

THE COSMIC BALANCE



Issue # 172

November 2000

PANAGEANEWS

This month we begin in Eastern Panagea where all of the fighting was restricted to the Crystal Plains. In the opening round Devil Wolf (Chaotic Kodan Raman Gnolls) destroyed the Reapers (Lawful Avatars Lizara).

At the city known as Amidship Silent Covenant (Chaotic Kodan Raman Gnolls) and Jack Wolves (Chaotic Kodan Raman Gnolls) defeated White Guardian (Lawful Terminator Centaurs).

At Narga Thum, Arty's Legion (Chaotic Kodan Raman Gnolls) and Rick's Reserves (Chaotic Kodan Raman Gnolls) teamed up to destroy Kriegsflotte (Lawful Giants). The next day the 4th Legion Of Horror (Chaotic LOOT Gnolls) defeated Stone Fist (Lawful Giants) in a hard fought battle.

Moving to the Central region we begin with naval engagements in the Numorean Sea. The first occurred when Thunder (Lawful Terminator Humans) ambushed the Cyan Corsairs (Shhvooon worshipping SWARM Kobolds). A week later Thunder launched a follow-up attack that all but destroyed the remnants of the Kobold fleet.

On the island of Mycenea outside the city of Mycene the LOOGT'N Lizards (Shhvooon worshipping Lizara) defeated My Scouts (Lawful Humans).

In the Grimwall Range the city of Gulfport (Lawful Avatars Humans) came under attack by the Wolverine Psychos (Chaotic Kodan Raman Gnolls). Despite a valiant stand by the 2,000 defenders the attacking Gnolls, nearly 40,000 strong, easily overran the city.

Finally, the Western Region was rather quiet with but a single combat of note. In this engagement, which took place on the Illyrian plain outside of Hampton, the Lions Of The North (Wicca worshipping Humans) attacked and easily destroyed the greatly outnumbered Rampaging Bulls (Lawful Terminator Humans).

LORASIANEWS

At the city of Ogton located in the Grimwood forest the 1st Legion Of Chaos (Chaotic ACE Minotaurs) defeated Clan Jagged Fang (Chaotic Orcs) in a close and hard fought battle. The Orcs, though solidly trounced in the Melee Phases, used spells and missile weapons to good effect, thereby wearing down their formidable opponents.

In the Anvil Mountains at Balen's Deep Circus Maximus (Titans) defeated Oak Ward (Elves) in a

decidedly lopsided battle. Nearly three weeks later the Titans resumed their attack against the newly rebuilt Elven army and in a less one sided affair Circus Maximus was again victorious.

On the Vardian Plain outside of Kaffa the Windriders (Humans) attacked the Skull Crackers (Humans). The lightly armed Windriders used their superior numbers and their opponents' lack of missile troops to great advantage to win a solid victory and make off with a fair amount of loot.

PANAGEARUMORS

The Terminators have begun secret negotiations to recruit new allies into their battle against Chaos.

The Avatars, after some unexpected successes, have proven to be a paper tiger and their power base is rapidly collapsing.

The League of Chaos, after destroying every Lawful citadel they can find, are seeking new foes. Internal rifts may mean they don't have far to look!

Once extremely rare, Dragonmen are becoming much more common. Can they be recruited as allies or are they preparing to band together to form their own, extremely deadly, empire?

Rasputin the Mad is the latest fanatic beating the drums for the Balance leaving little doubt which faction he must support.

LORASIARUMORS

The Guardians have begun to rebuild their once mighty alliance. New recruits coupled with the return of some of the old guard should make them the most powerful Lawful group in the known world!

New spells, particularly those for use in combat, are hard to come by. Those that possess them enjoy a great advantage, one that should be cherished rather than squandered.

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ADVANCED GAMING ENTERPRISES
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ACE has begun a massive mobilization effort and are clearly preparing for battle. Who will be their target?

After years of economic prosperity brought about by stable market prices things are about to change....

Is it just me or have there been a lot of questions going around the local pubs about siege equipment and catapults? You don't suppose this means there are some city attacks in the works....

BULLETINBOARD

PANAGEA PLAYER NOTICE

Xanthor, Xanthor, Xanthor, that pitiful notice in CB 171 be worst thing I ever see from you!

