

THE COSMIC BALANCE



Issue # 175

February 2001

PANAGEANEWS

This month we begin in the West, starting on the Illyrian plain outside the city of Stormhold. The opening round of fighting saw the Lions Of The North (Wicca worshipping Humans) defeating Bloodguard (Lawful Terminator Humans) in a close and bloody battle. Half a week later Urotsukidoji (Lo-kee worshipping CSA Humans) defeated Jihad (Lawful Terminator Humans). More than two weeks later Wolverine Psychos (Chaotic Kodan Raman Gnolls) and Lupine Legion (Chaotic Kodan Raman Gnolls) teamed up to destroy Strike Force (Lawful Terminator Humans).

Meanwhile in the area known as Aurumia outside the city of Taikyo, Trekkers (Lawful Terminator Humans) and Wyraxian (Lawful Terminator Giants) joined together to all but destroy Moseby's Raiders (Chaotic Kodan Raman Goblins). Two days later a heavily reinforced Bloodguard (see above) bombarded Taikyo (Lo-kee worshipping CSA Humans) winning themselves an unexpectedly costly victory.

On the Illyrian plain outside of Hampton the Black Company (Trimorph worshipping CSA Giants) defeated Hemlock (Lawful EGA Elves).

In the Vaeld Mountains outside of Thraegen's Deep the Disembowellers (Trimorph worshipping CSA Giants) crushed the poorly defended Demolition Squad (Lawful AIM Humans).

In the Eastern Region we begin on the Crystal Plains outside the city of Narga Thum. The fighting commenced when the 4th Legion Of Horror (Chaotic LOOT Gnolls) smashed Jades (Lawful Elves). More than three weeks later Moondogs (Chaotic Kodan Raman Gnolls) and Vulture Legion (Chaotic Kodan Raman Gnolls) teamed up to defeat Ithaca (Lawful Terminator Giants). The next day (25 days after their previous attack) the 4th Legion Of Horror struck again, this time destroying the Jades.

In the Lorian Forest the Skull Splitters (Chaotic Kodan Raman Gnolls) smashed The Free Children (Lawful Elves).

In the region known as Kythos at the city of Trevington, Silent Covenant (Chaotic Kodan Raman Gnolls) and Jack Wolves (Chaotic Kodan Raman Gnolls) teamed up to devastate White Guardian (Lawful Terminator Centaurs).

In the surprisingly quiet Central region the Daredevils (Lawful Terminator Humans) defeated the largely defenseless Juggernauts (Shhvoon worshipping Lizara).

LORASIANEWS

In the Anvil Mountains, 1st Legion Of Chaos (Chaotic ACE Minotaurs) destroyed the extremely small Frankenstein I (Vampires). The Vampires would have been virtually impossible to find in the Forested Hills had not the bleating and droppings of their numerous herds given them away. Two weeks later and 100 miles away Graybeard's Raiders (Lawful Guardians Dwarves) defeated the Angels Of Death (Chaotic ACE Orcs) in a massive battle between two well armed foes. More than 700 high quality (ie. Heavy) troops were lost with the vast majority belonging to the Orcs in an engagement that included an Orcish unit of Ghouls and a sizable Dwarven catapult battery. Though they were defeated, the Orcs are in a much better position to replace their losses than the Dwarves and the fighting is expected to continue.

On the Agerian Plain outside the city of Kingston, Shadowmane (Centaurs) defeated Feeding Frenzy (Chaotic ACE Leomen). Though both had comparably large armies, the Centaurs' superior Morale, Troop Quality and combined arms force allowed them to dominate the fighting and severely maul their opponents. Several days later more fighting erupted as the 1st Legion Of Fang (ACE Gnolls) destroyed the defenseless Peacebringers (Chaotic Ogres).

On the Nulean Plain outside Port Royale, Tonatiuh's Torch (Kobolds) severely mauled Doomhammer (Chaotic Ogres). Nearly three weeks later K-9 Knights (Lawful Gnolls of the Crystallian Warriors alliance) smashed Avoirdupois Stones (Giants of the Cosmic Balance).

In other battles; In the Cambrian Range outside of Lofton the Phlan Clan (Lawful Dwarves) were repulsed in a close battle against Mask (Humans of the Cosmic Balance). On the Vardian Plain outside of Kaffa the Dark Knights (Vampires) smashed the Skull Crackers (Humans). In the Pryma Forest outside of Lotheria the Wriggling Maggots (Chaotic ROC Hobgoblins) defeated Nibelungen (Lawful Dwarves) in

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

a large battle involving more than 1,500 (mostly Hobgoblin) troops. In the region known as Malundia outside the city of Ez'zak an army known as Cursed Temple (Cosmic Balance worshipping Lizara) was repulsed in their attack against Rue'bes Glow (Chaotic KIL Orcs).

