

# THE COMMAND POST



Issue # 201

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## **GAME NEWS**

Arena #382 [Fast 4-Sided]: Turn #6 saw an exciting turn of events as Sides #1 and #3 are now virtually tied for first place. Similarly, though much further back, Sides #4 and #2 are in a close battle for third place. This turn saw the casualty rolls rising as Cadet Cambo Dade ejected from his Gunfighter (VR=0.70, DR=3.57 with four blown out sections) and Lt. Colonel Pathfinder destroyed Command Post #2 with a Mini Missile strike from his Gunfighter (his third in nine completed contests). Next turn will likely see two more CP Kills and some carefully considered strategies with the scoring so close!

Turn #7 saw Side #3 pulling solidly into the lead (by themselves) for the first time with Side #1 dropping into second place. Side #2 has taken third place with Side #4 trailing close behind. This turn saw the game's third CP Kill as General Rugal Ratslayer destroyed Command Post #4 with Mega Missile fire from his Goliath. Next turn will likely see another CP fall as the battle continues to rage! The Best Bot Victory Rating is still 3.65.

T#5: S#1: 2.19 S#2: 0.85 S#3: 1.99 S#4: 1.23

T#6: S#1: 2.53 S#2: 1.33 S#3: 2.54 S#4: 1.40

T#7: S#1: 2.76 S#2: 1.54 S#3: 2.90 S#4: 1.48

Arena #383 [Fast 4x4]: Turn #6 saw some interesting developments in the race for victory. First place Side #4 scored very poorly allowing everyone else a chance to close the ratings gap. Side #2, previously in third place, has now moved into a solid second place and is in striking distance of the lead — not bad for the only team to suffer a Bot casualty (so far...). This turn saw the game's third CP Kill as Lieutenant Bili The Axe destroyed Command Post #1 with Mega Missile fire from his Ranger. This was his fourth CP Kill in a combat history that includes four completed contests. Next turn will likely see up to three Bot casualties and the destruction of the sole remaining Command Post.

Turn #7 saw most teams scoring poorly allowing Side #4 to expand their lead. Side #2 remains in second place with Side #1 close behind. The game's individual scoring leader, with a great rating so far, failed to score any hits at all this turn. Next turn could see as many as FIVE Bot casualties and a final CP Kill. The Best Bot Victory Rating is 5.78!

T#5: S#1: 1.84 S#2: 1.81 S#3: 1.41 S#4: 2.28

T#6: S#1: 2.19 S#2: 2.29 S#3: 1.59 S#4: 2.42

T#7: S#1: 2.34 S#2: 2.40 S#3: 1.77 S#4: 2.73

Arena #384 [DYNACHROME BRIGADE vs. FRAG' DEN HENKER]: Turn #4 saw Side #2 making an exciting comeback which puts the two teams in a virtual tie for first place. Side #2 seems to be winning the war of maneuver and is well positioned for continued success on the coming turn. This turn saw some preliminary attacks on Command Post #1 and attacks on the CPs should play an increasingly important role in scoring and strategy for the next several turns. The Best Bot Victory Rating was 1.42.

Turn #2: Side #1: 0.39 Side #2: 0.27

Turn #3: Side #1: 0.54 Side #2: 0.43

Turn #4: Side #1: 0.71 Side #2: 0.70

Arena #385 [SISTERS OF SILICON vs. LEGION OF WAR]: Turn #4 saw Side #2 expanding their lead as both teams enjoyed their highest scoring turn to date. Not surprisingly, this was due in part to heavy attacks on the Command Posts. Strategically, Side #1 seems to be in a very good position for a comeback. Next turn could see the game's first casualties which includes a Bot and a CP.

Turn #5 saw Side #1 scoring well and starting to close the ratings gap despite suffering the game's first casualty. This unfortunate honor fell to General H.A.L. Mayne who was forced to eject from her Athena (VR=0.38, DR=2.81). Next turn will likely see another Bot casualty and continued high scoring. The Best Bot Victory Rating was 2.90.

Turn #3: Side #1: 0.37 Side #2: 0.71

Turn #4: Side #1: 0.64 Side #2: 1.15

Turn #5: Side #1: 1.01 Side #2: 1.44

Coming Up: We are now taking applications for Arena #386 and are close to starting a new Standard Paced 4-Sided contest.

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## 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  
Captain Condor — 7.65  
Colonel Otto Von Braun — 7.52

### Top Medium Bot Ratings

Lieutenant Findem And Fryem — 6.99  
Lieutenant Bili the Axe — 6.89  
General Slime Sledge Hammer — 6.37  
Major Roger Dawkins — 6.20  
Lt. Colonel Hammerhead — 6.14

### Top Heavy Bot Ratings

Captain Mack Ross — 5.60  
Captain Achilles — 5.21  
Major Embo Slamboa — 5.01  
Captain Hagen — 4.99  
Captain Krunch — 4.86

### Top Light Bot Pilots (3+ Game Average)

Major Odysseus — 6.07  
Lieutenant Bad Karma — 5.67  
Colonel Larry Underwood — 5.40  
General Kael — 5.32  
Captain Condor — 5.17

### Top Medium Bot Pilots (3+ Game Average)

Lieutenant Bili the Axe — 4.74  
Major General Hawkeye — 4.34  
General I.B. Tryon — 3.64  
Colonel Draka Deathdealer — 3.63  
Brigadier General Tlepolemus — 3.59

### Top Heavy Bot Pilots (3+ Game Average)

Captain Hagen — 3.65  
Lt. Colonel Augustus — 3.57  
General Blood Shredder — 3.43  
Major Cannon Fodder — 3.41  
Brigadier General Botman — 3.30

### 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

## BULLETIN BOARD

Player Notice Arena #382

To: Slides #1 and #3  
From: The Intimidators

We were thinking of joining with one of you to take-down whoever was in first... but you seem to want to do it "all by yourself."

So... we'll just have to destroy you all!

Cordially,

Pathfinder [PN217]  
Buckwheat [PN160]

## RULE CHANGES

\* reminder \*

Beginning July 1st, 2004 the following changes are in effect:

1) Pilot stats can now be raised above 20 (the previous max), but it won't be easy. Raising your stats up to 20 follows the old rules, that is, each increase costs 50 Experience Points. Raises ABOVE 20 cost the new level times 5. In other words raising your Agility from 19 to 20 costs 50 EP, raising it from 20 to 21 costs 105 ( $21 * 5 = 105$ ) Experience Points. Likewise raising in from 39 to 40 would cost 200 EPs ( $40 * 5 = 200$ ). Remember you can only raise your stat to the next level (one level at a time) and each increase above 20 will cost progressively more.

2) New Weapon: HELLFIRE MISSILE. The Hellfire Missile is a new concept in missile technology — a weapon designed to inflict moderate damage and intense Heat. For a missile it has short range and only moderate accuracy but it packs a solid punch and can really give your opponents the hot foot.

Hellfire Missile: Weight=3 tons, Heat to fire=5, Optimum Range=5, Maximum Range=8, Accuracy=Low, Damage=4, Heat Factor=3.

## SPECIAL ANNOUNCEMENT

Coming soon, 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!).