

THE COMMAND POST



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GAME NEWS

Arena #388 [PACIFIC STORM vs. SHADOW WARRIORS]: Turn #10 was the last of this contest and saw an impressive scoring effort by Side #2 but it was simply not enough and Side #1, PACIFIC STORM, was able to claim victory. This despite suffering their second Bot casualty as Captain Tarl Cabot was forced to eject from his Legionaire (VR=2.50, DR=2.71 with two sections destroyed). The Best Bot Victory Rating was 7.43!

Turn # 6: Side # 1: 1.45 Side # 2: 1.25
Turn # 7: Side # 1: 1.71 Side # 2: 1.42
Turn # 8: Side # 1: 2.11 Side # 2: 1.82
Turn # 9: Side # 1: 2.35 Side # 2: 2.05
Turn # 10: Side # 1: 2.66 Side # 2: 2.48

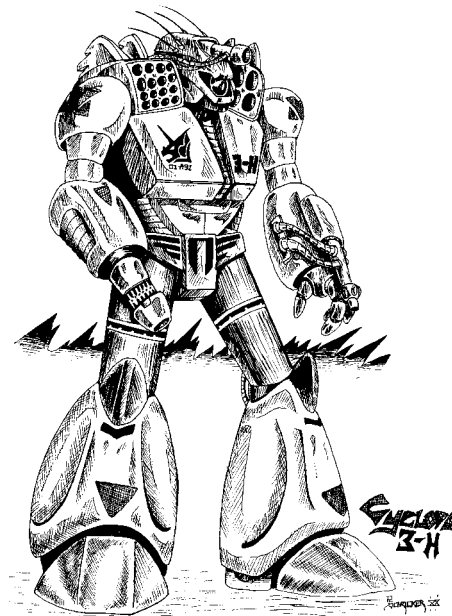
Arena #389 [FRAG' DEN HENKER vs. LEGION OF WAR]: Turn #8 saw Side #1 continuing to lose ground in the ratings but considering they have already lost nearly half their team they did surprisingly well. In a measure of revenge for their losses they inflicted one of their own when Captain Christian Johnny earned his first ever CP Kill by destroying Command Post #1 with a Mega Missile strike from his Ranger. Next turn may see yet another Bot casualty — the fifth so far.... The Best Bot Victory Rating was 4.08.

Turn # 4: Side # 1: 0.70 Side # 2: 1.08
Turn # 5: Side # 1: 0.83 Side # 2: 1.56
Turn # 6: Side # 1: 0.98 Side # 2: 1.82
Turn # 7: Side # 1: 1.33 Side # 2: 2.14
Turn # 8: Side # 1: 1.54 Side # 2: 2.53

Arena #390 [4-Sided]: This is a Fast Paced 4-Sided contest with the standard three Bots per team. Side #1 sees the return of the B'HOOD OF THUNDER and they are one of the two heaviest teams at a modest 210 tons. Side #2 is fielded by the BOT BUSTERS squad of the KZINTI FITHP and weighs in at 180 tons. Side #3, at 170 tons, is the lightest of the four teams and is fielded by the SISTERS OF SILICON. Side #4 is tied as one of the heaviest teams at 210 tons and is led by the LEGION OF WAR. This Arena contains a very dense mix of terrain features with a large number of building complexes which will tend to favor short range clashes over long range duels. The weather is Moderate and Dry. All four teams have a lot of experience and three of the four are consistently top scorers in 4-Sided contests so we can look forward to some intense game play!

CTF Arena #391 [DYNACHROME BRIGADE vs. SISTERS OF SILICON]: This is a Standard paced 2-Sided contest with a full nine Bots per team. Side #1 sees the triumphant return of the DYNACHROME BRIGADE who, this time around, weighs in at 640 tons. Side #2 is fielded by the SISTERS OF SILICON who weigh in at a hefty 690 tons! [Ed: Lay off the bon bons, ladies!] Both teams strongly favor Heavy Bots with but a single Light Bot between them! The Arena contains a relatively low terrain density which will tend to favor long range attacks and make the available cover extremely important (and likely strongly contested). The weather is clear and dry so with two experienced and heavy teams we can look forward to a long and brutal pounding... er... I mean battle!

Coming Up: We are now taking applications for Arena #392. We are currently working to start a Standard Paced 2-Sided contest for independents and small groups as well as getting ready to start the 2005 Championship Tournament!



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GAME RESULTS

This month saw the end of CTF Arena #388, a battle between PACIFIC STORM and SHADOW WARRIORS. This was a close and well fought contest with Side #2 holding the lead for the first several turns until Side #1 captured the lead on turn four and held it until the game's conclusion despite suffering the most casualties. In the end Side #1 captured the Team Victory with a rating of 2.66 (a mere 0.18 more than their opponents). A well deserved win for PACIFIC STORM. Surprisingly despite an overall 25% Bot casualty rate (with another 25% about to go) both Command Posts survived the battle, though just barely. The Individual Victory was awarded to Brigadier General Idomeneus who, while piloting a Cobra for the defeated Side #2, earned an impressive Victory Rating of 7.42 — one of the Arena's all time best! Quite an achievement though it was costly. He suffered a Damage Rating of 2.93 with only five engines remaining. Honorable mention goes to General Rugal Ratslayer for surviving despite a 3.07 Damage Rating to his Raptor (with six Engines remaining). The winning Team Members were:

Cadet Nathan Kent — 2.53
Cadet Felix — 3.00
Captain M. McThorn — 3.32
Colonel Viper II — 3.16

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
Major Odysseus — 7.45
* Brig. General Idomeneus — 7.43
General I.B. Tryon — 7.40
Major Eric Sunsword — 7.30
Colonel Artemis — 7.18

Top Medium Bot Ratings

Lieutenant Findem And Fryem — 6.99
* Colonel 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
* Captain Walks Softly — 5.54
Lt. Colonel Egoan Mor — 5.51
Colonel Draka Deathdealer — 5.39

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
Brig. 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)

* Colonel Bili the Axe — 4.54
Major General Hawkeye — 4.34
Captain Flaxen Fury — 4.28
* Lieutenant Woad the Witless — 3.65
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
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

SPECIAL ANNOUNCEMENT

Coming soon 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!).

