

THE COMMAND POST



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GAME NEWS

Arena #378 [SISTERS OF SILICON vs. DYNACHROME BRIGADE]: Turn #9 saw Side #2 expanding their lead as the battered Side #1 struggles to continue. Next turn will likely see six new casualties and the game's conclusion. The Best Bot Victory Rating is 4.22.

Turn # 7: Side # 1: 1.22 Side # 2: 1.93
Turn # 8: Side # 1: 1.34 Side # 2: 2.23
Turn # 9: Side # 1: 1.40 Side # 2: 2.62

Arena #379 [FRAG' DEN HENKER vs. LEGION OF WAR]: Turn #8 saw Side #2 expanding their lead as their opponents suffered yet another casualty (now four Bots and one Command post have been lost!). This time around it was Lieutenant Big Al Foonman who chose to eject from his battered Patriot (VR=1.79, DR=2.31). Next turn could see five additional casualties.

Turn #9 saw Side #2 expanding their lead as this contest rapidly nears its conclusion. Though the outcome is no longer in doubt there are still a lot of points to be scored (Command Post #2 survives) and six of the fifteen survivors are close to destruction. Next turn will be exciting! The Best Bot Victory Rating is 3.48.

Turn # 7: Side # 1: 1.37 Side # 2: 1.99
Turn # 8: Side # 1: 1.57 Side # 2: 2.35
Turn # 9: Side # 1: 1.64 Side # 2: 2.57

Arena #380: Turn #9 saw Side #1 moving solidly into the lead for the first time since Turn #3. They had better be careful as their arch rivals, Side #2, have a chance to regain the lead on the next (and final) turn. Next turn could see two Bot casualties including one of the top scoring Bots AND a member of one of the top scoring teams! The Best Bot Victory Rating is 5.48.

T#7: S#1: 2.57 S#2: 2.93 S#3: 1.89 S#4: 1.56
T#8: S#1: 2.97 S#2: 2.98 S#3: 2.04 S#4: 1.82
T#9: S#1: 3.27 S#2: 3.19 S#3: 2.07 S#4: 2.00

Arena #381 [2003 Championship]: Turn #6 saw, overall, everyone scoring quite well. A notable exception was the first place Bot who, though he/she retains a substantial lead, obligingly allowed his/her competitors the opportunity to start closing the ratings gap. Currently we have a close battle for second and third place with four Bots (with no more

than a 0.13 Victory Ratings gap) battling for position. Next turn may see the game's first casualty.

Turn # 4: Lowest: 0.37 Average: 0.85 Best: 1.67
Turn # 5: Lowest: 0.45 Average: 1.10 Best: 2.18
Turn # 6: Lowest: 0.85 Average: 1.35 Best: 2.28

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

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 New Year!