

# THE COMMAND POST



Issue # 199

May 2004

## GAME NEWS

Arena #382 [Fast 4-Sided]: Turn #3 saw Side #1 continuing to score well though their lead slipped a bit. Side #3 is now solidly in second place. Side #2 had a dismal turn and is falling seriously behind the scoring pace. However, they have the chance to make a CP scoring drive so they may see a change of fortunes in the coming turns. This turn saw initial strikes on two of the four Command Posts which in part explains Side #3's current success. Next turn will likely see continued high scoring. The Best Bot Victory Rating is 1.12.

T#1: S#1: 0.34 S#2: 0.04 S#3: 0.14 S#4: 0.09

T#2: S#1: 0.51 S#2: 0.13 S#3: 0.26 S#4: 0.27

T#3: S#1: 0.85 S#2: 0.15 S#3: 0.67 S#4: 0.53

Arena #383 [Fast 4x4]: Turn #2 saw some intense scoring by Side #1 which allowed them to take over the lead after trailing in last place on the previous turn. Side #4 remains in a close second place while last turn's leader, Side #2, has fallen into third place. While Command Post #4 is heavily engaged, both taking and inflicting hits, things are quiet around the other CPs.

Turn #3 saw another dramatic change in fortunes as Side #4 is now in the lead — that's three different leaders over the course of three turns! Cool! Side #1 has now fallen to second place with Side #2 in third. All four Command Posts suffered hits this turn resulting in high scoring. Next turn should see more of the same and likely the game's first casualties. The Best Bot Victory Rating is 4.40!

T#1: S#1: 0.25 S#2: 0.36 S#3: 0.29 S#4: 0.30

T#2: S#1: 0.86 S#2: 0.63 S#3: 0.43 S#4: 0.75

T#3: S#1: 1.25 S#2: 1.08 S#3: 0.68 S#4: 1.42

Arena #384 [DYNACHROME BRIGADE vs. FRAG' DEN HENKER]: Turn #1 saw this contest getting off to a great start as the game is very close. Side #1 currently has the lead but that lead amounts to little more than one solid hit with a heavy weapon and less than half the participants even scored hits this turn. Things could change dramatically in the coming turn. Currently the teams are maintaining the classic linear formations and are making good use of the available cover. However, that available cover is sparse so will the teams dig in with what they have or get really aggressive? The Best Bot Victory Rating was 0.33.

Turn # 1: Side # 1: 0.08 Side # 2: 0.06

Arena #385 [SISTERS OF SILICON vs. LEGION OF WAR]: Turn #1 saw this game getting off to a near perfect start as we have a virtual tie for the lead! Only six of the eighteen participants scored hits this turn due, in part, to the significant amount of blocking terrain (level-3 and above) located on the left flank (Dir.3). Next turn should see much higher scoring as the two forces share mapping info and maneuver for better shots. The Best Bot Victory Rating was 0.39.

Turn # 1: Side # 1: 0.08 Side # 2: 0.09

Coming Up: We are close to starting a Standard Paced 4-Sided contest and a Standard Pace 2-Sided contest for small groups and solo Pilots.

## HALL OF FAME

Ratings are only for those Pilots who have completed games and do not include games in progress. Kills, however, do include games in progress.

### 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

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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

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

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

## **SPECIAL EVENTS**

Coming in July, our FOURTEENTH annual Championship Tournament! Sign up now! The first four signups get the coveted "pole" positions (ie. are set up in the corners of the Arena near the poles that hold the shields that protect the audiences from harm. Being in the corner, your flanks and rear are better protected during the opening salvos!).

## **SPECIAL ANNOUNCEMENT**

We are rapidly approaching Issue #200 of the Command Post. Clearly an important milestone and certainly worth celebrating. So.... what can we do? Since it has been 200 issues, how about some reflections/reminiscences about your favorite CTF moments? Perhaps your most glorious victory or ignominious defeat. Or maybe your most comical mistake or your most treasured ally. Write up a Player Notice and send it in!

How about a contest for the best strategy article? Say \$20 in game credits for the best article on how to get ahead and kick Bot in CTF.

Of course we don't expect you guys to do all the work, we will include some special material as well. How about an expanded Pilot Rankings? Or perhaps a new Bot, internal system or weapon?

So let's all work together to see if we can make issue #200 the best ever!

Note: All materials intended for Issue #200 should be clearly labeled as such otherwise you just don't know when it will appear.

## **COMPANY NEWS**

In early April Debbie's father was taken suddenly ill and eventually passed away a week later. As you can imagine this caused quite a disruption to the processing schedule and we appologize for the slow down and the slightly increased error rate that followed as we rushed to get caught up. Fortunately everything is now back to normal.

Debbie would like everyone to know how much she appreciated their kind thoughts, wishes and prayers during this difficult time.

Joe Leonard was a great guy. A beloved father, grandfather and friend. We miss him dearly....

