

THE COSMIC BALANCE



Issue # 177

April 2001

PANAGEANEWS

For this month's battles we begin in the Western region of Panagea, where most of the fighting occurred. In the area known as Aurumia the Trekkers (Lawful Terminator Humans) bombarded the city of Alexander (Lo-kee worshipping CSA Gnolls), a probing attack with little effect other than spying out the city defenses. At about the same time Foresters (Lawful Terminator Humans) smashed the Rescuers (Lo-kee worshipping CSA Gnolls). More than two weeks later the battles resumed with the Trekkers launching a full scale assault on the city. The defenders of Alexander were devastated by the assault but were just barely able to hold on and deny the Trekkers their conquest of the city. Meanwhile Foresters defeated Daojissaiwa (Lo-kee worshipping CSA Humans).

On the Illyrian plain outside the city of Hampton the Silver Arrows (Trimorph worshipping CSA Elves) defeated Black Lancers (Lopra worshipping EGA Humans). Nearly three weeks later fighting resumed as the Lupine Legion (Chaotic Kodan Raman Gnolls) attempted to storm Hampton (Lawful Terminator Humans) itself with little more than mass waves of ladder-equipped troops supported by a large contingent of Sappers. Despite a 5-to-1 superiority in numbers the Gnolls were repulsed after suffering nearly 10,000 casualties — almost twice what they inflicted! Despite this setback the defenders will be hard pressed to turn back another assault. At about the same time the Wolverine Psychos (Chaotic Kodan Raman Gnolls) smashed the Cobra Demons (Lawful Humans). Elsewhere in Illyria the S.F. Giants (Chaotic Kodan Raman Giants) and Lomorian Wolf Pack (Chaotic Kodan Raman Gnolls) teamed up to defeat the Tricksters (Lawful AIM Humans).

In the region known as Mireland the Lions Of The North (Wiccan worshipping Humans) attacked the city of Ky'lesh (Lopra worshipping Humans of the EGA) with little more than massed troops (more than 9-to-1) and were repulsed with heavy casualties.

Moving to central Panagea the fighting centered on the isle of Mycenea. In the initial engagements Fedaykin (Lawful Terminator Humans) and Wyraxian (Lawful Terminator Humans) teamed up to destroy the 6th LOOT Legion (Chaotic LOOT Orcs). More than two weeks later Fedaykin and Wyraxian struck again, this time against the mighty Mental Militia (Chaotic Kodan Raman Orcs). The battles were close but in both cases the Orcs were defeated. Nearly two weeks later the Orcs struck back, hitting Fedaykin with a vicious assault. The Orcs were repulsed and then

immediately hit by a counterattack launched by Wyraxian and were again defeated. All told the Mental Militia lost four battles and suffered more 20,000 casualties — enough to destroy most armies many times over. But the Mental Militia was one of the largest and toughest armies on the face of Panagea and despite these setbacks remain a viable force.

In the Numorean Sea, Thunder (Lawful Terminator Humans) defeated Shudan No Nikko (Lo-kee worshipping CSA Humans) in a large scale clash of Heavy Galley fleets.

In Eastern Panagea things were relatively quiet. On the Crystal Plains outside of Narga Thum, Moon Dogs (Chaotic Kodan Raman Gnolls) and Trailer Trash (Chaotic Kodan Raman Gnolls) teamed up to destroy The Free Children (Lawful Elves).

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

LORASIANEWS

This month saw a lot of battles, all of them on the Vardian and Agerian Plains. If you are in these areas, travel with care. If you are outside of these regions, just hope the fighting doesn't spread!

On the Vardian Plain the fighting began outside Kaffa as the Jaws Of Thirst (Lawful Gnolls) and Dwarven Axes (Lawful Dwarves) teamed up to destroy the Saviors (Humans).

Nearly a week later and 150 miles away the 1st Crimson Legion (Cosmic Balance worshipping Humans of the ICON alliance) defeated the Promised Ones (Lawful Giants).

Several days later and nearly two weeks after their previous attacks the Dwarven Axes and Jaws Of Thirst again teamed up, this time to destroy the Nautical Merchants (Giants) outside Kaffa.

Days later at the nearby city of Angonheim the Rainbow Guard (Cosmic Balance worshipping Humans of ICON) destroyed the Caravan Guards (Humans).

