

# THE COSMIC BALANCE



Issue # 170

September 2000

## PANAGEANEWS

This month we begin in western Panagea. On the plain of Illyria outside the city of Stormhold, Urotsukidoji (Lo-kee worshipping CSA Humans) and Silver Arrows (Trimorph worshipping CSA Elves) teamed up to defeat Free Company (Lawful Terminator Humans). Three weeks later more fighting erupted as Mental Militia (Chaotic Kodan Raman Orcs) destroyed Mayo Scotch Brewers (Lawful Elves).

In the Elderwood forest outside Altheria, Lions Of The North (Wicca worshipping Humans) defeated Sun Blazor (Lawful AIM Humans) in a hard fought battle while Mutton Birds (Giants) defeated Rangers (Lawful Giants). Elsewhere in Elderwood, Fedaykin (Lawful Terminator Humans) defeated GROG! Guard (Chaotic Kodan Raman Gnolls) in a particularly brutal battle that saw well over 6,000 casualties — primarily costly heavy troops!

Moving to the central region, in the Grimwall Range outside of Gulfport, Supremes (Chaotic Kodan Raman Gnolls) defeated Sisterhood Of Steel (Lawful Avatars Humans) in a close battle. Three days later at the city of Revelwood, Trekkers (Lawful Terminator Humans) destroyed the Supremes who had apparently transferred away the bulk of their troops after their previous battle. At about the same time Wyraxian (Lawful Terminator Giants) and Destroyers (Lawful Terminator Humans) teamed up to eliminate Daring Dragons (Chaotic LOOT Lizara) — an army of nearly 3,000 well armed warriors. At Mithril Hall, Preparation H (Chaotic Kodan Raman Gnolls) crushed Iron Fist (Lawful EGA Dwarves).

On the Isle Of Mist outside Atlantis, Thunder (Lawful Terminator Humans) and Daredevils (Lawful Terminator Humans) teamed up to defeat 1st Marine Corps (Shhvoon worshipping SWARM Humans). Nearly a week later the 5th LOOT Legion (Chaotic LOOT Orcs) were repulsed in their effort to storm Atlantis (Lawful Terminator Humans). Immediately after the failed assault the 5th LOOT Legion repulsed a counter attack by the Daredevils in a close battle. A few days later 1st Marine Corps attempted to storm the city only to be intercepted and defeated by Thunder leaving the battered 1st Marine Corps army but a fraction of its former size.

On the isle of Mycenea outside of Mycene LOOGT'n Lizards (Shhvoon worshipping Lizara) defeated My Scouts (Lawful Humans).

And for the only significant battle in the east, the so called “old world”, Silent Covenant (Chaotic Kodan Raman Gnolls) defeated T1 (Lawful Terminator Giants).

## LORASIANEWS

We begin on the Vardian Plain where Rainbow Guard (ICON, Cosmic Balance Humans) and Wolfpack (ICON, Cosmic Balance Humans) teamed up to destroy Stregi (Lyredh worshipping Satyrs).

In the Anvil Mountains outside of Balen's Deep, Graybeard's Raiders (Lawful Guardians Dwarves) defeated Bone Patrol (Chaotic Humans). More than two weeks later Circus Maximus (Titans) defeated Triffid Attack Force (Elves).

On Moloch's Folly, Blood Rage (Chaotic ROC Dark Elves) stormed the stronghold known as Half-Haven (Guardians Gnolls) and slaughtered every last defender. The settlement has fallen!

In the region known as Mertelwood, Graybeard's Raiders, more than two weeks after their previous attack, destroyed Megalomania (Chaotic ACE Giants).

Finally, on the Agerian Plain outside of Kingston, Angels of Death (Chaotic ACE Orcs) defeated Peacebringers (Chaotic Ogres) in a battle that caused many to scratch their heads as no doubt this attack resulted in a loss of morale and a drop in the Piety Rating of the Orcs for slaying fellow Chaotics.

## PANAGEARUMORS

The CSA is back in a big way. Watch for the action at a city near you.

The KIL Alliance invasion of Panagea seems to have been stopped. Or has it?

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SACRAMENTO, CA 95821

The Kodan Raman/LOOT Alliance has taken all the Terminator cities! The new owners have been heard to comment on what a lot of sheep there are in the pens.

A large force of Lawful armies has been seen headed toward Gulfport.

The unexpected ferocity of the Terminators has caused a panic amongst their Kodan foes. "Runaway!" is their new battlecry.

Road destroying has become an increasingly popular pastime. It's a great way to mess with your opponents and slow the pursuit of nasty enemies.

### **LORASIA RUMORS**

Road building has become an increasingly popular pastime. This is good news for all as roads greatly speed movement and help trade.

Armor saves lives vs. conventional weapons such as arrows, spears and swords but provides no benefit at all against artillery, spells and other "special" attacks.

The Vengeance Is Mine (VIM) is now forming. Its goal is to retaliate against anyone who deserves it. An excuse for battle? You bet!

