

THE COMMAND POST



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GAME NEWS

Arena #378 [SISTERS OF SILICON vs. DYNACHROME BRIGADE]: Turn #6 saw Side #2 expanding their lead as well as the game's first casualties. The first to go was Captain Red Hot Lover who chose to eject from her battered Athena (VR=0.71, DR=3.08, both arms destroyed). Later, teammate Captain I.M. Shirley Wright earned a measure of revenge as she destroyed Command Post #2 with a Mini Missile strike from her Athena. Next turn could see two additional Bot casualties.

Turn #7 saw Side #2 rapidly expanding their lead as we saw the game's second Bot casualty. This time around Lieutenant Kibitz was slain when her Ronin suffered a fatal Battle Fist blow to the Right Front Torso from Major General Dutchman Too's Avenger. This was Dutchman Too's third Bot Kill after nineteen completed contests. Lieutenant Kibitz was a member of the WOMEN OF WEAPONRY squad of the SISTERS OF SILICON. She was a veteran of one completed contest with an excellent history in a Light Bot and had earned one Team Victory and one Bot Kill of her own. The Best Bot Victory Rating is 3.62.

Turn # 5: Side # 1: 0.89 Side # 2: 1.37
Turn # 6: Side # 1: 1.06 Side # 2: 1.60
Turn # 7: Side # 1: 1.22 Side # 2: 1.93

Arena #379 [FRAG' DEN HENKER vs. LEGION OF WAR]: Turn #6 saw Side #2 expanding their lead slightly as the fighting continues. While losing ground when they are already far behind is certainly bad for Side #1, they are putting up a good fight considering they are down by two Bots and no longer have the enemy CP to shoot at. Next turn will likely see two new Bot casualties. The Best Bot Victory Rating is 2.27.

Turn # 4: Side # 1: 0.74 Side # 2: 0.94
Turn # 5: Side # 1: 0.92 Side # 2: 1.31
Turn # 6: Side # 1: 1.15 Side # 2: 1.60

Arena #380: Turn #6 saw each of the teams scoring relative to their position in the standings — first place Side #2 increased their rating significantly, last place Side #4 barely scored at all. This turn saw the game's second Bot casualty as Lieutenant Colonel Mick Stone ejected from his modestly damaged Cobra (VR=1.58, DR=1.17). As

he was a member of Side #2 this may give the other teams an excellent chance to challenge the scoring leaders. Next turn could see the Bot casualty count double.

Turn #7 saw no change in the comparative ratings between first place Side #2 and second place Side #1 as both teams scored quite well. Third place Side #3 was virtually scoreless while Side #4 did quite well. This game is proving to be quite costly, having already seen the loss of two Bots and two CPs. This turn the losses continue to add up as Captain Vincint Mors ejected from his Ranger (VR=0.86, DR=2.27). This means that everyone except Side #3 has now suffered at least one casualty. Next turn is likely to see the loss of another Bot and a Command Post. The Best Bot Victory Rating is 3.85.

T#5: S#1: 1.99 S#2: 2.15 S#3: 1.70 S#4: 1.17
T#6: S#1: 2.22 S#2: 2.58 S#3: 1.86 S#4: 1.25
T#7: S#1: 2.57 S#2: 2.93 S#3: 1.89 S#4: 1.56

Arena #381 [2003 Championship]: Turn #3 was the best scoring turn to date with all the Pilots able to land hits. Currently we have clear leaders holding the top two scoring positions and four Pilots in a close battle for third place. Everyone remains in good shape so no casualties are expected anytime soon.

Turn #4 saw excellent scoring over all as all but one of the Pilots scored hits. No one is in serious trouble at the moment so continued heavy fighting is expected. Our leader is currently well ahead of the pack with a virtual three way tie for second place and most everyone else is not far behind.

Turn # 2: Lowest: 0.12 Average: 0.34 Best: 0.52
Turn # 3: Lowest: 0.34 Average: 0.60 Best: 0.97
Turn # 4: Lowest: 0.37 Average: 0.85 Best: 1.67

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.

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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 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

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
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

FALLEN HEROES

CTF Arena #378 Turn #8
Lieutenant Kibitz VR= 0.60 DR= 2.52

BULLETIN BOARD

Player Notice

Interim Bot Evaluation Report

Following last turn, two substantial design flaws appeared in our latest Bot design "The Jackal". The first flaw is that the Battle Fist is way too small. We used three ballet fists last turn on the same Bot, standing in the open, and had "no" hits. The second thing is that the Heads are much too large. While running several Jackals we have rather consistently suffered substantial damage to the head. The latest resulting in the death of one of our most promising Pilots "The Wizard Of War". Therefore, I recommend enlarging the size of the Battle Fist and reducing the size of the Head.

Respectfully submitted:

Great Grandmother Bryant
Secretary for the Legion Of War

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Player Notice

Gunfighter Revisited
by Shannon Muir
aka Soulshaker [PN738], Femme Fatale [PN742],
and Racubus Sterling [PN861]

Now having tried the Gunfighter in three different Arenas, I definitely would recommend it. I've kept fairly cool in the Gunfighter, overall. Though I ejected out of one of the Gunfighters (the one Racubus Sterling was in) that more had to do with the strengths of the Pilot attacking me. The fact that the Gunfighter held up well earlier in that game leads me to believe my misfortunes were more a matter of the skills of my opponent and not the fault of the Bot. While I haven't gotten stellar scores in either of the two other games in which I am playing a Gunfighter, the Bot itself has endured, which in turn protects the Pilot.

The Rail Gun has proven as hit and miss as other weapons I would depend on, such as Missiles, and appears to be effective when it does hit. I am happy with it as a midrange weapon.

I've played Bots I'd consider worse that are still available; I used a Ravager once and haven't played another in over ten years, for example.

Keep the Gunfighter around, please.

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Player Notice Arena #380

To: Team 1
From: Vicomte Ve Valmont [PN602]

I would like to express my sorrow for the loss of your teammate Wizard Of War [PN341]. I was certain he would bail on Phase 1. We are having quite a melee with each other and I'll be interested to read your evaluation of the Jackal. I'm enjoying the competition with your team and as the outcome of the arena is still uncertain may the best team win! I don't enjoy killing fellow pilots and want to say once again I'm sorry about Wizard Of War.

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.

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



HAPPY THANKSGIVING!