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Two days later and nearly two weeks after their previous battle the 1st Crimson Legion again defeated the Promised Ones.

Nearly a week would pass before fighting resumed, again at Angonheim, as Wolfpack (Cosmic Balance worshipping Humans of ICON) destroyed the Knights Of Papert (Humans) and Wolfhounds (Cosmic Balance worshipping Gnolls) defeated Oblivion (Cosmic Balance worshipping Giants). This last attack is most curious as attacking fellow worshipers has a host of ill effects on Morale, Piety Rating and the willingness of Dieties to answer prayers.

At about the same time but more than 200 miles away the 9th Diamond (Humans) soundly defeated the Red Sun Warriors (Lizara) despite being outnumbered by 20%. A fine example of the advantages of superior troop quality not to mention the cleverness of hitting Lizara at night (neither race enjoys night battles but the effects on Lizara are far worse than those on Humans).

Now for the Agerian battles: At the city of Kingston, Howling Fury (Chaotic ROC Gnolls) defeated the Nazghouls (Humans).

Several days later and one hundred miles away Circus Maximus (Titans) butchered the defenseless Gnollo Condottiere (Gnolls).

A week later 1st Legion Of Fang (ACE Gnolls) attacked Shadowmane (Centaur). Though fleeing the Centaurs soundly rebuffed the Gnoll's attack. Encouraged by their success [Ed: Actually the turn was already in.] the Centaurs counterattacked the next day and dealt the Gnolls another sound thrashing.

PANAGEARUMORS

The CSA is now under the control of Lawfuls!

The Kodan Raman have converted all the Neutral cities to Chaos and are hard at work on the Lawful cities.

The Terminators are ready to strike.

The shipwrights of Mycene, famous for developing the Longship, are about to debut a new creation.

The CSA has taken Stormhold!

The Terminators are running away again!

The Demon Gozmul was seen wreaking havoc on a small village near Trevington!

LORASIARUMORS

Better to run than to let ICON know your true identity or purpose!

The ICON Alliance of Neutrals/Lawfuls and Neutrals/Chaotics. Are they spies using both Lawfuls and Chaotics to spy out cities for Neutrals? Who would have thought!

The ACE Alliance of Chaotic/Neutral Armies. Are they spies using Neutral Armies to spy out cities for Chaos? Imagine that!

The Crystalian Warriors is now two Empires strong and growing.

Heavy winds near Ez'zak have caused several fleets to crash into nearby rocky reefs.

The city leader of Kaffa is said to have begun a massive mobilization of his forces. If his allies won't help to restore the peace he is apparently planning to launch retaliatory sortie attacks to end the marauding.

ICON is nothing more than a front for marauders, robber-barons, and ordinary thugs.

A Dragon was seen flying above Angonheim. What was it doing?

The Vardian Consortium claims to be trying to eliminate the targets of marauders... but THEY are the only marauders on the Vardian Plain!

Can it be true? Lawful and Chaotic forces uniting to battle the ICON menace?

Papers? We don't need no stinking papers! Down with tyranny!

A new alliance is being formed by former Chaotics with a lust for battle and strange hair styles. They are known as the Xaotics....



BULLETINBOARD

PANAGEA PLAYER NOTICE

Greetings Chaotic scum and their "neutral" allies

I have lots of pride left. I'll never give up so easily. It's you who don't have any pride left. You may think you have a 10 to 1 advantage over us. Since you are a bunch of spineless curs, you will need all the help you can get. However, y'all are way too dumb to make good use of that great advantage. If you need help, drop me a line. I'll try to keep my instructions to monosyllables. BTW, I just love the steep odds. If you ever get a 100 to 1 advantage, let me know. Then, I might leave you alone if you get out of the west.

This war has not even started. Hell will have to freeze over before you can claim any sort of victory. I'm going to keep fighting you for a very, very long time. Win or lose, you're screwed. Please send more Chaotic scum my way. Don't keep me waiting. I'm really enjoying the challenge.

You won't have your heads in your hands because I want you to see me rip out your hearts. And you won't get any sort of burial. Garbage is usually left in some filthy pit.

Frankly, I don't see the fun in pounding someone when you have such a huge advantage. It's like drinking 10 bottles to my one bottle. Does it make you any braver? I doubt it.

I'm your worst nightmare. Sweet dreams.

