

THE COMMAND POST



Issue # 196

February 2004

GAME NEWS

Arena #378 [SISTERS OF SILICON vs. DYNACHROME BRIGADE]: Turn #10 saw Side #2 greatly expanding their lead and winning the game! A sound victory for the DYNACHROME BRIGADE! This turn saw the game's casualty rolls continue to climb as Cadet Iron Maiden ejected from her Reaver (VR=1.34, DR=2.92) and General Dutchman destroyed Command Post #1 with a Heavy Machine Cannon blast from his Avenger — his first ever CP Kill after 21 completed contests! The Best Bot Victory Rating was 4.62.

Turn # 8: Side # 1: 1.34 Side # 2: 2.23
Turn # 9: Side # 1: 1.40 Side # 2: 2.62
Turn # 10: Side # 1: 1.44 Side # 2: 3.02

Arena #379 [FRAG' DEN HENKER vs. LEGION OF WAR]: Turn #10 was a disaster for Side #1 as they lost half their remaining Bots and scored very few points allowing Side #2, the LEGION OF WAR, to claim the Team Victory by a huge margin! This turn's casualties included Cadet Tombstone who ejected from his Warmachine (VR=2.53 — his first game and the team's best, DR=3.56), Major Methuselah who ejected from his Archer (VR=1.54, DR=2.46), and Cadet Felix The Scout ejected from his Avenger (VR=1.44, DR=3.99!). The Best Bot Victory Rating was 3.90.

Turn # 8: Side # 1: 1.57 Side # 2: 2.35
Turn # 9: Side # 1: 1.64 Side # 2: 2.57
Turn # 10: Side # 1: 1.68 Side # 2: 2.85

Arena #380: Turn #10 saw Side #1 expanding their lead and winning the game. Another victory for the LEGION OF WAR! Sides #2 and #4 also scored well but not nearly enough to keep them in the running. Side #3's poor showing over the second half of the game left them in a disappointing last place despite being the only team not to lose a member. Side #2 held the lead through much of the game only to lose out in the last two turns. The Best Bot Victory Rating was 6.64.

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
T#10: S#1: 3.65 S#2: 3.47 S#3: 2.11 S#4: 2.27

Arena #381 [2003 Championship]: Turn #7 saw the best scoring to date though not everyone managed to hit. Clearly we have a strong first place leader while everyone else is closely packed around the average rating. Except for the first and last place Pilots, everyone else is within 0.27 of the average while a mere 0.46 separates the second and ninth

place Bots. When you consider potential casualties, it's still anybody's game!

Turn #8 saw modest scoring though everyone was able to score hits. Though the top scoring Bot scored poorly, he/she retains a solid hold on first place. The battle for second place is close and most everyone else has a shot at third place. Currently we have two Bots close to destruction.

Turn # 6: Lowest: 0.85 Average: 1.35 Best: 2.28
Turn # 7: Lowest: 0.92 Average: 1.65 Best: 2.77
Turn # 8: Lowest: 0.98 Average: 1.91 Best: 2.87

Coming Up: We are now close to starting a new 2-Sided, a 4-Sided contest and a 4x4 match.

GAME RESULTS

This month saw the end of CTF Arena #379, a 2-sided contest between FRAG' DEN HENKER and the LEGION OF WAR. Though Side #2 held the lead throughout the contest, the battle was fairly close through Turn #4 when they began to totally dominate the contest not only in terms of scoring but casualties as well. This game saw seven casualties (Bots and a CP), all belonging to Side #1 which suffered an appalling 66% Bot casualty rate! So, with a rating of 2.85 (1.17 more than their foes!) Side #2 was awarded the Team Victory. A great victory for the LEGION OF WAR and one of the best Team Victory Ratings of all time! The Individual Victory Rating was awarded to Cadet Writ Of Erastus who, in his very first contest, earned a Victory Rating of 3.90 while riding a Jackal with a paltry Damage Rating of 0.20 — the lowest in the game! The winning Team Members were:

Colonel Willie The Weeper — 2.65
Colonel Viatcheslav Ekimov — 2.66
Cadet War Witch — 1.72
Lt. Colonel Marco Saligari — 3.20
Major Whiplash — 3.36
Cadet Writ Of Erastus — 3.90
Captain Stephen Maturin — 3.14
Major Berek Half-Hand — 2.53
Cadet Jane — 3.14

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This month also saw the end of CTF Arena #380, a very exciting 4-Sided contest as the lead change hands several times over the course of the battle. Side #1 eventually reclaimed the lead on Turn #9 and held on for the win with a Team Victory rating of 3.65. A victory for the LEGION OF WAR! Honorable mention goes to Side #2, the NIGHT STALKERS, who held the lead through much of the battle and earned a rating of 3.47. Though both teams suffered Bot casualties, Side #2 had the unique honor of having the game's only surviving Command Post. The Individual Victory was awarded to Captain Carl Fredricks who earned an impressive Victory Rating of 6.64 while piloting a Jackal. In fact, all of the victorious Side #1 piloted Jackals! Honorable mention goes to Major General Slanter Jax who earned a rating of 5.38 while piloting a Ranger. The winning Team Members were:

Captain Carl Fredricks — 6.64
 Cadet Whisper — 2.46

This month saw the end of CTF Arena #378. Though a battle between two experienced and competent teams, the contest was very lopsided and ended in a rout. Side #2 captured the Team Victory with a rating of 3.02 — more than double their opponents rating of 1.44. An impressive showing for the DYNACHROME BRIGADE and one of the best 2-Sided ratings of all time! Not only did they dominate the scoring but they wiped out more than half the opposing team! All five Bot casualties came from Side #2! The Individual Victory was awarded to Lieutenant General Mad Dog who earned a rating of 4.62 while piloting Cobra. The winning Team Members were:

General Mordius — 2.43
 General Bolo — 4.10
 Major Rigger Mordius — 3.44
 Lieutenant Hal-12 — 3.55
 Lt. Colonel Miaowara Tomokato — 1.92
 Brigadier General Ulyssess Patton — 2.51
 Major General Dutchman Too — 3.46
 Lieutenant General Mad Dog — 4.62
 General Dutchman — 3.14

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 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 — 3.43

Pilots With The Most Individual Victories

General Solo McIntres — 7

Pilots With The Most Team Victories
General Anthony Stark — 16

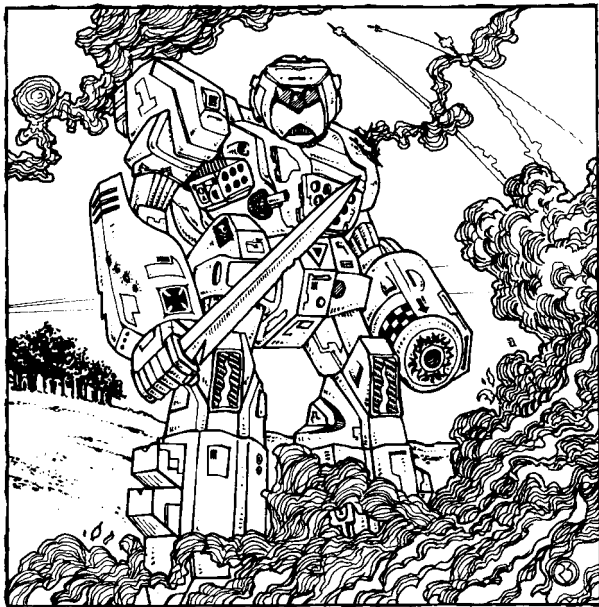
Pilots With The Most Bot Kills
* Captain Grim Reaper — 7

Pilot With The Most CP Kills
General Blood Shredder — 10

Top 2-Sided Team Ratings
A#363 Side #2 (un-named) — 3.22!
A#378 Side #2 (Dynachrome Brigade) — 3.02
A#326 Side #2 (un-named) — 2.89
A#186 Side #2 (Centurions) — 2.87
* A#379 Side #2 (Legion Of War) — 2.85
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

From: Rambot #321
To: Otto Schmidtlapp #432

On turn #7, you were 4 sectors from me. Also, you were only 2 sectors from Soulshaker #738. For some reason, you moved my way in order to help out Hip Hoppin Jeffery #648. Why is that? Is it due to the fact that Hip was gettin hoppin hot and ready to blow up? If your lame excuse was to come over to finish off Hip, you're facing the wrong direction. Hip is behind you, you incompetent pilot.

Am I the only one who knows the meaning of free-for-all? Perhaps the GM can explain to all of us what it really means. Apparently, you don't know what it means. In fact, players in the previous championship (see CP#183) also don't understand the concept. You can read the lame response in the following CP.

I won't be at all surprise if Otto gave me as lame an excuse as Gorrick did. At least Gorrick didn't make such a blatant as to move his bot between my bot and the bot I was attacking. Next time you want to play a team game sign up for one that says so (if you can read).

Why don't you and other team players come on over to COD II? Over there we fight each other in teams (alliances). We don't pretend it's a free-for-all and then team up against others. If you have the guts to drop by, I'll show you the difference between team and free-for-all concepts.

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Player Notice Arena #379

To: Horatio K. Boomer [PN369]

Thanks for "Hanging-In-There" (Turn #9).

On Turn #10 we'll target Bots #14 & #16. (Maybe put one down.)

If we survive this thing (either in the Arena, or Ejected) we'll meet you at "Mom's" and toast "Absent Friends."

Good Hunting!
Felix The Scout [PN741]

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:

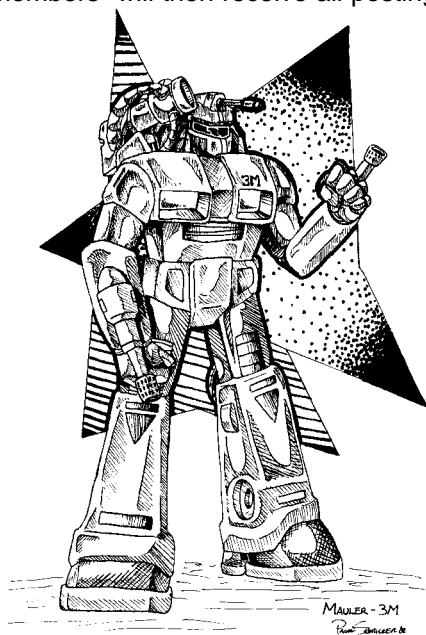
<http://userweb.suscom.net/~orbomaxx/ctfhome2.htm>

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.

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 board:

http://groups.yahoo.com/group/conclave_gathering/

[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.]

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.