

THE COSMIC BALANCE



Issue # 180

July 2001

PANAGEANEWS

This month western Panagea saw the heaviest fighting.

We begin in the Elderwood forest with Lobo's Moon (Zraxxut worshipping LOOT Gnolls) defeating Blackthornes (Lawful Humans). Two weeks later Grave Robbers (Trimorph worshipping CSA Giants) and Black Company (Trimorph worshipping CSA Giants) teamed up to defeat Holding Pattern (Lawful Terminator Humans). At about the same time Disembowellers (Trimorph worshipping CSA Giants) and Strychnine (Giants) teamed up to defeat Twilight (Lawful Terminator Humans). Several days later Lobo's Moon attacked and defeated Plainsmen (Lawful Terminator Humans).

In the region known as Aurumia the Wanderers (Lawful Terminator Humans) destroyed Rescuers (Lo-kee worshipping CSA Gnolls).

On the Illyrian plain outside of Hampton, Wolverine Psychos (Chaotic Kodan Raman Gnolls) destroyed Gray Riders (Lawful Elves). Lomorian Wolf Pack (Chaotic Kodan Raman Gnolls) and S.F. Giants (Chaotic Kodan Raman Giants) teamed up to defeat Seminole (Lawful AIM Humans) while Lupine Legion (Chaotic Kodan Raman Gnolls) were repulsed in their effort to storm Hampton (Lawful Terminator Humans). At the city of Andar, Winged Fury (Lawful Runeblades Elves) and Stormhammer (Lawful Runeblades Dwarves) teamed up to defeat Vengeance (Lo-kee worshipping Gnolls).

Moving to central Panagea, most of the fighting occurred on Mycenea. In the opening engagement the Wyraxian (Lawful Terminator Giants) destroyed Jagged Blade (Chaotic LOOT Orcs) while Bloodguard (Lawful Terminator Humans) and Clan Thaxton (Lawful Terminator Humans) teamed up to all but destroy Squid Ink (Chaotic Kodan Raman Orcs). Nearly two weeks later Plains Drifters (Lawful Terminator Humans) smashed the defenseless 29th LOOT Legion (Chaotic LOOT Orcs).

On nearby Akrinor Island outside of Nikko Shima, Daredevils (Lawful Terminator Humans) defeated Silver Sails (Elves).

Finally in the "old world" of Eastern Panagea on the Crystal Plains, Trailer Trash (Chaotic Kodan Raman Gnolls) defeated Saints (Lawful Terminator Humans).

LORASIANEWS

Things have quieted down a bit on Lorasias (for now)....

In the Anvil Mountains the 9th Diamond (Humans) attacked and destroyed the all but defenseless remnants of the Red Sun Warriors (Lizara).

In the Cambrian Range outside the Dwarven city of Reiginhold the Blackfoot Legion (Giants) defeated Clan Broadbelly (Lawful Dwarves) in a large battle involving nearly 1,000 warriors.

PANAGEARUMORS

Gozum? Is that who I let out of that tower? He didn't even say thank you.

The Terminators are actually the Crystal Empire in disguise!

The Runeblades are pledged to fight Chaos but shun contact with the Terminators. Why?

LORASIA RUMORS

Which is the greater evil? To murder and steal because you desire that which you do not have or because you believe you are superior to your victims?

The Vortex of Doom has been spotted near Kings Deep!

The great Dragon of Cosmopolis is actually a couple of Ogres in a pantomime costume.

Civil unrest tears at the heart of the ICON alliance. Soon the once mighty "Union of Many" will spawn "Many Unions" as various factions split off and form their own alliances.

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ADVANCED GAMING ENTERPRISES
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www.ageforfun.com

The Crystalline Warriors are a front for Chaos and their TRUE mission is to corrupt gullible Lawfuls.

The secret of making potions is easy. Finding the proper materials is hard.

Ogosh the Ogrim has found an ancient crown. Its powers are unknown but for Ogosh it makes a pretty bracelet.

The Sword Of Doom is an ancient relic of awesome power!

BULLETINBOARD

PANAGEA PLAYER NOTICE

Despite the lack of intellectual ability, the nameless Chaotic is correct (for once) about my problem trying to count all the GS and n-w in my empires. The incompetent Chaotics are not helping me solve my problem. Do you need help? Do you feel inadequate? Today is your lucky day. I'm feeling so sorry for all the intellectually-challenged Chaotics that I'm going to give them some advice.

