

THE COMMAND POST



Issue # 209

March 2005

GAME NEWS

Arena #386 [4-Sided]: Turn #6 saw Side #4's lead slipping a bit as they were outscored by Sides #2 and #4. Side #3, in last place and down a Bot, continued to score poorly. Next turn will likely see some high scoring as the remaining Command Posts come under heavy assault. The Best Bot Victory Rating was 3.96!

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
T#5: S#1: 1.23 S#2: 2.42 S#3: 1.02 S#4: 2.69
T#6: S#1: 1.64 S#2: 2.75 S#3: 1.15 S#4: 2.93

Arena #387 [2004 Championship]: Turn #6 was the highest scoring turn to date with all the participants scoring hits. While we still have one clear leader the second place Pilot is rapidly closing the ratings gap and, if current trends continue, will be in striking distance of the lead next turn. In addition we have a two Bot duel for third place and three Bots contending for fifth. Of course casualties can quickly change the scoring dynamics and we may see our first loss next turn.

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
Turn # 5: Lowest: 0.70 Average: 1.25 Best: 1.81
Turn # 6: Lowest: 1.01 Average: 1.59 Best: 2.19

Arena #388 [PACIFIC STORM vs. SHADOW WARRIORS]: Turn #5 saw Side #2 closing the ratings gap slightly as the battle remains close. This turn saw the game's first casualty as Cadet Mectar ejected from his Phoenix (VR=0.48, DR=1.94? with only a Rear Torso destroyed). Being down a Bot will make it increasingly difficult for Side 2 to continue their comeback drive. Next turn could see two new Bot casualties and perhaps the first concerted CP attacks. The Best Bot Victory Rating was 2.40.

Turn # 1: Side # 1: 0.17 Side # 2: 0.23
Turn # 2: Side # 1: 0.38 Side # 2: 0.41
Turn # 3: Side # 1: 0.67 Side # 2: 0.58
Turn # 4: Side # 1: 0.97 Side # 2: 0.86
Turn # 5: Side # 1: 1.20 Side # 2: 1.12

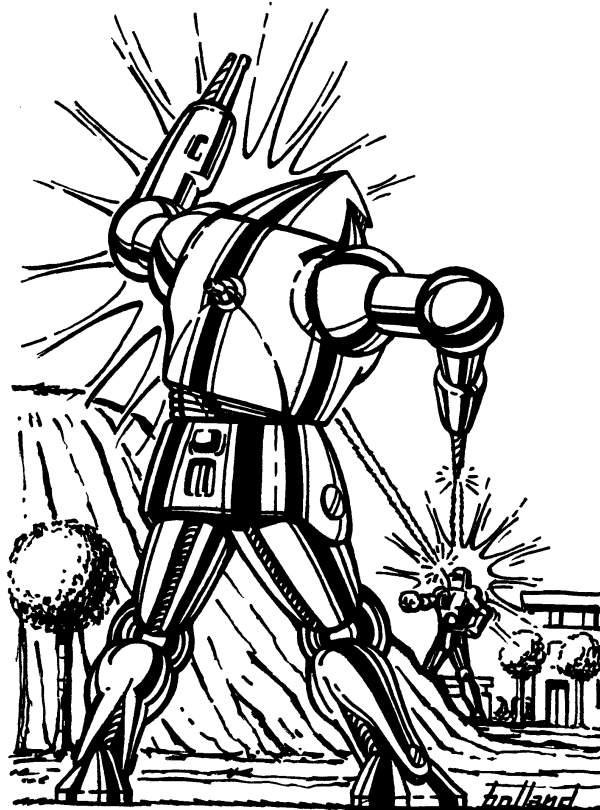
Arena #389 [FRAG' DEN HENKER vs. LEGION OF WAR]: Turn #2 saw an impressive scoring effort by Side #2 which gives them a rather substantial early lead. Contrary to normal expectations in such situations the tremendous scoring surge was the result of hitting enemy Bots rather than the opposing Command Post. Next turn's action should be a

mixed bag with Side #1 favored on the right flank (Dir.3) and Side #2 favored on the left (Dir.7).

Turn #3 saw little change in the comparative ratings as Side #2 maintains a firm grip on the lead. Fortunes seem to favor Side #1 which appears to have the tactically superior position across the Arena. Next turn will likely see a strong comeback effort by Side #1 and perhaps the game's first casualty. The Best Bot Victory Rating was 1.26.

Turn # 1: Side # 1: 0.07 Side # 2: 0.11
Turn # 2: Side # 1: 0.28 Side # 2: 0.48
Turn # 3: Side # 1: 0.54 Side # 2: 0.75

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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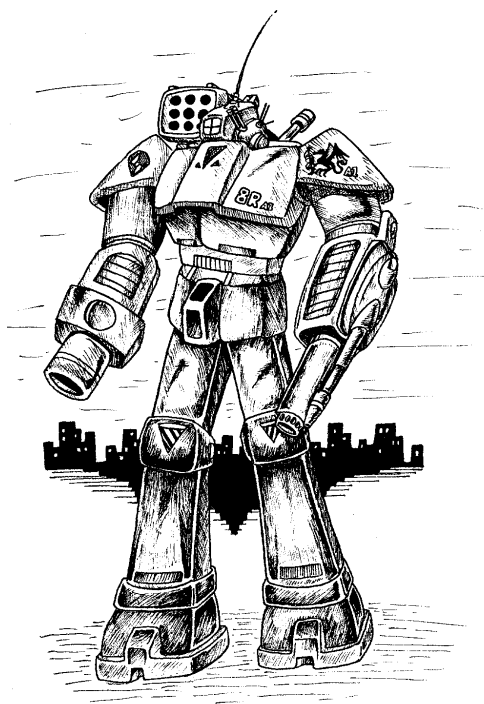
ADVANCED GAMING ENTERPRISES
POST OFFICE BOX 214949
SACRAMENTO, CA 95821
www.ageforfun.com

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.