PANAGEARUMORS

The newly formed "Highlanders" is a mercenary organization and their first clients are the EGA.

Repeated defeats have really taken their toll on the fleeing forces of Law. Most armies now seem to have Poor (or worse!) Morale.

Many independent city leaders are joining the Terminators in a desperate attempt to turn back the Chaotic juggernaut.

The city leader of Andar has become a vassal of the Kodan Raman empire.

The Terminators have a cunning plan — RUN AWAY! Unfortunately they have run out of room. Now what?

LORASIA RUMORS

The Terminators have established a branch office. Are they looking to expand or "relocate"?

The Terminator II's are just another bad sequel. Kill'em.

Have you been to Kaffa lately? Last month there were 10,000 troops, 14,500 non-coms, and 26,000 herds there, and that's just the armies that have been hanging around there. If I was the city leader I'd start worrying about some horrible plague breaking out. Then you have to wonder when the prices for herds will bottom out and wreck the economy! Why would you let all those troops hang around there? I'm sure they outnumber the city troops!

Graffiti seen on a wall in Port Royale: Layter, Layter, Alligator mouth/Hummingbird fangs, a craven, a lout/"Chaos and freedom": that is what he screams/Barbecuing children: that is what he dreams.

Crystalian Warriors the Lawful/Neutral Alliance. Are they spies using Neutral armies to spy out Chaotic cities for Lawfuls?

Crystalian Warriors were started by a Guardian of Destiny Alliance member. Is this but a sub-alliance of G.O.D.?

BULLETINBOARD

PANAGEA PLAYER NOTICE

To: Xanthor and Decapitator

Me been wondering — WHY you guys even bothering anymore, huh?

Like, why not just give up? A pup can see that your hopes an dreams all been crushed. You lives be just one big wreck! Is pitiful thing, yes.

Think of your poor round-eared tribespeople. Is bad enough they be pink skinned Lawpukies but ALSO have to follow YOU around! Your whole wretched lives be nothin more than sport for Chaotic hunters now.

You have been stripped and beaten — for all to see. How miserable your thoughts must be. Better, me thinky, if you just disband armies and slink off to live out your days in hiding. At least you'll probably live, huh?

Me know is hard thing for you, but THINK. What you gonna DO, huh? Be, like, hardly any cities you got. Fine Chaos types have them ALL! Troopses? You outnumbered Panagea-wide by bout 10 to 1.

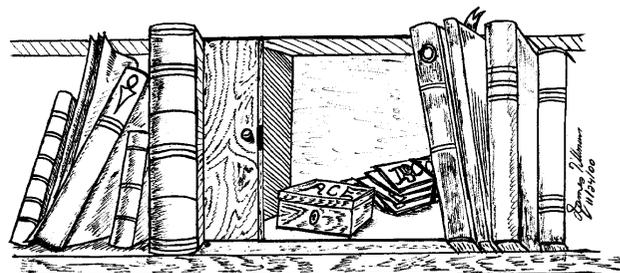
Your heads in your hands, me know. Shady cares. Me just trying to help — you know, for the good times we have in past.

Best to quit now while you still have SOME pride left. Otherwise, your impaled bodies just gonna be so much more buzzard feed.

Oh, and one more thing — you WON'T get a decent burial.

Your friend,
Lord Shadowlore
L.O.O.T. Grand Gnoll

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"The Dirty Secrets"

LORASIA PLAYER NOTICE

To: All Warlords on the Vardian Plains
From: The Vardian Partnership

We of the Vardian Partnership, represented by Lawfuls, Chaotics, and Neutrals, want to make it known that we intend to remove all of the inactive positions from the Vardian Plains that do NOT fly Alliance banners. Alliances are responsible for the actions of their own. We have our own individual reasons for cooperating in this effort but share the goal of removing potential marauding armies and their most likely targets. We do not wish to allow marauding players to continue to pick up established inactive armies, rich in herds and manpower, and attacking us or vulnerable, wealthy, inactive armies. These inactive armies represent a threat to the Vardian Plains. We have already diploed every army on our current potential inactive list. We ask that every Warlord with an Empire represented on the Vardian Plains contact at least one of us to ensure your inclusion in our active listing. You will not need to join anything nor give anything, just contact us.