You should rent Wizard of Oz and learn from the straw man. Oops, I didn't mean the straw man only. You should learn from tin man and lion man also because each of you is lacking all three things lacking from each of them.

I always have a really good laugh when the pathetic Chaotics complain about Lawfuls attacking with overwhelming odds. However, it is apparently OK if they do that themselves. When I attack real battle armies, I don't attack at such a great advantage. Read your old battle reports of the battle armies I've vanquished/crushed. It's not my fault if those so-called battle armies don't have the staying power after one or two battles. Perhaps a modern-day drug may help?

As for the current battles, it was my decision to avoid fighting your battle armies because it's not strategically sound. Is there any "great" military genius out there who thinks it's a mistake on my part? Maybe you should study how to fight a larger or stronger enemy force? Need suggestions? If you ask me nicely, I'll tell you next time.

Here's to total war,

Xanthor

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LORASIA PLAYER NOTICE

The Over-Looker

Are you really that stupid or just trying to get a response? The Sword of Justice has no scabbard because it is always in use.

DUH...

Layter

LORASIA PLAYER NOTICE

Man, you look terrible. Are you ok?

I saw her again. These dreams or visions or whatever are getting clearer. She definitely wants to tell me something, but it's like she can't.

What do you mean, can't?

She's frozen inside ice or something. I could see some kind of outline around her, but it kept changing so I couldn't tell what it looked like. I could tell she was mad and trying to move.

Any idea who she is?

Yeah, I think I know who she is and if I'm right I think I know what she wants.

Well, who is she and what does she want?

Do you know Lazarus?

The Necromancer? I've seen him a couple times. Why? Do you think he's responsible for your dreams?

Maybe, but I doubt it. I think she's his daughter.

Why don't you go ask her then?

I can't. She's supposed to be dead.

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LORASIA PLAYER NOTICE

To: The On-Looker

I have lots of fun role-playing. It's one of the reasons why I still play.

The conversations between the leader of the Guardians and myself were brought up repeatedly in the CB so you should have "aware" of them if your collection of this newsletter goes back far enough. If not then I believe that my notice in CB 176 should bring you up to speed. I did get ready and I retaliated. The rest is history, but not the end of the story.

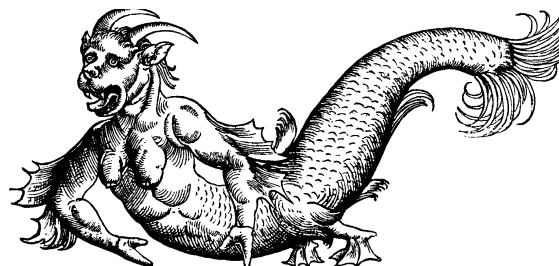
I'm not personally threatened by anything I read in the CB. However if certain players don't work within the framework of role-playing then I feel I can ignore this aspect in order to deal with them. I know/knew the positions that several COD I Lawfuls are/were playing and could have attacked them, but I couldn't justify the attack with regard to role-playing. I think that if I were to look down and see you in a trench it would be one of the slit trenches behind the latrines.

I think anyone that remembers "The Watcher" will understand my reaction to you. Your claims of neutrality and insulting tone are nearly identical.

Bentpaw

10th Virginia Inf
Reign of Chaos

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LORASIA PLAYER NOTICE

Apparently, ICON wants the whole world know about their possible collusion with Chaotics. For those of you who don't have access to or visit that message board, here are some recent messages:

33) John Hunt
Saturday, 09-Jun-2001

I was wondering when the observer and his buddy where going to send in more lies. I still have the turn where Debbie tells me that the position is being player run so I guess that they are calling Debbie a liar. I have never ever gotten any feedback from anyone except the whining that is done in the CB. We of ICON will protect our settlement and if necessary hunt down anyone thinking of taking it away.

34) Bentpaw
Monday, 11-Jun-2001

As the leader of one of the two armies involved in the taking of Half-Haven I can tell you the original plan was to take it, rape it and dismantle it for the stone. The ground was to be salted and the enemy dead were to be turned face down and left to rot in the sun. In other words it was to be erased since neither my army nor the Blood Rage Elves were desirous of taking over the settlement. I was there for the herds.

