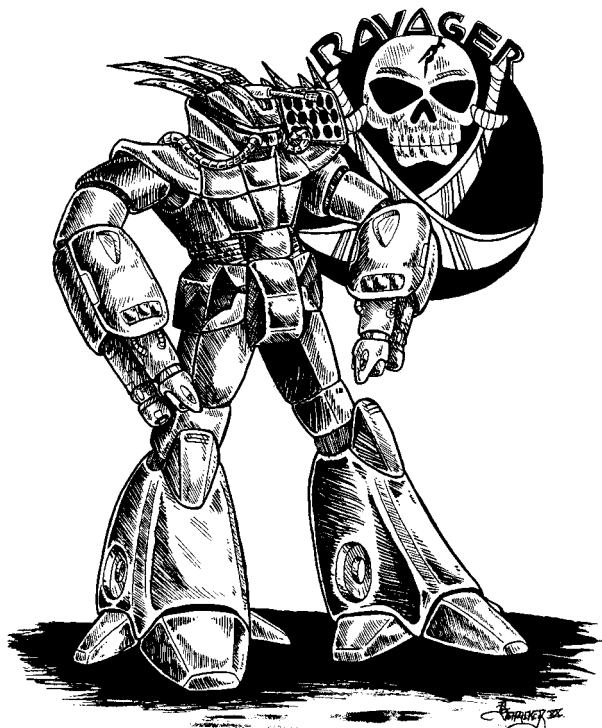
General Dutchman  
General Madmartigan  
General Anthony Stark  
General Cutthroat Collins  
General Bolo  
General Bastlor Grumock  
General Riva Irongrip  
General Lunatik  
General Rugal Ratslayer  
General Solo McIntres  
General Whispering Death  
General H.A.L. Mayne  
General I.B. Tryon  
General 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

## **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). [Note: Extended to August 1st, 2003.] 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.]

Be sure to check out [www.ageforfun.com](http://www.ageforfun.com) for all the latest news on upcoming games and special events.

## **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

GUNFIGHTER (60-ton Medium)  
Test Period 12/02 to 10/03

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

## **ATTENTION ALL TEST PILOTS**

The testing period for the PATRIOT II (70-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.

## **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.

## **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>

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](mailto: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](mailto:CTF2187-digest@yahoogroups.com)

## **GUNFIGHTER REPORT**

Bot Evaluation — Gunfighter [GFTR-15M]  
John C. Muir

I have been testing two Gunfighters and am very happy with the performance. The Bot is an updated Mauler with changes to take advantage of new technology and fix the perceived problems with the Mauler. The resulting Bot has less short-range hitting power but is quite effective at long and medium ranges. Not intended to take on 80 and 90 ton Bots, it is designed to be very effective against the many new 70 ton Mediums. In its first arena, it ended up being in mostly single combat against two Awesomes and a badly damaged Cobra. That was a little beyond design specs, but the Bot held up very well, though I had to eject on Turn 10.

The head-mounted Mini-S Pack functioned well and served as the principal weapon in most long-to-medium-range combat. It allowed maneuver combat at those ranges and was a good weapon, though you don't want to get into long-range duels with Bots armed with Mega Missiles. Keep pressing in because you have good medium-range weapons.

The missiles were most important in my first game because the torso-mounted Heavy Machine Cannon was damaged on the first turn by a single Mega-L hit from a Ranger. I did use the HMC three times later but it wasn't as effective as intended. It will take more games to determine whether this was a lucky hit or a design flaw, but I'd keep this weapon where it is located.

The new Rail Guns allowed maneuver combat at Ranges 2-5 and were important throughout much of the game. In initial combat, they raised the Ranger's heat enough that he was vulnerable to the torso-mounted Heavy Flame Cannon as I closed and the Battle Blade was effective at contact range. A Ronin and I were working on Whisper Wood's Ranger (he was supported by an Awesome) and achieved an undesired Bot kill on Turn 4. The Gunfighter is effective against a 70-tonner. After that, I trailed the Awesome and a Cobra across the arena until they joined up with a second Awesome. Then it was a maneuver fight around one of our CPs, mostly with missiles and Rail Guns. The Gunfighter worked well in this type of combat but started taking a lot a damage from the larger Bots when they hit.

The Cooling Units really worked well, as I ejected with three blown out Torsos, a DR of 3.05, and a Heat Level of 45. It is tempting to propose removing one Cooling Unit to gain a few AP, but I think the design is OK as it is.

The Gunfighter can take a lot of punishment and keep on fighting. Despite the missing Torsos and high DR, I had only one destroyed weapon (HMC in a blown Torso) and one damaged Rail Gun. My one shot during Turn 10 was a hit, so don't sell this scrapper short.

I give the Gunfighter good marks solo against Medium Bots and effective in a support role against Heavies. It can offer a running fight against one Heavy with a little terrain help, as long as it stays

within Range 5 of the target and maneuvers, but would be best used to get the Heavy to turn his back toward another Bot who can throw missiles at it.

\* \* \* \* \*

Gunfighter Review by Shannon Muir  
aka Racubus Sterling [PN861]

In the three turns I've gotten to use it, the Gunfighter moves well and appears to have an effective weapons mix. I appear to have stayed cool fairly well, which is another advantage. However, I have not been in a combat situation to afford me the opportunity to try out the Rail Gun, which is supposed to be one of the Gunfighter's highlights. However, my attacks on the Command post early in this Arena (#377) proved very successful, even though I was ultimately denied the kill.

Based on documentation I have seen on this Bot in one other Arena, where someone piloting a Gunfighter accomplished a Bot Kill, it appears that the Gunfighter has staying power. I just wish I had more experience at this point to solidly verify that not to be a one-time occurrence.

At minimum, I would recommend an extension of the Gunfighter testing period to be certain it holds up in combat regardless of the Pilot; I know someone else has a Gunfighter in my Arena so if we could at least finish our games out that would be three experiences for comparison. If extending the test period is not possible, I would recommend the Gunfighter go into production for mass availability; if later problems are found, it could be recalled (as the Incinerator was some time ago) for adjustments.

\* \* \* \* \*

With no real push for changes and a request for more time we have decided to extend the testing period to allow for further analysis. As a result the testing period for the GUNFIGHTER has been extended to October 2003. We would like to thank all the current test Pilots for their effort and look forward to their continued analysis.

## **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.