A Huge Dragon has been seen near Lofton.

The KIL Alliance is on the move again. Watch out Lawfuls and neutrals everywhere.

The Kaffa FTZ is a peaceful place at last... WHAT WAS THAT?

Lawful forces have at last organized and begun to battle the Chaotic menace. Ill-prepared Chaotic hordes are no match for these well trained armies.

The Kaffa FTZ is a joke. Nobody recognizes it except those ICON idiots.

### **BULLETINBOARD**

#### **PANAGEA AND LORASIA PLAYER NOTICE**

To: All

From: Michael Welch (GROG! — Kodan Klerik COD I & Layter — RoC Minster of Orgies, Propaganda and Information COD II)

As of September 1st my address will be:

6500 Boulevard View A2  
Alexandria, VA 22307  
703-765-2612  
mwelch@cpcug.org  
rayanchillwind@yahoo.com

#### **LORASIA PLAYER NOTICE**

What RoC is telling you in CB#168 is a bunch of crock. They got THE map by "borrowing" the information from others. Ditto for their high-level skills and bonuses. If you like to associate with such unsavory characters, join them by all means. However, the rest of us who have higher standards should attack any RoC army we come across.

An Observer

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#### **LORASIA PLAYER NOTICE**

The future city of Cosmopolis purports to support the Cosmic Balance. So, why would it be hosting Chaotic armies? Please let us know what are the true goals of this city. For reference, check the notice in CB#163. Thanks.

P.S. I didn't sign my army name because I'm not sure whether the empire controlling this city is truly neutral.

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#### **LORASIA PLAYER NOTICE**

Greetings Clanleaders of Lorasias,

We of the Si Doak (a benevolent merchant clan, servants of the Cosmic Balance) seek to barter skills, training, and information to the benefit of all. For more info contact:

C#1841 Alexia Goldman  
smithsguild@hotmail.com

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#### **LORASIA PLAYER NOTICE**

Hail Warlord of the Kneebiters,

Sertorix and the entire KIB send their regards. We have noted with joy that you have embraced the spirit of our Kaffa Free Trade Zone. Our many thanks for the road you have built for us that now stretches from our city of Kaffa northward. It will speed trade between Kaffa and Angonheim. If you had related the project to us, we would have gladly split the expense with you. Yet, we thank you for your efforts on our behalf as well as your understanding that Kaffa and the Free Trade Zone remains a neutral faction backed city and zone.

Sertorix — Kaffani Chapterhead  
A#298 Wolfpack  
sertorix@aol.com

## LORASIA PLAYER NOTICE

Greetings Fellow Lorasians:

In the May 2000 issue of the Cosmic Balance I posted a message in response to Gideon Arkynsword's Open Letter to Padraig Goathoof (April 2000 newsletter) regarding two attacks by ICON armies. In that message I stated that ICON was fashioning a new policy for attacks and raids by its members and promised to post that policy so that, in fairness, all would be on notice. That new policy has been ratified and I now post it below:

ICON members may initiate an attack under the following circumstances:

1. The attack is initiated as a result of a Standing Order to INTERCEPT attacks on a member, allied, or friendly army.
2. The attack is initiated as a result of a Standing Order to COUNTERATTACK armies that attack a member, allied, or friendly army.
3. The attack is against an army or empire that has previously been declared an enemy of ICON.
4. The attack is against an army or empire that is at war with ICON.
5. The attack is against an army or empire that is a member of an alliance that is at war with ICON.

or

6. The attack is against an army or empire that has committed a crime against ICON.

Additionally, ICON armies may initiate attacks if the target meets the following criteria:

1. The target is not in a city sector.
2. The target is not in a declared Free Trade Zone or other declared Neutral Zone.
3. The target is not a member of any alliance, regardless of whether there is a peace treaty with said alliance.

or

4. The target has not been declared a friend of ICON.

It is easy to be declared a friend of ICON. Simply post a message in the Cosmic Balance stating the army number and name and that it wishes to be considered a friend of ICON. The status is automatic upon publication and receipt of the newsletter. If ICON decides to revoke the status, it will post a message in

the newsletter. Any attack on an ICON army or city will automatically revoke the status.

The above policy will go into effect upon publication of the next newsletter after which this notice appears, to give independent armies a chance to post a message seeking "Friend of ICON" status. "Friend of ICON" status confers no other benefit at this time, other than to let our members know you don't want to be considered a target. Additionally, you may notice there is no reference to armies that have had bounties placed upon them by city leaders. This was an oversight. The issue will be put to a vote, although by terms of the Kaffa Free Trade Zone charter, bounties placed upon armies by that city's leader will be prosecuted. I suspect the policy will be widened to designate as a free target any army that has a bounty placed upon it by a recognized city leader, although there may be some constraints due to treaties and the like.

