

THE COMMAND POST



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GAME NEWS

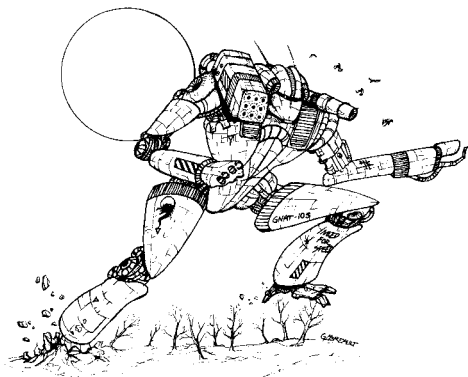
CTF Arena #392 [2005 Championship]: This was the final turn of the 2005 Championship and saw some relatively low scoring including a total wash for the first place Pilot. Despite several Bots being close to destruction we saw no new casualties. In fact, this year marked the fewest casualties ever seen in a championship match. And the winners are.... check the game results!

Turn # 1: Lowest: 0.10 Average: 0.26 Best: 0.53
Turn # 2: Lowest: 0.33 Average: 0.53 Best: 0.93
Turn # 3: Lowest: 0.40 Average: 0.73 Best: 1.35
Turn # 4: Lowest: 0.63 Average: 0.97 Best: 1.72
Turn # 5: Lowest: 0.64 Average: 1.18 Best: 2.20
Turn # 6: Lowest: 0.78 Average: 1.43 Best: 2.92
Turn # 7: Lowest: 1.19 Average: 1.74 Best: 3.42
Turn # 8: Lowest: 1.20 Average: 1.94 Best: 3.58
Turn # 9: Lowest: 1.33 Average: 2.16 Best: 4.22
Turn# 10: Lowest: 1.41 Average: 2.34 Best: 4.22

CTF Arena #393 [FRAG' DEN HENKER vs. SISTERS OF SILICON]: Turn #3 saw a great scoring run by Side #2 which thrust them into the lead. Not surprising for such a high scoring turn, much of their success was the result of a devastating series of strikes on the enemy Command Post. At this rate Command Post #1 will likely be destroyed next turn. The Best Bot Victory Rating was 1.33.

Turn # 1: Side # 1: 0.12 Side # 2: 0.13
Turn # 2: Side # 1: 0.36 Side # 2: 0.29
Turn # 3: Side # 1: 0.63 Side # 2: 0.68

CTF Arena #394 [Independents & small groups]: Turn #3 saw little change in the comparative ratings as both teams scored quite well. Side #2 remains in the lead with everyone apparently converging toward a grand melee near the arena center. Next turn will likely see a number of devastating flank and



rear shots perhaps resulting in the game's first casualty. The Best Bot Victory Rating was 0.77.

Turn # 1: Side # 1: 0.03 Side # 2: 0.10
Turn # 2: Side # 1: 0.20 Side # 2: 0.23
Turn # 3: Side # 1: 0.50 Side # 2: 0.54

Coming Up: We are now taking applications for Arena #395. We are currently close to starting a Fast Paced 4-Sided contest!

GAME RESULTS

This month saw the end of CTF Arena #392 — the 2005 Championship! This year's tournament set a new record for the fewest casualties (13%) though all but two of the finishers, including the top three winners, were close to destruction. In an unfortunate twist of fate, this year's champion failed to score any hits on the game's final turn. All three Champions were piloting Raptors. Indeed, Raptors comprised half the starting line-up! Honorable mention goes to Brigadier General America for surviving with but one engine and the game's highest heat (117) and to Colonel Ian Blackstone for the game's lowest Damage Rating (DR=1.14 with 19 Engines!). The CTF2187 Champions for 2005 are:

1st Place: Colonel Ridir Nightflow piloting a 60-ton Raptor (the fourth year in a row that a Raptor came in first!) — Victory Rating=4.22, Damage Rating=2.18 (Ed Cataldo — winner of \$50 in game credits).

2nd Place: Brigadier General Samson Bot-Blaster also piloting a 60-ton Raptor (came in third place last year) — Victory Rating=3.32, Damage Rating=2.27 (Johnny Jordan — winner of \$30 in game credits).

