

# THE COMMAND POST



Issue # 191

September 2003

## GAME NEWS

Arena #377: Turn #8 saw Side #4 once more dominating the scoring though Sides #1 and #2 put in a good showing. There seems little doubt who will win the contest. Now it's just a matter for each individual Pilot trying to maximize their personal ratings and their struggle to survive — the bot casualty rate already stands at an appalling 33% and is likely to rise with the coming turn.

Turn #9 saw Side #4 expanding their lead and winning the game! A victory for an un-named team! This turn saw the game's FIFTH Bot casualty as Lieutenant Flaxen Fury ejected from her Legionaire (VR=1.73, DR=2.36). This pushed the casualty rate up to 41%! Another turn and we would likely have seen four of the remaining seven Bots also become casualties. The Best Bot Victory Rating is 6.14!

T#7: S#1: 2.01 S#2: 1.88 S#3: 1.10 S#4: 4.37

T#8: S#1: 2.29 S#2: 2.06 S#3: 1.17 S#4: 4.75

T#9: S#1: 2.43 S#2: 2.13 S#3: 1.21 S#4: 5.10

Arena #378 [SISTERS OF SILICON vs. DYNACHROME BRIGADE]: Turn #3 saw Side #2 continue to accelerate their scoring pace while their opponents fall farther behind. Side #1 seems to be well deployed and appears to have tactical superiority on the left flank (Dir.3) so they should do well on the coming turn. If not their future in this contest does not look bright.

Turn #4 saw Side #1 making a comeback as they enjoyed, by far, their best turn to date. However, Side #2 retains a very strong lead, one that will be very difficult to overcome. Strategically most of the action is happening on the left (Dir.7) flank where a confused melee is taking place. Side #1 seems to have the advantage in terms of position as they have their opponents surrounded. On the right, Side #2 has turned the flank and has the superior position there. Very exciting! The Best Bot Victory Rating is 2.10.

Turn # 2: Side # 1: 0.18 Side # 2: 0.44

Turn # 3: Side # 1: 0.29 Side # 2: 0.76

Turn # 4: Side # 1: 0.64 Side # 2: 1.05

Arena #379 [FRAG' DEN HENKER vs. LEGION OF WAR]: Turn #3 saw little change in the comparative ratings as the battle remains very close. Side #1 is continuing their drive on the right (Dir.3) while Side #2 is pushing most of the left flank (Dir.7) towards the center in an apparent counter move. Both teams seem to have delegated at least one Bot to defend/support their Command Post. Next turn will likely see the game's first casualty.

Turn #4 was a disaster for Side #1. Not only did they fall far behind in the ratings but they also suffered the game's first casualty when Captain Abishai was forced to eject from his Raptor (VR=1.37, DR=1.68! — but losing a front torso tends to make a sensible Pilot nervous). Next turn could see more of the same for Side #1 as they are likely to suffer a second casualty and to fall farther behind in the ratings as the attacks on their Command Post, begun this turn, continue. The Best Bot Victory Rating was 1.65.

Turn # 2: Side # 1: 0.28 Side # 2: 0.32

Turn # 3: Side # 1: 0.53 Side # 2: 0.56

Turn # 4: Side # 1: 0.74 Side # 2: 0.94

Arena #380: Turn #3 saw Side #1 still in the lead as well as the game's first casualties. The game's first CP Kill was awarded to Cadet Whisper who destroyed Command Post #4 with Mega Missile fire from his Jackal. Not long after a second CP Kill was awarded, this time to Captain Tatiana Romanov who destroyed Command Post #1 with a Mega Missile barrage from her Athena.

Turn #4 saw Side #2 regaining the lead for the first time since Turn #1 with the previous leader, Side #1, close behind. Most of the fighting has now moved to the south (Dir.5) and west (Dir.3), around the two destroyed Command Posts and away from the two remaining CPs. Next turn could see the game's first Bot casualties as we have three Bots close to destruction. The Best Bot Victory Rating is 2.24.