To the death,

Xanthor

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LORASIA PLAYER NOTICE

John Hunt of Pride (ICON) did negotiate for the city of Half-Haven. He never traded anything for it. However, he failed to persuade the CL to let him have the city. Maybe the Lawfuls knew he was a Chaotic sympathizer? When Chaotics dropped by to attack Lawful armies, the opportunity to go to bed with them was too great a temptation. The Chaotics were kind enough to tell him to leave because they were going to attack the Lawfuls. In addition to destroying the Lawful armies, the Chaotics managed to kill all the defenders of Half-Haven.

Although the Chaotics planned on occupying the city, they had to beat a hasty retreat because Tonatiuh's Torch was beating the crap out of them. So, they decided to give the unoccupied city to their "neutral" friend. The token of friendship didn't go unrewarded. When 10th Virginia Inf gnolls needed ships to get out of Dodge by sundown, their neutral friend supplied him with ships in exchange for the plundered possessions from the destroyed Lawful armies. Of course the neutral charged an exorbitant price for the ships. So, it pays to be neutral and support Chaotics.

Did he really support Chaotics? Well, let's see. Whenever he scouts Lawful forces, he quickly reports the findings on the message board. It's strange he never reported the arrival of Chaotics at Half-Haven. If he was truly neutral, he would report on anyone he came across. He supplied the Gnolls with ships when they needed them. I thought declared neutrals didn't take sides. In fact, this neutral should be siding with the Lawfuls because the Lawfuls were being destroyed by Chaotics. Of course he is not alone in supporting Chaotics. Due to the arrival of Lawful Vampires at Half-Haven, ICON members are sending armies to protect the stolen city from Lawfuls. Is there something wrong with the picture? Neutrals defending their city against Lawfuls but are not worried when Chaotics are camped outside the city. How cozy!

Since ICON is sleeping with Chaotics, I guess it's not surprising they're worried Lawful forces may want Half-Haven back. I hope ICON gets what's coming to them. Let the Hunt begin.

An observer

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LORASIA PLAYER NOTICE

"I had that dream again."

"The one where you can't move and everybody acts like you're not there?"

"Yeah, but this time there was this little girl. She was looking right at me. I tried to say something, but nothing worked."

"So, what happened?"

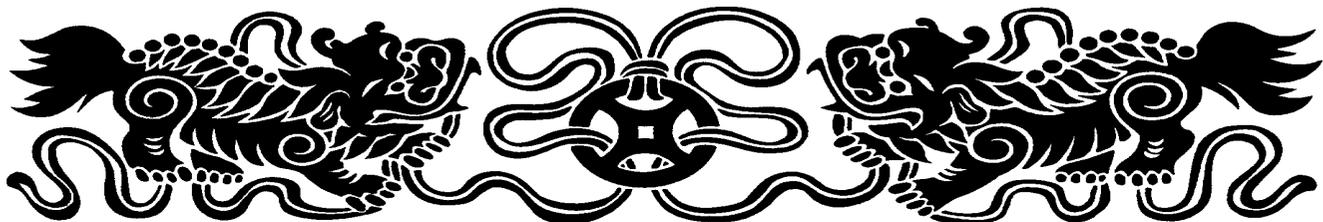
"Nothing. We just stood there staring at each other for I dunno how long. Then I woke up, drenched in sweat. My tent was warm, but I could swear at first I could see my breath, but when I tried to see it I couldn't."

"Did you recognize her?"

"She looked familiar, but I... I dunno."

"Somebody's trying to tell you something."

"Yeah, but what? And who's the girl?"



LORASIA PLAYER NOTICE

The Crystalian Warriors are looking for Lawful/Neutral and/or Chaotic armies to share, learn, and grow with. There is a goal we are striving toward. To be the best is only a part of that goal. So if you want to be a part of Lorasias up and coming new alliance, then contact me at A#179 K-9 Knights or snail mail at:

James Tillman
317505 D-1
P.O. Box 648
Pelham, GA 31779

We are also interested in exchanging map info, skill and army bonuses. All messages are confidential to ensure your privacy, so contact the Crystalian Warriors today!