3rd Place: Captain Indigo Humm also piloting a 60-ton Raptor — Victory Rating=2.20, Damage Rating=2.15 (just beating Cadet Stryke who garnered a VR of 2.17 while piloting a 90-ton Conqueror) (John Muir — winner of \$20 in game credits.)

Congratulations to our Champions!

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HALL OF FAME

Ratings are only for those Pilots who have completed games and do not 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

Top Medium Bot Ratings

Lieutenant Findem And Fryem — 6.99
Colonel Bili the Axe — 6.89
General Slime Sledge Hammer — 6.37

Top Heavy Bot Ratings

Captain Mack Ross — 5.60
Captain Achilles — 5.21
Major Embo Slamboa — 5.01

BULLETIN BOARD

Player Notice

It is never easy to take seriously any suggestion presented as a self serving snivel by the Arena's perennial crybaby, Rambot. But since he brought it up we should remember that the real title of the event is "Tournament Of Champions". Presumably all the entrants should have some credentials that would entitle them to be known as "champions". Thus, I wonder why the entrance requirements don't include some tangible proof of champion quality, such as rank of victory requirement. Perhaps limiting the contest to Pilots with a rank of Captain or better and at least one Individual or Team Victory would enhance the quality of the action more than tinkering with the terrain mix.

That being said, consider that there are really only three choices any Pilot must learn to make skillfully in order to thrive and survive. These are: 1) Where to put his Bot; 2) How to pick the best shot; 3 Choosing the best weapon for the job. Everything else is done by the computers.

Knowledgeable use of terrain is therefore one of the key elements of a Pilot's ability and a hallmark of championship play. I would argue that the actual conditions of the regular Arenas, including Heavy Buildings, constitute the only training ground available to aspiring champions in which to hone this skill and earn the distinction that would entitle them to entrance to the Tournament. Thus the terrain mix in the Championship should be representative of that found in all Arenas, and not the special conditions limited to this event.

It is my understanding that the terrain for the Championship, like all Arenas, is randomly

generated so there is always a chance that an arena could occur in which there are few or no Heavy Buildings. In the course of my years in the Arena I have played in a regular Arena with only four or five Heavy Buildings on the map. My experience from this Arena was that good Pilots will always make the best use of whatever is available to increase their effectiveness against their opponents. Less able Pilots suffer accordingly. I would expect the same to hold true in the Championship.

I vote to keep it as it is.

Otto Schmidtlapp

[Ed: There is an existing bias in the current map generation routines to reduce the frequency of Heavy Buildings in any Free-For-All, including the Championships.]

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.

SPECIAL ANNOUNCEMENT

As reported earlier, we have just completed our 15th Annual CTF Championship Tournament. For comparison purposes we thought you might enjoy reading how the results of this year's tourney compare to the previous contests:

1991	Low: 0.91	Avg: 2.33	Best: 5.10	Casualties: 25%
1992	Low: 0.74	Avg: 2.11-	Best: 3.35	Casualties: 30%
1993	Low: 1.15	Avg: 2.46	Best: 4.07	Casualties: 30%
1994	Low: 0.71-	Avg: 2.35	Best: 4.10	Casualties: 25%
1995	Low: 1.96	Avg: 3.09	Best: 4.40	Casualties: 41%!
1996	Low: 1.56	Avg: 3.09	Best: 4.08	Casualties: 30%
1997	Low: 1.65	Avg: 3.63!	Best: 5.70!	Casualties: 41%!
1998	Low: 2.06	Avg: 2.72	Best: 3.38	Casualties: 33%
1999	Low: 1.94	Avg: 2.56	Best: 3.00-	Casualties: 38%
2000	Low: 1.66	Avg: 2.75	Best: 3.73	Casualties: 33%
2001	Low: 1.70	Avg: 2.67	Best: 3.76	Casualties: 25%
2002	Low: 1.32	Avg: 2.58	Best: 4.00	Casualties: 25%
2003	Low: 1.17	Avg: 2.26	Best: 3.15	Casualties: 20%
2004	Low: 2.09!	Avg: 2.73	Best: 3.52	Casualties: 25%
2005	Low: 1.41	Avg: 2.34	Best: 4.22	Casualties: 13%-

20th ANNIVERSARY

It's 2006 and this marks our 20th year in business, a milestone of which we are understandably very proud. We plan a year long celebration but if you have any suggestions for changes or improvements for the games, newsletter or website let us know. Thanks for your support!