The Vardian Partnership as headed by:

Anfauglir for the Lawfuls — A#412 Jaws of Thirst
Decapitator of ACE for the Chaotics
Sertorix of the ICON KIB for the Neutrals —
A#298 Wolfpack

[Ed: NPC positions regularly have turns run for them. A position that has not moved in a long time is more likely to be a player than an NPC. A position that does not move isn't necessarily inactive as many players enjoy the roleplaying aspects of interacting with city characters or exploring ruins/dungeons both of which can require many turns but no movement. Before jumping to conclusions, consider other possibilities.]

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LORASIA PLAYER NOTICE

To: Bentpaw — 10th Virginia Inf.
From: The On-Looker

Again we get to hear you cry and snivel over something that happened well over a year ago. It is not the Guardians' fault you failed to put Burial at Sea as one of their Allies. And why the heck do they need to declare war? They are Lawful, you are Chao"tick". Duh...

Everyone is a rocket scientist but you and the rest of your ROC bunch. And it seems that your thank you in the October CB was to the army that kicked your butt. Now THAT is funny. Now I've read everything. An army that gives thanks to the army that attacked it. What a Thanksgiving you must have had. Next, you'll be thanking Burial at Sea and the Guardians. The joke's on you, again.

LORASIA PLAYER NOTICE

From: James Tillman (Crystalian Warriors, K-9 Knights)

To those who have contacted me over the month of December, I apologize for not being able to respond as I should. I have been at a medical facility and am recovering from surgery. Please bear with me until I return home (in January) and respond to your letters. Thank you!

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LORASIA PLAYER NOTICE

Terminator II: Judgement Day
Are you ready to be judged?
Are you ready to be sentenced?
Are you ready to be terminated?

J.D.

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LORASIA PLAYER NOTICE

It's good to see that Layter has a lot of Lawfuls wanting to potty train him. If anyone is interested in finding this loud- mouth, you should attack RoC wherever you find them. Sooner or la(y)ter he'll show up to help his Chaotic pals. If he lives down to his name, it will be much la(y)ter before helps anyone.

Tlatoani

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LORASIA PLAYER NOTICE

The Crystalian Warriors Alliance wants to thank all of those leaders who have contacted us about info and leadership positions. The ball is now rolling and is picking up speed. All inquiries are welcome and answered. What have you got to lose!

Leaders of other Alliances who are interested in trade, exchange of map info, or even a pact of non-aggression are urged to contact me. We welcome all Lawfuls and Neutrals. And if you are Chaotic and tired of being attacked by other Chaotics, then drop me a diplo. New armies and Warlords are very welcome. Older Warlords can easily step into a leadership position. What are you waiting for? Write me today.

A#179 K-9 Knights

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

LORASIA PLAYER NOTICE

To: Chaotic and Neutral Empires, COD II
From: ACE Alliance

Are you interested in joining an Alliance? The ACE Alliance is now accepting players with the Neutral alignment. Not only will this allow ACE to increase in number but will give those of you who do not want to pick a side in the battle between Chaotics and Lawfuls an opportunity to join a powerful Alliance with a great amount of information.

The ACE Alliance is run with the knowledge that people don't want to be told how to run their Empires. ACE believes that YOU can be a part of the Alliance if your loyalties are with us. We have several divisions within ACE, maybe you can find your niche in one of them. If you have interests in joining an Alliance but have concerns, contact me to learn more.

Contact me by diplo at C#713 Decapitator or at

Scott Dykas
P.O. Box 3310
Oshkosh, WI 54903

HAIL ACE!

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LORASIA PLAYER NOTICE

Hail Warlords of Lorasias,

The Kaffani Iconite Brotherhood (KIB) wishes to remind all that we have interests in the 9-sector zone centered on the city of Kaffa at 37-13. We intend for this zone to be an ICON supported area of trade and active Empire advancement. All active players 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. Contact me for information or trade talks.

All armies at Kaffa are responsible to protect their own; however, the KIB reserves the right to step in to ensure that the Kaffa market stays open and free of sustained threat. Once on our banned list, you are "fair game" without further warning.

Sertorix — Kaffani Chapterhead
A#298 Wolfpack

Stefan Franz
12A Kenalcon Drive
Phoenixville, PA 19460
sertorix@aol.com

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LORASIA PLAYER NOTICE

Looking for allies and friends. Contact A#489 Dark Knights, C#1970 Blackmoon.

