

THE COMMAND POST



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GAME NEWS

Arena #386 [4-Sided]: Turn #3 saw Side #4 once more expanding their lead despite fierce competition from second place Side #2. Last place Side #3 scored well and may soon challenge Side #1 for third place. Next turn may see the game's first casualty as we now have two Bots and one of the four Command Posts close to destruction.

Turn #4 saw Side #4 still solidly in the lead though second place Side #2 was able to narrow the ratings gap. Third place Side #3 scored well but was well off the scoring pace. This turn saw the game's first CP Kill as the ever popular Major General Pancho Villa destroyed Command Post #1 with a Mega Missile strike from his Raptor. This marked his third CP Kill after fourteen completed contests. Next turn may see the game's first Bot casualties as we currently have three Bots close to destruction. The Best Bot Victory Rating was 2.67.

T#2: S#1: 0.37 S#2: 0.70 S#3: 0.16 S#4: 0.88

T#3: S#1: 0.57 S#2: 1.41 S#3: 0.41 S#4: 1.66

T#4: S#1: 0.67 S#2: 1.89 S#3: 0.77 S#4: 2.09

Arena #387 [2004 Championship]: Turn #3 saw the scoring pace slowing down quite a bit as the various participants use the available terrain to maximize their scoring potential while minimizing their chances of being hit. All the participants scored hits this turn and despite the damage none are yet close to destruction. The top scoring Pilot greatly increased his/her lead this turn and we have a close (0.06 VR spread) three-way battle for second place. Everyone else is in a close (0.17 VR spread) battle for fifth place.

Turn #4 was the highest scoring turn to date as everyone scored hits. The top rated pilot did not score particularly well, however, allowing the second and third place Bots to move within striking distance of the lead. At present we have one clear leader, a close battle for second place, a close battle for fourth place and the remaining Pilots bunched together in a scoring pack. At every level this contest is very close. A bad turn or an unexpected casualty can radically change the standings, so everyone needs to stay on their toes!

Turn # 2: Lowest: 0.17 Average: 0.46 Best: 0.90

Turn # 3: Lowest: 0.30 Average: 0.65 Best: 1.27

Turn # 4: Lowest: 0.51 Average: 0.98 Best: 1.50

Arena #388 [PACIFIC STORM vs. SHADOW WARRIORS]: Turn #1 saw Side #2 taking the early lead as both teams surged forward. Both teams are maneuvering well and are making good use of the available cover. Neither seems to have an advantage at the moment but it will be interesting to see how the tactical situation develops for the coming turn.

Turn #2 saw Side #1 closing the ratings gap, making for a very close contest. Side #1 surged forward along the flanks, perhaps striving for a double envelopment, while their opponents remained largely static and under cover. Though somewhat exposed, Side #1 may have the advantage of position — something they hope will thrust them into the lead next turn. Note: This turn was processed three days BEFORE the Due Date because everyone got their turns in early! The Best Bot Victory Rating was 0.82.

Turn # 1: Side # 1: 0.17 Side # 2: 0.23

Turn # 2: Side # 1: 0.38 Side # 2: 0.41

Arena #389 [FRAG' DEN HENKER vs. LEGION OF WAR]: This is a Standard Paced 2-Sided contest with a full nine Bots per team. Side #1 weighs a solid 630 tons and is fielded by the veteran FRAG' DEN HENKER team. Side #2 sees the return of the ever exciting LEGION OF WAR team — this time weighing in at 600 tons. The weather for this contest is Cold and Wet which should reduce the effects of Heat but increase the chance of falling. The effects of Heat are further reduced by an abundance of Lakes. The rest of the Arena contains an interesting mix of terrain features which should make for some interesting play.

Coming Up: We are now taking applications for Arena #390 and need just one team (three Bots) to start either a Fast 4-Sided contest or a Standard Paced 2-Sided contest (nine Bots)!

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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!
Lt. 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)

Lt. Colonel Augustus — 3.57
General Blood Shredder — 3.43
Major Cannon Fodder — 3.41
Brigadier General Botman — 3.30
Captain Antannyn Rykkr — 3.27

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#385 Side #2 (Legion Of War) — 3.03
A#378 Side #2 (Dynachrome Brigade) — 3.02
A#326 Side #2 (un-named) — 2.89
A#186 Side #2 (Centurions) — 2.87

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) —

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

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.



Happy New Year!