

THE COMMAND POST



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GAME NEWS

Arena #378 [SISTERS OF SILICON vs. DYNACHROME BRIGADE]: Turn #5 saw Side #1 continuing to lose ground in the ratings despite a number of high scoring CP attacks. It does not bode well when you attack the enemy Command Post and still fall behind. Next turn we are likely to lose some Pilots as at least three Bots are close to destruction. The Best Bot Victory Rating is 2.82.

Turn # 3: Side # 1: 0.29 Side # 2: 0.76
Turn # 4: Side # 1: 0.64 Side # 2: 1.05
Turn # 5: Side # 1: 0.89 Side # 2: 1.37

Arena #379 [FRAG' DEN HENKER vs. LEGION OF WAR]: Turn #5 saw Side #2 rapidly expanding their lead as the casualty rolls continue to climb. This turn saw Lieutenant Colonel John "Sticky" Wicket eject from his Cobra (VR=1.65, DR=2.60). Shortly thereafter Lieutenant Colonel Marco Saligari destroyed Command Post #1 with Mega Missile fire from his Ranger. Things are looking bad for Side #1 — not only are they well behind in the ratings but they have also suffered all three of the game's casualties. The Best Bot Victory Rating is 1.90.

Turn # 3: Side # 1: 0.53 Side # 2: 0.56
Turn # 4: Side # 1: 0.74 Side # 2: 0.94
Turn # 5: Side # 1: 0.92 Side # 2: 1.31

Arena #380: Turn #5 saw Side #2 expanding their lead though Side #4, currently in last place, was the top scoring team for the turn. This turn also saw the game's first Bot Kill as Cadet Wizard Of War was slain after suffering fatal injuries when his Jackal was hit with a PBC blast to the Head from Major General Vicomte Ve Valmonte's Goliath. This was Major General Vicomte Ve Valmonte's first ever Bot Kill. Cadet Wizard Of War was a rookie independent Pilot fighting it out in his first ever Arena resulting in a painfully short though promising career. The Best Bot Victory Rating is 2.47.

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
T#5: S#1: 1.99 S#2: 2.15 S#3: 1.70 S#4: 1.17

Arena #381 [2003 Championship]: Turn #2 saw little change in the scoring pace as all but two of the participants scored hits this turn. Currently we have a very close battle for the lead with three Pilots scoring a Victory Rating of 0.50 or better. In fact

only two Bots are well off the scoring pace (bringing down the overall average) and even they have plenty of time to catch up.

Turn # 1: Lowest: 0.00 Average: 0.18 Best: 0.30
Turn # 2: Lowest: 0.12 Average: 0.34 Best: 0.52

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.

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 Mordius
General Lunatik
* General Helen Narena
* General Slime Sledge Hammer
General Rugal Ratslayer
General Solo McIntres
General Whispering Death
* General Blood Shredder
General H.A.L. Mayne
General I.B. Tryon
General Angus McNarley
* General Frontal Robotomy
* General Richard Shadowhand
General Kael

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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
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
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

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

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

FALLEN HEROES

CTF Arena #380 Turn #5
Cadet Wizard of War VR= 1.86 DR= 3.42

Let us mourn the passing of our fellow Bot Pilot.

BULLETIN BOARD

Player Notice Arena #379

To: Side 1

OK, y'all... it's Turn #5 and I've got their attention (Bots #10, 11, 12 13, 15, and 18) so now's your chance to sneak-up and back- shoot 'em... please!

Sorry 'bout the low scoring — lotsa blocking terrain in this Arena.

We're only down two Bots so we can still pull it out.... Especially if we knock-out a couple of theirs... like 16 and 18!

Good Hunting!

Felix the Scout [PN741]

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.

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 for all the latest news on upcoming games and special events.