This new policy does not mean ICON is about to go on the warpath, but is a recognition of the political and economic realities of ICON membership and Lorasias as a whole. Sometimes battle is desirable and honorable.

Prester John,  
Minister of Defense, ICON,  
Knights of the Rose

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## LORASIA PLAYER NOTICE

Something wicked your way comes. Your simple plan will work out as I planned. Reap your just rewards.

Tlatoani

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## LORASIA PLAYER NOTICE

Hail Warlords of Lorasias,

The entire Kaffani Iconite Brotherhood (KIB) sends its regards to armies located on Continent 2. We wish to reiterate that we have announced our interests in the 9-sector zone centered around the city of Kaffa at 37-13. We intend for this zone to be an ICON supported area of trade and empire advancement. All are free to visit our zone as long as they bring a spirit of trade with them. We will relate with those that relate with us. Although those that arrive are responsible to protect their own, the KIB reserves the right to step in as we will to ensure that the Kaffani market stays open and threat free....

Sertorix — Kaffani Chapterhead  
A#298 Wolfpack  
sertorix@aol.com

## LORASIA PLAYER NOTICE

Hail Neutral Empires of Continent 2 — The Kaffani Iconite Brotherhood (KIB) expresses their regret at the number of neutral brothers that have been assaulted. Bring an end to this violence against our kind. Stop wandering around alone and isolated. Get in contact with us. We do not require you to join our alliance. We do, however, request that you relate with us. Then we can form a neutral league of sorts on C2 for mutual support and protection. We will not endanger our brothers for those we do not know, but for our friends we would do much....

Sertorix — Brother of the Balance  
A#298 Wolfpack  
sertorix@aol.com

## WHAT'S NEW — COD I & II

Having trouble keeping track of all the latest rule changes, hints and strategy articles published in the Cosmic Balance? Now available: "The Best Of The Cosmic Balance" covering Issues #126-#166 (more will be added as time permits). This publication is FREE for the asking when your request is accompanied by a turn or a payment to your account otherwise we ask \$1.00 to cover postage and handling. Another great service from your friends at ADVANCED GAMING ENTERPRISES.

## SCORE CARD

Can't tell the players (ie. alliance abbreviations) without a score card? Here it is:

### Panagea (COD I)

A.I.M. — Aegis In Malum (Latin for Shield Against Evil).  
C.S.A. — Circle of Steel Alliance.  
D.O.A. — Defenders of Aldaryn.  
E.G.A. — Elderwood Guard Alliance.  
L.O.O.T. — League of Orcs Ogres and Trolls.  
P.T.L. — Panagea Trade League  
R.P.A. — Royal Panagean Alliance  
S.W.A.R.M. — Shhvoon Worshipers And Respected Mariners.

### Lorasia (COD II)

A.C.E. — All Chaos Explorers  
Guardians — Guardians of Destiny. Sometimes referred to as G.O.D.  
F.R.C. — Fourth Reich of Chaos  
ICON — Independent Confederation Of Neutrals  
K.I.L. — Kobolds Invade Lorasia  
R.O.C. — Reign Of Chaos  
R.O.T. — Raging Odious Terror  
S.O.B. — Soldiers Of Balance

## WHAT'S NEW — COD II

As was first reported on our website (www.ageforfun.com) Duane has been at it again. Always trying to improve things, Duane spent most of August "tweaking" the COD II programs to improve results, increase efficiency, reduce errors and expand the game. These were not cosmetic changes that will dramatically change the turn results print outs but rather the "nuts and bolts" kind of changes that improve the game over the long haul. In particular he spent much of his time rewriting sections of the battle program and adding new spells. The most dramatic changes to the battle program include enhanced effects for combat useful skills such as Metal Working (better weapons) and Healing Arts (fewer losses) and bonuses as well as new battle spells, many of which are defensive (ie. reduce friendly losses) as opposed to offensive (increasing enemy losses) as had been the dominant type previously. Of course to see the effects in action, you'll have to fight a battle (or have someone else do it and share the combat results with you). As for the new spells, these will have to be discovered through play — though at least one may make it into the next rule book revision.

As always, we are open to new suggestions for further improvements. At least one of the new spells was a player suggestion — we do listen and take player feedback seriously. Anyway, we hope you will enjoy the game enhancements and your continuing adventures on Lorasia! [Ed: Now Duane, get to work on COD I and CTF2187 improvements so the other players don't feel neglected! Oh yeah, and that top secret internet project too, and ... and ... and ....]

## REMINDER

It is important to remember that the newsletter now covers two different game worlds: PANAGEA (COD I) and LORASIA (COD II). All newsletter submissions (Player Notices or Rumors) should clearly be labeled indicating to which world they refer. Not only does this make the information more useful to the reader but it also helps to avoid confusion between two positions with the same ID Number (one in each game). As stated in the House Rules, materials for the next newsletter must be received by the 21st of the month. Diplomatic messages should also clearly indicate what world they are for.

## 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 mailing 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.