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LORASIA PLAYER NOTICE

To: All Warlords on the Vardian Plains
Fr: The Vardian Consortium

The Vardian Consortium sends greetings to all Warlords on the Vardian Plains. As foretold, events have picked up in Vardia. This is an update to mitigate fears and lessen anxieties. Our consortium seeks to remove all non-relating armies on the plains of Vardia. No longer will rogue marauders find willing armies and easy targets!!!

Many seem to have mistaken this activity on the Vardian Plains to be a solely ICON backed policy. Nothing could be further from the truth. We are not so rash as to initiate such activities without the tacit support of relating players and alliances on the plains. ICON stands along with the relating forces of Law, represented by Angfauglir and with the full knowledge of the relating GOD representative on C2. We also work in conjunction with the Chaotics, represented by Decapitator of ACE. Nay, to think that we are alone in this would be untrue. We relate with those that relate with us...

The following armies (as of 3/13/01) due to actions or verbiage (either positive or negative) have no reason for concern over the upcoming events sponsored by this consortium. Many have open invitations for inclusion in the consortium. All of them may, as autonomous armies, conduct travel and trade throughout Vardia. We regret any undue anxiety our efforts may have caused and hope that life on the plains for them returns to normal:

At Angonheim:

A385 9th Diamond
A310 Iron Ring
A368 High Blade Brigade
A197 Wyraxxian
A344 1st Pioneers (GOD)

At Kaffa:

A364 Abatorian Rangers
A321 Knights of the Rose
A263 Deathlords (KIL)

To those armies that have not related to us, please do so. Time grows short. No one in the consortium wishes to strike at a current player army, as this would be contrary to our stated goal. We do not ask for much. We wish only for your willingness to relate...

As the Balance guides all our efforts,
Lord Sertorix of ICON

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LORASIA PLAYER NOTICE

To: C#1742 Furro Halfear
Re: Your notice in CB#175

I am surprised you would want to put your name on what you wrote, even though it was admirable of you to defend your leader. But why do you think he is the leader? By taking care of himself, right?

And to state that I can't read is laughable since you wrote back expecting me to read your response. Duh...

You then say that I must be Lawfool. Well, if you want to give them that much credit, then that's on you. But to hook up with ACE? No thanks. You'll not get the chance to call on my little army men to die for your revenge. I shall stay right where I am, neither right nor left.

I'm sorry you have been so brainwashed you feel insulting me will let you off the hook of being "Chaotick". I guess that is why you though my comment on Megalomania was a compliment. I made a statement, not a compliment or degradation.

My suggestion, Furro Halfear, is for you to go to the nearest city and enroll in school. As you advance, in grades not years, remember one thing. There is no such thing as a fifth grade high school senior. Rookie...

The On-Looker

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LORASIA PLAYER NOTICE

ATTENTION ALLIANCE LEADERS AND INDEPENDENT ARMIES OF CONTINENT I

Request the leaders or Lords of said armies contact me in helping form the Neutral Partnership. Interested alliances may contact me at A#179 K-9 Knights or snail mail at:

James Tillman
317505 D-1
P.O. Box 648
Pelham, GA 31779

Other armies are asked to contact their respective order or alliance to get your name on the active list. You need not join anything, nor give anything when you contact me or your representative. Thank you for your input and help.

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LORASIA PLAYER NOTICE

To: The Crystalian Warriors
Re: CB#175 Lorasias Player Notice

I must admit that I liked your story. I have heard there is more to your story but it is in earlier CBs. Do you happen to know which ones?

What I would like to know is what is "an Alliance of one"? You started your Alliance back in October 2000. I haven't read where the first army has joined your cause. And the propaganda (or head game as it is sometimes called) is already in motion. Word has it that you upset someone in the Chaotic world and now your name is mud. As a journalist I will continue to dig until I find out who and why. Personally, I'd sleep with one eye open for a while.

The On-Looker

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LORASIA PLAYER NOTICE

To: The Crystalian Warriors
From: The On-Looker

What is this in the rumor section? Are you indeed a member of the GOD? Wouldn't that mean you are Lawful? Is it true? And how can you be a member of GOD and CW at the same time?

And what about this using Neutral armies to spy out "Chaoticks"? That is great breaking news. No one has ever thought of that one. Duh... Judging from the looks of the rumors, Lawfuls and Neutrals were picked upon. That must mean a Chaotick is trying to shovel the stuff that is on them onto someone else. All we have to do is figure out why. I'm sure the ugly truth will rear its head again soon. But meanwhile, I'd like an answer from the C.W..... Lawful or Lawfool?