35) Prester John
Wednesday, 13-Jun-2001

As the current Prime Minister of ICON, I want to publicly state that all ICON members fully support the settlement of Gray Haven. There was nothing untoward about the manner in which John Hunt succeeded in having control of the city transferred to him. If Guardians of Destiny disagrees and wishes to take issue, let their duly appointed representatives take it up with me or John Hunt. We're not hard to reach. Prester John, Prime Minister, ICON, and Grand Marshal, Knights of the Rose.

Messages 34 and 35 are in response to message 33.

In message 33, John Hunt claims he was told by Debbie that Half-Haven was player run. It could be a misinterpretation of what was written on his turn. Anyway, let's assume it's true. So, he was definitely unable to take control of a player run city. What could he do to take over the city? Since he was a neutral, the idea of attacking and capturing it was out of the question. Hmmm... how does he solve this problem? ICON's expansionist policy couldn't be fulfilled without waystations between the continents. He didn't have to wait long.

RoC Chaotics came a knocking outside the gates of Half-Haven. They were here for the herds (see message 34). Also, they planned on wiping out the city. To avoid any screw ups on their part, the Chaotics

asked John Hunt to leave the area until it was safe to return. Sniff. That was so considerate of them. Of course, he complied with their polite request. To make matters better, he probably nearly died and went to heaven when he heard the Chaotics planned on wiping out the city. Since the Chaotics did NOT destroy the city, I ask anyone why they changed their minds. Read on to find out what I think happened.

After wiping out the dropped Lawful armies and wiping out the defenders of Half-Haven, the Chaotics were ready to leave the area with their stolen loot. However, they were hit by Tonatiuh's Torch before they could escape. In this case, the Post Office had a hand in screwing up their plans. Let me ask anyone reading this notice. Has the PO screwed up any of your turns? It has happened to me but you don't see me whining so loudly as these Chaotics.

Instead of getting away with it, Blood Rage limped away from Half-Haven and 10th Virginia Inf was stuck on the island. Meanwhile, the ICON navy took control of Half-Haven. The Groll army faced certain destruction if it couldn't get away from Tonatiuh's Torch. He contacted the ICON player and asked him to sell some ships to his army. Of course, the ICON player saw the opportunity to make some serious profits. John Hunt threw up the profits motive as a smoke screen. The real motive was doing each other a good turn.

John Hunt couldn't get the city because it was player run. RoC wanted to completely destroy the city. So, RoC did him a big favor by wiping out the city defenders and leaving it open for him to occupy. It was not very long before RoC called in the marker by buying ships from John Hunt and giving him the herd stolen from dropped Lawful armies.

Prester John, I think you're confused about the transfer of the city to John Hunt. He failed to get the city to join him because he was told it was still player run. RoC helped ICON by wiping out the city defenders. At that point, anyone who transferred in a character and 50 pop would automatically control the city. So, I'm missing the point about it being transferred to him. He took an unoccupied city. There was not transfer.

I don't think GoD had a problem with a peaceful transfer of the city to ICON. However, the way it was done was certainly not a transfer. If that's a transfer, I assume it would be OK to carry out such "transfers" of other cities (even ICON cities).

Question for ICON: If the city was legitimately transferred to you, why do you need to defend it to the death? If I was the one who got a city legitimately, I wouldn't give a damn about anyone else complaining about the transfer. We're awaiting your well-considered reply. Thanks.

An observer

LORASIA PLAYER NOTICE

For those character assassins who didn't figure out the 9-Diamonds at the bottom of my notices. Well, they stand for the 9th Diamond army (A#385) commanded by C#1673 Siringo Ironheart.

I really haven't had a lot to say (yet!), but for those of you who want to blast away....

Siringo Ironheart

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LORASIA PLAYER NOTICE

To: A Blind Observer

First off, what does a "declared" Neutral mean? All Neutrals are not supposed to support the weaker side of the Balance. Only Cosmic Balancers and Loki worshipers seek to maintain the Balance. The rest can do whatever they feel like regarding the Balance. Duh! The ICoN humans did not violate their beliefs to sell ships to a Chaotic.

Steal: To take (the property of another) without right or permission. Since we were the aggrieved party to Guardian aggression we had the right to attack and gain spoils, so it was not theft to gather herds and possessions from the Guardian armies we wiped out. Nor was it improper for us to take the Settlement of Half Haven away from our enemies. We denied them the ability to support themselves from their settlement and herds, a legitimate goal of warfare. None of this was theft. We took possessions from an alliance that took possessions from us. And we're not done yet. Until and unless the Guardian alliance and their allies apologize and make full restitution we will kill every last one of them. We do this so they may never rise up against us again and to serve as a warning against others that may have similar intent.