What was that? Oh well, me guess your silly thoughts demand to write bout SOMETHING.

Oh, by the way, me hear all kindsa Chaos types be rompin in the West these nights. Kinda silly to print that little "list", huh?

Me think you losin it! All I know is soon be nuthin left for US to "terminate" cept your MOUTH. Me pray to mighty Kauron alla time so maybe I get the job. That be pretty good thing, huh?

Soon you die —
Ranger Lord Shadowlore
L.O.O.T. Grand Gnoll

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PANAGEA PLAYER NOTICE

Oh joy! The vacuous Xanthor has decided to nauseate the literate world with his incredible winning record! Four armies were "terminated", but there are yet six to go! How old was this list? Hmm? Daring Dragons, #3 on the list, was only created in August and #4, Preparation H, was a scant few months older. And what about the sizes of the armies? The Dragons and Prep H were pretty small, especially when one takes into account the monster battle armies, like the Wyraxian, raging their way across the landscape. Yet, the Wyraxian were incapable of totally wiping out the Daring Dragons, you know, 2,000 size 2 troops. Another army had to finish the job for Xan-snore.

Perhaps the mighty Wyraxian has forgotten how to fight after attacking armies composed primarily of Non-warriors and sheep. That could explain the Wyraxian's earlier inactivity while the Kodan Raman Gnolls hammered away at the Trekkers. Did I mention that the great Wyraxian stood idly by in the same sector? Perhaps Terminator honor and integrity is found at the bottom of their latrine.

Many disparaging comments have been offered by Xanthor et al about Chaotics, but Chaotics have always been able to muster up a counter-attack to support their allies. Come to think of it, no one has ever

accused Xanthor of sporting big brass ones either. Just keep slapping at the gnats, Xanthor, while the suckers, er, your alliance members keep dying protecting you and your precious army from the forces of Chaos.

Now, let's see, six remaining armies in that sector, but four of the smallest are Lawfools. Hmm, probably a Chaotic trick. A Terminator attack is probably necessary...

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PANAGEA PLAYER NOTICE

To: Xanthor
From: The Guardian

I went west.
I attacked Terminator armies.
I didn't wait too long.
but...
I ain't Terminated.

The Wyraxian and Trekkers COULD have finished me off. Why didn't they? Because they are cowards running from the Kodan, PERIOD. The GROG! Guard stood its ground (no Flee tactics) against the Fedaykin. Fedaykin is a Battle Army, not something scrapped together with few bonuses and no experience. We were outnumbered better than 2-1 THEN 3-1. We were always outnumbered in weight and numbers. They had more Heavy Sword, more Heavy Bow, more Medium Sword, etc.

In the first battle fought in better conditions for the Humans (daylight, no Battle Zeal) while outnumbered 2.1-1 our losses were 1.8-1.

In the second battle we were outnumbered better than 3-1, but in conditions favorable to us (Sphere of Darkness and a Battle Zeal) our losses were barely 1.1-1.

If my troops fought that badly I wouldn't want to fight me either. Run coward. I'll be following you soon enough.

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LORASIA PLAYER NOTICE

In honor of the great goddess Lyredh we hereby declare the road between Magdenheim and Port Royale to be open for all to use in peace. Despite the trouble we have had with Karl Magden he did provide us with some of the stone and we bear him and his fine city no ill will. However, the official dedication ceremony is canceled at Magdenheim. We will instead have an Empire-only dedication. The dedication ceremony at Port Royale is still on. Come party with us!

"Leave the world a little better than you found it."

Dante
A#473 Zurwagon

LORASIA PLAYER NOTICE

Icy winds cut any exposed flesh like shards of flying glass as Clepta led the small but elite questing group across the Barren Peaks of Manga Dor. Their leather armor hardened by the cold making movement a chore in itself, and the campaign cloaks they wore provided scant protection from the unforgiving elements. Their quest for the Sword of Vectra having brought them to this forsaken land, yet onward they pushed, ever onward.

They were sailing in uncharted waters when they were shipwrecked here by a tempest thrown at them by Oshiana. Three members of the unit were lost, washed overboard. Undaunted, the rest survived to this point but the future looked bleak. They desperately needed to break free of the frozen grip that held them fast. They needed food but all their supplies were frozen like ice cubes, unable to be eaten. They needed heat and they needed it now.