T#2: S#1: 1.01 S#2: 0.87 S#3: 0.47 S#4: 0.19

T#3: S#1: 1.49 S#2: 1.36 S#3: 1.16 S#4: 0.59

T#4: S#1: 1.80 S#2: 1.84 S#3: 1.56 S#4: 0.80

Arena #381 [2003 Championship]: Turn #1 saw only modest scoring as all but one of the participants scored hits this turn. Several pairs of Bots have opted to take on their opponents mano-a-mano in isolated duels. Next turn should be interesting as the remaining Bots try to determine where to commit themselves for best effect.

Turn # 1: Lowest: 0.00 Average: 0.18 Best: 0.30

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Coming Up: We are now taking applications for Arena #382 and are close to starting a new 4-Sided contest and a new 4x4 match.

## **GAME RESULTS**

This month saw the end of CTF Arena #377. Side #4 took the lead from the first turn and, despite fierce competition from quality opponents, held and expanded it throughout the entire contest. Not only did they win the game, they had more than twice the rating of the second place team. So, with a nearly record-setting Victory Rating of 5.10, an un-named Side #4 is awarded the Team Victory! In a game that saw 41% Bot and 75% Command Post casualties, Side #4 has the proud distinction of having suffered not a single loss. Indeed their team enjoyed the game's three highest Individual Victory Ratings. The Individual Victory is awarded to Major Hammerhead who earned a rating of 6.14 while piloting a Ranger. The winning Team Members were:

Colonel Idomeneus — 4.60  
Lt. Colonel Ridir Nightflow — 4.34  
Major Hammerhead — 6.14

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#377 Side #4 (un-named) — 5.10  
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 #379

To: Methuselah

Woah, that was quite an impressive pass you made at our sweet young Jane. It was really unexpected. However, we thought we would warn you not to get too serious. She does not normally get close to men, especially men your age. (Although, you did get her really warmed up.) Then again... women, you never know what they will do, heh??? We just might show up sometime and shoot you in the arm. Anyway you have been warned, you fellow.

Great Grandmother Bryant  
Secretary for the Legion Of War

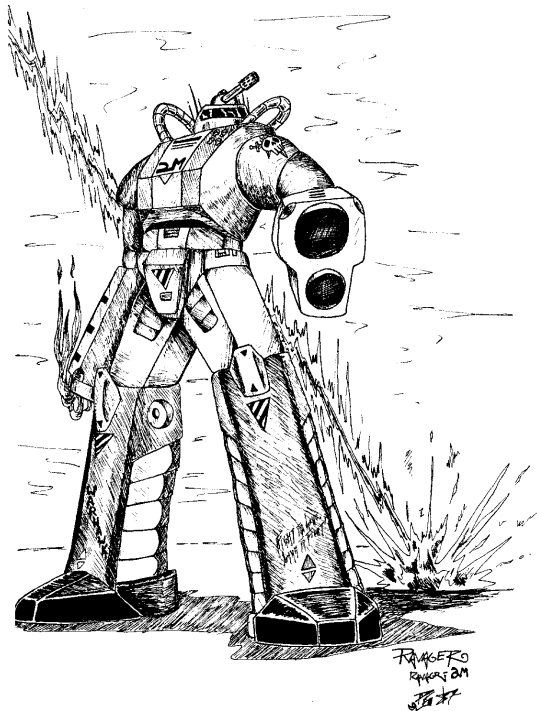
## **NEW BOT STATUS REPORT**

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



## **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)

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>

[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>

## **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 EVENTS**

We have a special request for a Standard OR Fast Paced 4x4 match. For those new to CTF a 4x4 is a four sided contest with four Bots (rather than the usual three) per team. The larger teams has a significant effect on team dynamics and strategy making for a fun and unique experience. A 4x4 match is somewhat rare as we usually see only one such contest per year. We already have one team in the queue so we only have room for three more. All 4x4 signups will go into the same match, the game pace will be run at the slowest indicated by the setups.

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

## **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.