Your information is incorrect (what a surprise). Initial attempts to contact an NPC city leader of Half-Haven were rebuffed. We were informed the city was player controlled and that we would need to contact that player directly.

ICoN sucks up to us? That's news to me. We exchange scouting/mapping information, but they don't GIVE us anything.

If you hate ICoN so much why don't you just attack them and get yourself killed so we won't have to read any more of your inane and generally false notices? Go ahead. Rise up. Take the lead. Set a date to attack and go after them.

Not signing your name takes away from your credibility, which is in the latrine anyway.

Bentpaw

LORASIA PLAYER NOTICE

When I was a boy my grandpa had a small farm and when I would visit I would sometimes be asked to help out, especially as he got older. One of my jobs was to feed the chickens. One day I went in the coop and discovered a fox that had just killed one of the hens. I yelled for my dad who came over and killed the fox with a big rock. I asked why he killed the fox. The chicken was still dead, killing the fox wouldn't change that. He said he didn't kill the fox because one of grandpa's chickens was dead. He did it because there were 30 more chickens that he wanted to keep alive.

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LORASIA PLAYER NOTICE

To: Crank Zappa

Torquemada was the Spanish leader of the Inquisition in which thousands were tortured to death in the name of religion and confiscation of "forfeited" lands. Seems to fit for Burial at Sea.

You are incorrect in your assumptions about Law. Being a Lord Arkeen worshiper means you view all non-Lawfoolz as chattel to be used in the "best" way to further his ends. That seems to fit Vampires perfectly.

The evil of Law is well documented and is no less deep than Chaos. They are not "the Good guys". The Vampires do not worry about attacking at Port Royale. They have their Guardian buddies in Armageddon to trade for them.

Did you have Flee tactics? If so, you cannot brag about surviving, since an attacker must eliminate ALL troops before making significant inroads into the noncombatants. Since the vamps have no artillery or missile troops they would only have killed the remnants of your warriors (after Firestorm) in the first melee phase. Thus it would only be if you had Retreat or Standard tactics that you could belittle the Vampires for failing to finish you off.

I don't like the Vampires, but get your facts straight before verbally abusing them unless you wish to be considered only the equal of "An Observer" and "The On-Looker".

Bentpaw

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LORASIA PLAYER NOTICE

The Dark Elf Empire known as Grela (A#111, A#162) is once again an active force on Lorasias. The Empire is under the new leadership of the Dark Prince Attalus. Whatever relations, good or bad, this Empire had in the past are now meaningless. Any individual or Alliance wishing to establish relations should contact the Prince via diplo to A#111 1st Veil.

LORASIA PLAYER NOTICE

To: All

With the recent increase in total number of empires one can control it is possible that dropped empires within the Reign of Chaos Alliance were picked up. If you got one of these please contact me, even if you plan to drop the alliance. We have plans to purge dropped empires from the alliance (which, coincidentally, was to happen June 1st). Dropping out of an alliance can cause a big morale drop even with proper care and explanations as to why. Being summarily expelled from an alliance causes a tremendous morale drop, which I'm sure you would like to avoid.

We are at war with the Guardians of Destiny Alliance, A#104 Burial at Sea, A#188 Tonatuih's Torch and any other armies of these empires. If you picked up a Guardian position and would like to keep it you need to contact us ASAP.

If you want more information about the RoC please don't hesitate to ask.

C#153 Strongheart Bentpaw
Reign of Chaos Alliance
mwelch@cpcug.org

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LORASIA PLAYER NOTICE

As the leader of one of the two armies involved in the taking of Half-Haven I can tell you the original plan was to take it, plunder it and dismantle it for the stone. The ground was to be salted and the enemy dead were to be turned face down and left to rot in the sun. In other words it was to be completely erased. Neither my army nor the Blood Rage dark Elves were desirous of taking over the settlement. My army was there for the experience and the herds. I wasn't really involved in the transfer, other than to say I didn't care if Pride got it instead.

Bentpaw
10th Virginia Inf

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LORASIA PLAYER NOTICE

Fearless troops I want no part of. I have seen great fear in the eyes of my soldiers. I have seen spears quivering. Heard the chattering of locked shields held in shaky hands. I have felt the air sodden with dread. They have known this fear in the depths of their hearts. Having watched the affect of fear on my troops I consider them the greatest people I will ever know. Those eyes stare at the enemy. Those spears remain up and those shields stay locked. If you still do not understand what I say think on this. The bravest are surely those who have the clearest vision of what is before them, glory and danger alike, and yet notwithstanding go out to meet it.