LORASIA PLAYER NOTICE

To: The On-Looker
Re: Your notice in CB 174

Your attempt to slander our Chao"tick" brethren cannot be allowed to go unanswered. C#1732 Craco Blackheart stated his own pledge to answer a call to arms and avenge attacks against his fellow ACE members. He does not say that it is required to join the ACE Alliance. Even if such a binding pledge is required, his offer was simply for assistance. It did not say that it was necessary to join ACE to receive this assistance. I am constantly offering free advice to new Warlords as well as exchanging maps and valuable bonus/skill information for nothing more than scouting information. Nice try.

Layter
RoC Minister of Information,
Propaganda, and Orgies

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LORASIA PLAYER NOTICE

Does the idea of Lawfoolz running amok make your skin crawl? Do you want higher skill levels? Do you want more bonuses? Do you want better troops? Does your map have too darn many blank spaces? Tired of getting responses of "Send this" or "Not enough for a bonus"?

If you answered yes to these questions The Reign of Chaos is for YOU!

The RoC has high skill levels. The RoC has even more bonuses than before. The RoC knows how to get bigger and better troops. The RoC has THE map and it keeps getting more complete. The RoC will tell you why the Great Monsters do things the way they do and how to write your actions so they are virtually foolproof.

The RoC leadership is made up of and has access to other COD I players that love to dispense advice. We love a good challenging debate. Do you just have questions? You don't have to join to get help. You don't have to join until you're ready. Remember that no Alliance can prevent you from being attacked. They can only avenge you. We don't want or need onager-fodder. We'll leave that to the Lawfoolz.

Interested?

Do you have the chutzpa to be a piece of the RoC?

Contact:
C#153 Bentpaw — A#147 10th Virginia Inf
mwelch@cpug.org
or
Fetid Flesheater — A#157 Wriggling Maggots

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LORASIA PLAYER NOTICE

As the Gnoll army continued to head north in search of the relic sword known as the "Vampire Slayer", several months passed by. During that time Warlord Quartermoon, during a religious rededication service, was uplifted in the eyes of his deity Oshiana, Goddess of the Sea, and granted Paladinhood.

During his baptism a vision and a voice came to him. "Well done my faithful servant. I am very pleased at your dedication to me and the service of Law. I tell you this. Several gods and goddesses, known and unknown, have come together to voice their great concern of the wars that are taking place in Lorasias. It saddens them to see their followers fighting and dying, not for their causes, but out of spite, jealousy, envy. Thus, I have been instructed to tell you to go forth and start a new Alliance. It shall be called the Crystalian Warriors, which means pure-hearted warriors. Many different races will come to join. Some because of the help that will be offered to them. Some because they are tired of being at war and having to look over their shoulders night and day. Others because they feel they can make a difference in this world through their positive leadership roles. Some will be Neutral and some will be Lawful. Even a few Chaotics will ask for help. All will be welcomed."

"I am but one leader of a modest Gnoll army. How will I know who is ready to help make a difference and who isn't?" Whisper asked.

With that said, the vision appeared in his mind. A beautifully designed signet ring with a raised Unicorn in the middle. On the ring were the words "Crystalian Warriors".

"I send you a sign so you will know," said the voice. "I also tell you that the sword you seek is no longer on Continent I. It has been taken to the east and will soon be arriving on Continent III. I'm sure there will be others to take up the quest to retrieve it. What I want you to do is locate the Immortal. He has a special quest for you."

With that the voice and vision disappeared. Whisper emerged from the water after his baptism and wondered if he had been dreaming. He felt a sudden weight on his finger. Quickly he looked and saw the same ring he had seen in his vision. He knew it was an omen and that he had been chosen for a reason.

He called all the Gnolls together and told them what had happened to him. Many were pleased that the relic sword was now gone. But who was this Immortal and what was to become of this new Alliance whose armies numbered ONE? Would others really come and join?

The Gnolls gathered their belongings and started on the journey westward toward the mountains. Whisper knew he had to head that way. But exactly where in the

mountains was this Immortal and what dangers would they face looking for him? Only time would tell. (And the story continues...)

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LORASIA PLAYER NOTICE

On-Looker,

1. You cannot read. 2. Whatever you do manage to get deciphered you get confused. 3. You do not sign your Player Notices, cowardly to say the least. You must be a Lawfool. Don't worry, I understand you have cause to be afraid, but listen. All you have to do is diplo me and we'll talk, get some things changed around and I'll get you hooked up in A.C.E. and you won't have to be afraid anymore.