LORASIA PLAYER NOTICE

To: Layter — ROC Minister
Re: Your notice in CB#175

Well Layter, you come to the aid of someone not in your alliance. "Help, help, my Chaotick brother has fallen and can't get up!"

Give me and the other readers a break. Are you trying to tell us this is where your heart lies? Why not change over to ACE? And who is avenging whom? I read in the past several CBs where Lawfuls attack Chaos, Neutrals attack Chaos, and Chaos attacks Chaos. What I stated was fact (as found in Oct 2000 CB). Yet it is not Lord Blackheart who comes forth, but someone not even in his alliance. "You talk about strange bedfellows." My ears are open for this response.

You state he (ACE) does not say it is a requirement when a call to arms is called. Then you say "Even if such a binding pledge is required..." Do you speak for ACE or ROC? Our readers would like to know. I would like to know!

You say "Nice try". That is funny. So let's look at what you said about offering free advice to new Warlords. "Free" meaning no attachments, wants, or obligations. Yet you clearly exchange map and valuable bonus/skill info for nothing more than scouting information. Giving away something for something is called an exchange or barter. Duh... Call it what it is. Nice try back at you.

The On-Looker

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LORASIA PLAYER NOTICE

To: The Cowardly On-Looker

What a true coward you are. Never giving a name and army number. If your statements (notices) were your own you would sign them. I truly hope (HAHA) that the Lawfool who is your puppetmaster is wearing one of those real long rubber gloves they wear when artificially inseminating cows, because he must have shoved his hand all the way up to your freakin head to make you work so hard.

I'm betting when his or her hand isn't making you so happy that you're in some Lawfool controlled city, town, or hideout, hiding under a table in a small tavern (run by a smelly Dwarf) shaking in fear of being discovered. Are you following all this or do you need that smelly Dwarf behind the bar (if he can) to read and explain it to you? You are just a coward and will be relegated to non-existence. You will now and forever be disregarded.

Craco Blackheart

COD ON-LINE

Our presence on the Internet is growing rapidly with a number of resources currently available.

If you want to learn about the happenings in the CRACK OF DOOM (I and II) check out the following message boards:

<http://clubs.yahoo.com/clubs/conclavecodiichat>
<http://www.neosoft.com/~lanza/ICONdiscuss1.html>

Message Boards are a great way to share ideas and pick up the latest gaming gossip. As with anything you get off the internet — don't believe everything you read! When in doubt, ask the GM. Also, if you have an important comment, question or complaint, send it to AGE rather than posting a message as AGE does not supervise or manage these sites and your comments may never reach us and will be unlikely to get an official response.

In a similar vein, the ICON alliance (COD II) has its own website that contains a wealth of useful information for members and non-members alike:

http://www.neosoft.com/~lanza/Main_Page_ICON.htm

If you want information on CTF2187 check out the following:

ORBO's CTF2187 HOME PAGE: Want to check out the latest CTF info including the current issue of the newsletter almost the same day it is published? How about player bios, many with color photos? All that plus lots of other useful information is available at the CTF website. Special thanks to Orbo (Rob Fackler) for his efforts in setting and maintaining this cool site: Check it out at:

<http://yourpage.blazenet.net/orbomaxx/ctfhome2.htm>

Brigadier General Them Bones [PN323] of the Berserkers [TM5] has set up a Chat Room at:

<http://clubs.yahoo.com/clubs/ctf2187>

He also has set up an email discussion list. For those of you unfamiliar with a mailing list, here is how it works. Folks interested in a common topic must JOIN (aka SUBSCRIBE TO) the list. All of these "members" will then receive all postings to this list and can also respond and/or post their own messages. All sorts of folks can have all sorts of topics going at the same time — so long as it is strictly CTF related.

To join, send a blank email to: CTF2187-subscribe@yahoogroups.com.

If you prefer to get all of the postings in one "batch" mailing a day (rather than each one sent to you individually) then immediately send a SECOND email to: CTF2187-digest@yahoogroups.com

Of course, don't forget to check out the AGE site which contains all sorts of nifty downloads (House Rules, CC/RC Form, etc.). It is still in its infancy but is expected to grow and evolve rapidly over the coming months and of course feedback and suggestions are encouraged. Check it out at:

<http://www.ageforfun.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.