LORASIA PLAYER NOTICE

To: C#447 Xanthorr
Re: Your Player Notice May Issue #178 CB

Thank you for you participation. It is valued and wanted. I'm struggling to maintain civility (I seem to have misplaced it), so if I lapse please excuse me.

There was no need for me to ID myself (in my thinking) as I was talking (so to speak) to someone who knows the numbers of both my Army (#365) and my Character (CB Issue #173 pg 4 Dec 2000, Craco Blackheart #1732).

If you're new to the game, I understand. If not then with Craco you have an issue (not personal just gamewise), and I (for the sake of others) recommend you not shake or flap your diaper in public as splattering others is not polite, unless by chance they are Lawfools (they seem to like stuff like that).

If you need, diplo me to share any more confused feelings. I'll listen.

C#1732 Craco Blackheart
A#365 Believers of the Way

P.S. If you find my civility in this (somewhere) please send it back. It went missing pretty fast.

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LORASIA PLAYER NOTICE

Love Claimed

On a clear cool autumn night,
One filled with pale moonlight,
I spied a dragon in full flight

Such a truly wondrous sight,
Silently it turned and I felt fright,
Quickly it dove at me oh my plight

There came a flash and standing ready to fight
Was the Dark Elf mage Gondar Bright
With a murmur and head movement so slight
He banished the dragon to an unseen height

Gondar then claimed me as was his right,
Now I live and love to my delight

As chanted by Mol'afay Kacha Rilym Ndaralt
Blue Eyed Beauty House of Blackhearts

[Ed: Yahoo! More Poetry! Should we search through the Cosmic Balance archives and reprint some of the old ones? Let us know....]

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LORASIA PLAYER NOTICE

Jacob the Chosen: The Guardians will have a 100% *decrease* in membership in a few short months. Hopefully you'll applaud that as well.

LORASIA PLAYER NOTICE

ATTENTION!!! ATTENTION!!!

The Alliance of the Crystallian Warriors is looking for a few good players. New or old players are invited to apply for membership in this elite group. You have goals you want to obtain? We can help. You want to explore or build a settlement? We can help. Share and receive Characters, Spells, map information, and troop types. Do you want to try to be a leader or assist with scouting reports or mapping, etc? Then contact me.

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

or diplo at:
A#179 K-9 Knights

WHAT'S NEW — COD II

* Reminder from June *

As some of you may have noticed prices have begun to change on the city markets. Duane spent years collecting city trade statistics and weeks analyzing and programming routines to automatically adjust prices based on local conditions and market trends. While there is a random element involved most price changes occur in response to trade activity (if everyone sells, prices go down, if everyone buys prices go up, etc.). There are many factors that can affect the prices, virtually all of which are under player control. City leaders (and others) can even work directly to influence prices. [Ed: That's influence not control. NPC Merchants run the markets.] However, to avoid undue disruptions to the game, price changes will only occur infrequently. Our current plan is to run the program every other month in conjunction with the Monthly Status Reports.

COMPANY NEWS

The CTF2187 Championship for the year 2001 is about to begin but we have just a few spots still open. \$100 in prizes divided among the top three finishers. Write for details or check out website at: www.ageforfun.com

DID YOU KNOW.... (COD II)

COD II: Did you know that Ballista are not the only type of artillery available? A Ballista is little more than a jumbo crossbow and, though effective as an anti-personel weapon, is in fact the smallest, lightest and most easily produced catapult available. There are many types of artillery. Most are much larger and many are quite specialized for specific types of battles. So if artillery is your focus, consider other options before investing too heavily in a vast train of Ballista.

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 & 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.

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.

POSTAGE RATE INCREASE

Effective 7/1/01 the Post Office has raised rates for the second time this year. While there are many changes the most significant to the majority of our customers are as follows:

1st Class (1 ounce): \$0.34 (no change)
Each Additional ounce: \$0.23 (up 2 cents)

Priority Mail (1 pound): \$3.50 (no change)
Express Mail (1/2 pound): 12.45 (up 20 cents)

Post Cards: \$0.21 (up 1 cent)
Money Orders: \$0.90 (up 15 cents)