Senior Ranking Pilots

General Dutchman
General Madmartigan
General Anthony Stark
General Cutthroat Collins
General Bolo
General Mad Dog
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 Jerek Loren
General Frontal Robotomy
General Richard Shadowhand
General Kael



DEVASTATOR (DEVST-2R)

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
Major Odysseus — 7.45
General I.B. Tryon — 7.40
Major Eric Sunsword — 7.30
Colonel Artemis — 7.18
Colonel Phantom Shadow — 7.15

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
Lt. Colonel Chico Delgado — 5.87
* General Jerek Loren — 5.78
Lt. Colonel Egoan Mor — 5.51
Colonel Draka Deathdealer — 5.39
Lieutenant Brian Boru — 5.30

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
Brigadier General Botman — 4.80
Brigadier General Oliver Stone — 4.75
Lt. Colonel Storm Chanter II — 4.60
Major Cannon Fodder — 4.52
Colonel Dana Malh — 4.48

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
Major U.B.1 Snotlicker — 4.77
Lt. Colonel Ian McTaggart — 4.73
Brigadier General Botman — 4.66
General Madmartigan — 4.62
Major General Arlos Terminator — 4.62

Top Medium Bot Pilots (3+ Game Average)

* Lieutenant Bili the Axe — 4.38
Major General Hawkeye — 4.34
* Captain Flaxen Fury — 4.28
General I.B. Tryon — 3.64
* Lt. General Merlin D'Arcy — 3.63
Colonel Draka Deathdealer — 3.63
* Lt. General Elric Deathsong — 3.46
* General Jerek Loren — 3.44
Lieutenant Woad the Witless — 3.43
* Captain Stephen Maturin — 3.42

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
Captain Vercingtorx — 3.25
Captain Krunch — 3.24
Captain Hagen — 3.22
Lieutenant Marc Aragon — 3.16
General Kael — 3.06

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
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

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:

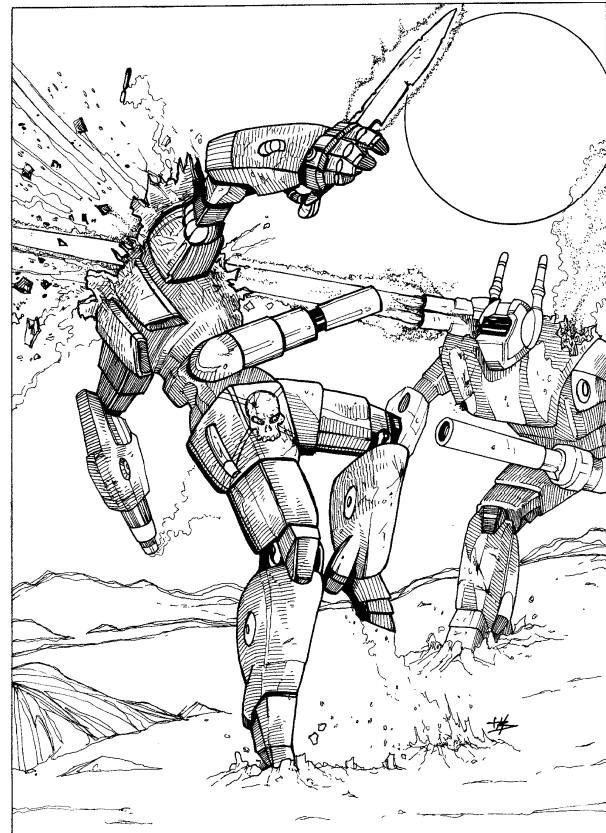
<http://members.aol.com/shannonelisemuir/>

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@yahoo.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@yahoo.com

If you want to learn about the happenings in the CRACK OF DOOM (I and II) check out the following message boards:

http://groups.yahoo.com/group/conclave_gathering/
<http://www.neosoft.com/~lanza/ICONdiscuss1.html>

[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.]

Of course, don't forget to check out the AGE site which contains all sorts of nifty downloads (House Rules, CC/RC Form, etc.). Check it out at:

<http://www.ageforfun.com>

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.

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.

INDUSTRY NEWS

Flagship Magazine (flagshipmagazine.com) has put out a call for PBM articles. Specifically, they have asked us to supply articles to cover our products (COD 1 & 2, CTF2187). These can be almost anything from an updated product review, game related fiction, the ever popular strategy article or even just a game diary (a history of your game adventures). If your article gets published not only do you get whatever Flagship pays but we'll show our appreciation by boosting your account an extra \$20 in game credits! That's FIVE FREE TURNS!

COMPANY NEWS

In the coming year Advanced Gaming Enterprises will be embarking on a MAJOR effort to recruit new customers. We will be promoting our products on a number of fronts including the traditional direct mail and print ads. However, our best source of new customers has always been word-of-mouth advertising from you, our existing customers. So join the effort! Tell your friends about the fun and virtues of your favorite AGE game. A little shy? Send us the name/address of your friends and we will pass along our FREE promotional packet! Thanks!

SPECIAL ANNOUNCEMENT

Coming in July, our FIFTEENTH 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!).