

THE COMMAND POST



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GAME NEWS

Arena #382 [Fast 4-Sided]: Turn #10 was the final of this long and hard fought contest and saw Side #3 able to just barely hang on to their lead and win the game! A victory for the B'HOOD Of THUNDER! Despite being 0.40 behind going into the final turn Side #1 made an impressive effort and closed the ratings gap to a mere 0.02 by game's end — a single hit (or miss) and we could have had a different winner. Talk about a close and exciting contest! Down farther in the pack, Side #4 made a strong effort, despite being the only team to suffer a Bot casualty, and moved solidly into third place. By game's end three of the surviving eleven Bots were close to destruction while all four Command Posts had been destroyed. Relatively low casualties considering the high scoring. The Best Bot Victory Rating was 6.22.

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
T#8: S#1: 3.17 S#2: 1.73 S#3: 3.32 S#4: 1.58
T#9: S#1: 3.34 S#2: 1.75 S#3: 3.74 S#4: 1.73
T#10: S#1: 3.99 S#2: 1.80 S#3: 4.01 S#4: 1.92

Arena #384 [DYNACHROME BRIGADE vs. FRAG' DEN HENKER]: Turn #7 sees the comparative ratings virtually unchanged as the teams remain essentially tied for the fourth consecutive turn! How long can this continue? Perhaps not much longer as we now have four Bots close to destruction and the loss of one could tip the scales one way or another. The Best Bot Victory Rating was 2.79.

Turn # 3: Side # 1: 0.54 Side # 2: 0.43
Turn # 4: Side # 1: 0.71 Side # 2: 0.70
Turn # 5: Side # 1: 0.96 Side # 2: 0.97
Turn # 6: Side # 1: 1.22 Side # 2: 1.22
Turn # 7: Side # 1: 1.52 Side # 2: 1.53

Arena #385 [SISTERS OF SILICON vs. LEGION OF WAR]: Turn #7 saw Side #2 expanding their lead along with the game's first CP Kill. This honor was awarded to Lieutenant Colonel Grey Mauser who destroyed Command Post #2 with a Mega Missile strike from his Athena. This was his third CP Kill in a long and distinguished career. Next turn could see a host of casualties as we have three Bots and a Command Post close to destruction!

Turn #8 saw Side #2 continuing to expand their lead as they press their advantage (superior numbers and a CP to target). With the game's outcome no longer really in doubt both teams are trying to maximize points (for ratings and experience) and to survive. Next turn could see five Bot casualties and a second CP Kill. The Best Bot Victory Rating was 4.14.

Turn # 4: Side # 1: 0.64 Side # 2: 1.15
Turn # 5: Side # 1: 1.01 Side # 2: 1.44
Turn # 6: Side # 1: 1.32 Side # 2: 1.81
Turn # 7: Side # 1: 1.49 Side # 2: 2.10
Turn # 8: Side # 1: 1.66 Side # 2: 2.46

Coming Up: We are now taking applications for Arena #386 and are close to starting at least three new contests! [Ed: Duane's a little behind on setting up new games. Doh!]

GAME RESULTS

This month saw the end of CTF Arena #382. A long and hard fought 4-Sided contest, the first half of the game was dominated by Side #1 (SHADOW WARRIORS) but by mid game Side #3 (B'HOOD OF THUNDER) had taken over the lead. Despite a comfortable lead (0.40) going into the final turn they almost lost it when Side #1 made an impressive comeback closing the ratings gap to a mere 0.02 — the value of a single hit! But it was not quite enough and Side #3 went on to win the game! A Team Victory for the B'HOOD OF THUNDER! The Individual Victory was awarded to General Bastlor Grumock who earned a rating of 6.22 while piloting a Cobra for Side #1. Honorable mention goes to General Rugal Ratslayer for surviving in his Goliath with the game's highest Damage Rating (VR=3.32, DR=3.39!) and conversely to Cadet Gorrik

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Vileslayer for having the game's lowest Damage Rating (VR=2.47, DR=0.26) while piloting an Athena. The winning Team Members were:

General Angus McNarley — 4.29
Lieutenant Flaxen Fury — 3.70
Major General Elric Deathsong — 4.06

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.

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
Major General Merlin D'Arcy — 3.57

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

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

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

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.

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.