"There! Over there!" Shouted Balfor, as his quivering finger, numb from the cold, pointed up ahead. "A fallen limb of wood."

The small party of 23 seasoned explorers rushed to the spot which was near the edge of a precipice that fell off for 1,000+ feet to the broken rocks below. Certain death for any who fell. Looking up the mountain they beheld a small tree clinging to the rock face about 100 feet above. Certainly it was out of place, and alone. Instinctively knowing what needed to be done they broke out the ropes and Jilmer, the nimblest of them all, started up the rock face. The survival of the group depended now upon burning that one little tree and absorbing its combustion to break off the grip of cold that seemed to be punishing everyone for their audacity to deem themselves worthy of retrieving the Sword. It was as though the gods cursed their efforts but the Greater Ones blessed them with this small tree. So the group was encouraged.

After Jilmer's success they had gathered two armfuls of wood from the dwarfed tree. Excitement mounted at the anticipation of warmth. Yet the winds continued to sweep fiercely down the pass upon them and Clepta realized they could not build an efficient fire in the open. "We need to find a niche within which to burn this wood." Everyone grunted and nodded agreement and Clepta said "Then we press on for the moment with hope in hand." With their two armfuls of wood, the blessing of the Greater Ones, the group set out to locate a niche, an alcove, some shelter from the raging ice blasts of the gods' fickleness. It wasn't long before they stumbled upon the opening between the rocks.

The entryway was small but enough to admit the entire party through it with their equipment. They found themselves in a small cavern that was just large enough to accommodate their needs. Though out of the direct winds the cavern was still extremely cold and dark, very dark. Expertly one of the unit began shaving kindling from one of the limbs. Feeling his way around he piled the shavings over a sliver of paper provided by someone. Around this small pile was erected a conical structure beginning with the smallest twigs of wood to

ensure the fire caught. Removing a flint from her pouch, Clepta struck it with the edge of her knife and sparks flew. No fire yet. She did it again, and again. Eventually a portion of the paper glowed red and Clepta encouraged it with a soft breeze from her lips. Smoke ensued, then a single tongue of fire appeared and began licking the paper. It caught and soon the flames leaped upon the kindling, then ran up the wood. There was fire, and the small cavern was lit with the dancing flames.

Carefully apportioning the limited fuel the group huddled around the growing fire. They formed a sort of turtle, making a shell of sorts with their cloaks. Soon they could feel their flesh thawing and their strength returning as the numbness was abated by the warmth of the now fully grown fire. They set a unit of food close by to thaw. Some dozed off but all were warmed. Clepta looked around the cavern and with the fire now providing light she saw a small passageway at the back of the cave. She ignored it for now and returned her attention to the fire. After a while the food thawed and the party feasted.

Upon tending the fire for about an hour and coaxing every last flame from each piece of wood, Clepta placed the last good-sized branch on the embers of those which had gone before. Flames jumped up from the coals and she knew it would provide about ten more minutes of heat and light. Her attention returned to the crevice, that passageway she noted earlier. She wondered if they explored it where it would lead them. What pitfalls might be encountered there. She was a Thief and she thought about such things. That's why she was leading this group. She turned again to the fire and sighed. Then the last flame flickered as the final log went to ashes and the glow of the embers was all that remained.

Just then, as if on cue, the last flame rose up then vanished and the light withdrew from inside the cavern, a mighty roar sounded from within the passageway which shook the floor of the cave. Everyone rose swiftly to their feet. They all stared at the crevice, transfixed, as though they could penetrate the rock with their eyes. Clepta stared too. Then she said, "Sounds like a Dragon." She thought for a moment. "Light the torches... we're going in." The elite group of questers moved as one. They're going in...

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LORASIA PLAYER NOTICE

To: Empire Growlmyr Fenns, Army #426 Clan Jagged Fang

Well I would have addressed your leader but I killed him during the battle. The Druid Mordan the Pew died on my blade. Does your new Leader wish to battle me? I am Abaddon the Lord of Destruction. I must say you fought well.