The notice you're referring to was Craco Blackheart's, yet another army swearing its allegiance to A.C.E. Thank you for your compliment of Megalomania. To be sure they as well as Last Rights will be sorely missed, but with the emergence of newer armies a void filled. Yes, On-Looker, you have cause to be afraid.

As for Decapitator (our diplomatic leader) attacking one of our kind (you must be referring to Peacebringers) — well, "On-Looker" maybe it's a problem with your eyes and not an inability to read. Never fear. We of A.C.E. have many talents. Not only will we teach you to read but LOYALTY as well. The obliteration of Peacebringers was not unprovoked. Sometimes the wheels of retribution turn slowly as others will learn if they already haven't.

C#1742 Furro Halfear
A#466 1st Legion of Fang

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LORASIA PLAYER NOTICE

To: Craco Blackheart

I sit here and read your whining and carryings on about Greybeard. Face it. Your leader put a bounty on the Dwarves and Megalomania, with all his mouth, couldn't get the job done. These Dwarves wiped out an entire army (a big one at that) in one battle.

Just read your CB#173 in the Bulletin Board section under Chaos. I don't see anywhere where it says that you have to whine, cry, or mock your adversary. Megalomania made their bed, now let them lie in it. As for acting like a Lawfool, as you put it, to me I see you acting as the "Chaotick" you are. But we will see if you hold up to your challenge of Greybeard's Dwarves. Or did you just write a check your butt can't cash?

The On-Looker

LORASIA PLAYER NOTICE

A#447 Jagged Eye Clan Goblins seeks others to work with. Contact C#574 Crank Zappa

WHAT'S NEW — COD I & II

We have some exciting new features for both games that were first announced on our website (www.ageforfun.com):

COD I & II: We have added a great new character class to both games. This new class is most commonly found in Elven or Dark Elven settlements and while handy in tactical situations (quests, adventures) for dealing with difficult adversaries it is of particular value in mass combat for cutting down numerous foes. We can't tell you more as the details must be learned through play (knowledge is power!). This brings us to 11 Character Classes in COD I and 19 in COD II. Can you name them all?

COD I: Thanks to a persistent suggestion from Raymond Doo we have expanded the Empire Possessions Totals section of the Monthly Status Reports to include Gold Sovereigns and Non-warriors as well as two additional categories. Since the Armies/Cities in a large Panagean Empire can be quite numerous this information can be handy for keeping track of assets and resources not to mention saving players the trouble of counting them by hand.

COD II: While making some minor changes to the Battle Book options in response to suggestions from our UK affiliate we went a little overboard and actually added a host of new options to help manage your troops' behavior both during and after the fighting. Some of these new options can be used to help counter some of the sneakier tactics originally developed in COD I. So what are they? We can't tell you (knowledge is power!) as they must be learned through play.

All told these changes help to add to the already considerable depth of both games. Most came from suggestions provided by others rather than solely developed internally. So, as we have always encouraged, send in your feedback and suggestions! You may be the instigator of the next great game enhancement.

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.

POSTAGERATEINCREASE

* reminder from January *

Effective January 7th, 2001, the United States Postal Service has announced a series of rate increases. The most relevant are as follows:

1st Class (a regular letter/turn/etc. for domestic and APO/FPO):

\$0.34 for the first ounce (about four pages)
\$0.21 for each additional ounce

Post Cards:

\$0.20 for domestic
\$0.50 for Canada or Mexico
\$0.70 for everywhere else

Priority Mail (2-3 day delivery, NOT guaranteed!):

\$3.50 for up to one pound (about 60 pages)
\$3.95 for up to two pounds

Express Mail (fast, trackable, guaranteed and automatically insured up to \$500 — ALWAYS sign the waiver!):

\$12.25 for up to a half pound (about 30 pages)
\$16.00 for up to two pounds

International Mail (ALWAYS mark envelope, front and back "AIRMAIL"):

\$0.50 Canada or Mexico, one ounce (about four pages)
\$0.80 All other countries, one ounce

Money Orders (for those that use them):

\$0.75 each, domestic (USA)
\$0.25 each, APO/FPO
\$3.25 each, international (ouch)

A new copy of the House Rules is now available. Download it from our website (www.ageforfun.com) or request a FREE copy with your next turn.