COD II RULE CHANGES

* Reminder from March *

As you may already know each Empire can have a maximum of fourteen different troop types. Three of these are fixed (ie. everybody has them, these are Non-warriors, Foragers and Craftsmen) and the rest are determined by the controlling players. Previously, once a troop type was selected, it could not be removed. An Empire was essentially locked into that decision for ever. Thanks to suggestions from Dan Waugh (and others) that is about to change....

Beginning March 1st, it is now possible to "disband" an unwanted troop type and remove it from your Empire freeing up space for something more useful. The three "core" troop types (Non-warriors, Foragers and Craftsmen) cannot be removed but any of the eleven others your Empire may have are fair game. To remove a troop type from your list you must do an action ("Warlord Gork orders that the infrastructure for Medium Axemen be dismantled and permanently removed from the Empire..." or some such). You will NOT get a refund for GS spent to originally set up the infrastructure and the action will fail if you have even one member of that troop type anywhere in the Empire (ie. retrain all the Medium Axemen as something else BEFORE trying to get rid of the troop type).

Due to an unfortunate processing error, players were for a while allowed to build Ballista (with the appropriate skills) using 20 Craftsmen and 2 Lumber. THIS WAS AN ERROR. The correct totals are 40 Craftsmen and 4 Lumber. No corrective steps are being taken. If you were able to build these half price Ballista then congratulations — you lucked out. There weren't very many but we wanted to make sure everyone was clear on the correct amounts and that this isn't a rule change, just a correction of an error.

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. Sometimes also referred to as L.O.O.(G.)T. when Gnolls are included.

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

C.W. — Crystalian Warriors

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

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.

COMPANYNEWS

It looks like the popular COD (I & II) Message Board located on "Inside The Web" (www.insidetheweb.com/mbs.cgi/mb144455) is shutting down March 5th. No, not just the COD portion but the entire site (another dot-com casualty). This is certainly a disappointment as the COD portion of the site was very popular. Though never an official AGE site it garnered enough attention that we are looking into an alternative and perhaps will even set up something similar as part of or www.ageforfun.com site. If anyone has any experience with this or the necessary scripts to run it please let us know, we would appreciate the assistance.



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.

WHAT'S NEW — COD I

Activity on Panagea is on the rise! Not only are we getting a lot more turns but we are also seeing a number of new signups and info requests. Not bad for a 15 year old game. But then if you want to fight a fantasy campaign, COD I is the place to do it. Pick up an NPC position and you can quickly field a force of THOUSANDS and join in on the fun of an ongoing world war! The principal participants are some of the sharpest minds in PBM — they really know strategy! Not to mention knowing how to maximize the effectiveness of their forces (along with magical and divine elements).

To take advantage of the recent upsurge in game momentum, AGE has been working to improve things for everyone. Debbie has upgraded the turn sheets while Duane has finally finished the long awaited COD I Rule Book version 4.0. This is the first serious update in ten years. We adopted a new "easier to read" format, made a host of corrections for things that have changed over the years, added a new character class, provided a host of information on tactics and Standing

Combat Orders, a bunch of new artwork and all the new rule changes previously covered in the Cosmic Balance. While you can certainly hang on to your old tattered version 3.0 (or earlier which are bound to be collector's items) and use the Best Of The Cosmic Balance for reference, we heartily recommend everyone get themselves a copy of the latest version (See Special Offer). You won't be disappointed!

WHAT'S NEW — COD II

It has been suggested that the two Empire limit (one of which can be an Advanced Race) that currently exists for COD II is too restrictive and that players would prefer a three Empire limit (again, only one Advanced Race) as exists in COD I. Frankly, we have no objections to this but would like to take a poll to get a broader view of player opinion on the subject. So, if you could, please send us your opinion of raising the COD II Empire limit from two to three sometime during the month of April. Thank you!

SPECIAL OFFER

As previously announced, the COD I Rule Book version 4.0 is now available. Normally it would cost \$6.00 to purchase but for requests that are received by AGE during the month of April we will drop the price to only \$5.00. Or, send a check for \$100 or more to your existing account (again, received by AGE in April) and we will send you A FREE copy (but only if you ask for one and the request is sent along with the payment!).