Abaddon
Lord of Destruction

LORASIA PLAYER NOTICE

To: All Lawfuls and Neutrals
From: Army #179 K-9 Knights

Tired of not being in an alliance? Does the thought of having to do things on your own get frustrating? Then this is a great opportunity for you to get in on the ground floor and help others while getting help yourself. In the new alliance of the CRYSTALIAN WARRIORS there is no "I" in teamwork.

If you think you have what it takes to help build this new alliance, please contact me via diplo at A#179 K-9 Knights or snail mail at:

James Tillman
317505 E-2
P.O. Box 648
Pelham, GA 31779

All skills and bonuses will be shared with all Crystalian Warriors along with map info and updates as they appear. All inquiries will be answered so don't forget your address and/or army name and number.

Come join the Crystalian Warriors and become a team leader as well as a team player. The sky is the limit as to what you want to do. Write TODAY! What have you got to lose?

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LORASIA PLAYER NOTICE

The Chaotics (10th Virginia Inf and Blood Rage) were very proud of themselves when they destroyed weak GOD forces. However, they start whining loudly when it's their turn to receive their just rewards.

How do you like fighting a real battle army? Enjoying it so far? Don't whine so much when it's your turn to die. You're a bunch of spineless Chaotics. Time to pay the piper.

Tlatoani

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LORASIA PLAYER NOTICE

Sven and Ingmar are hanging out at the Lusty Tankard tavern in Magdenheim. They've had a few to drink and Ingmar begins talking loudly and animatedly. "I heard ol' Karl is even trying to take credit for the new road. Wouldn't let the Lyredh builders put up a stelae or nothing!"

"Actually the way I heard it he had his guards rip it out of the ground and then break it up so they couldn't put it back," Sven replies, just as loudly.

"I knew he hated neutrals but this takes the cake. He hates them almost as much as he hates Chaotics. What'll he do to them next, deny them trade? I'll bet the merchants won't be happy to hear that."

"He's already banned fellow Lawfuls. Who's next? Maybe he's gone crazy with power."

"Somebody oughta do something before nobody can trade here."

WHAT'S NEW — COD I

In response to player feedback we have an exciting new feature for COD I players — a Fax Turn Sheet. Based on its COD II counterpart the COD I Fax Turn Sheet is basically a Standard Turn with no Special Actions. Why would anyone want to use such a thing? SPEED! No waiting for the Post Office to deliver your turn, no need to pay extra for Priority or Express Mail, the Fax Turn Sheet allows you to get your turn in FAST! Without Special Actions obviously the Fax Turn does not allow you to launch attacks or setup an Ambush/Intercept/Counterattack but what it does allow is a quick response to unexpected emergencies such as training troops or moving after being attacked. You can also do transfers, transactions, scouting and create a new character. This new addition was originally announced on our website (www.ageforfun.com) and copies can be downloaded from there or you can request that a copy be sent to you via standard mail. The new COD I Fax Turn Sheet can be used beginning November 1st, 2000.

WHAT'S NEW — COD II

To reduce confusion about what Advanced Rules Supplements (ARS) are known by a given Empire, this information will appearing on turn results starting November 1st, 2000. Be sure to verify that all the information is correct and if you note any errors please let us know.

Also beginning November 1st, Duane has implemented a new routine for determining which characters will cast what spells in battle. Previously the spells to be cast were sorted in order of Spell Points required to cast (most expensive first) and then would sort through the characters to find the first one able to cast the spell before moving on to the next spell. The old routine drew some criticism as some players felt it resulted in high Intelligence characters needlessly casting low level spells rather than saving up their Spell Points for something more important (and costly) such as Firestorm. The new routine is much more complex than the old (too much to explain here) but will hopefully address those concerns by taking into account not only the character's available Spell Points but also his/her Intelligence as well.

COMPANY NEWS

As many of you know AGE has been doing a lot of aggressive direct mail advertising over the course of the year and this has done a good job of expanding our player base. Recently much of this effort has been directed at former customers (thus the return of many old hands) and veteran PBMers. Our latest effort, running from November 1st to the end of the year, will be our most ambitious effort yet and will be targeting non-PBM gamers. What this means is that we will have a lot of newbies entering our games over the next couple of months. This is a great opportunity for alliance leaders to recruit new members and for players in general to make new friends.