

THE COSMIC BALANCE



Issue # 195

October 2002

PANAGEANEWS

This month we begin in Western Panagea where most of the fighting has occurred. On the Illyrian plain, Violet Troupe (Lyredh worshipping Elves) attacked a fleeing Transcontinental (Lawful AIM Humans) but was soundly repulsed, though they were able to make off with a few captures. Two weeks later and 150 miles away, Wolverine Psychos (Chaotic Kodan Raman Gnolls) destroyed Winsome Ones (Lawful Terminator Humans), Rick's Reserves (Chaotic Kodan Raman Gnolls) destroyed Woodsmen (Lawful Terminator Humans), Lupine Legion (Chaotic Kodan Raman Gnolls) destroyed Skraelings (Lawful Terminator Humans), and the S.F. Giants (Chaotic Kodan Raman Giants) earned the scorn of their peers by defeating rather than destroying Night Watch (Lawful Terminator Humans). At about the same time, though 200 miles away, Lomorian Wolf Pack (Chaotic Kodan Raman Gnolls) defeated Yakima (Lawful Terminator Humans).

In the Tarakeen Forest outside the Elven city of Galandir, Lions Of The North (Wicca worshipping Humans) defeated Forest Keepers (Lawful AIM Elves). Outside the Elven city of Terabitha, Disembowellers (Trimorph worshipping CSA Giants) smashed Fletcher's Foragers (Lawful AIM Elves).

Moving to the central region, in the Grimwall Range outside the Minotaur city of Revelwood, Jaguar Brigade (Humans) destroyed Durotrigan Corps (Lawful Elves). On the isle of Mycenea, Smasher (Lawful Terminator Humans) defeated Calm Seas (Shhvoon worshipping Lizara).

In the old world (Eastern Panagea), I.R.A. (Redeemer worshipping RPA Humans) defeated KK Konstruktion Krew (Shhvoon worshipping SWARM Kobolds). In the area known as Kythos outside the Human city of Trevington, Jack Wolves (Chaotic Kodan Raman Gnolls), Kodan Raiders (Chaotic Kodan Raman Gnolls), and Black Dog (Chaotic Kodan Raman Gnolls) teamed up to devastate Avenger (Lawful Terminator Centaurs).

LORASIANEWS

On the Nulean Plain, a strange race of giant, bug-like creatures made their appearance known when the Locusts (Miiya worshipping Xaati) smashed the Drainers of Life (Lawful Vampires). At about the same time and several hundred miles away combat

erupted at Port Royale when Clan Broadbelly (Lawful HARM Dwarves) destroyed Headbangers (Trimorph worshipping Dark Elves).

On the Isle of Quadro at the city of Aztlan, Tonatiuh's Torch (Kobolds) and Calpulli (Kobolds) teamed up to defeated Kobolds Of The Seize (Chaotic KIL Kobolds) in a huge engagement involving approximately 7,500 troops. Two weeks later a follow-up attack by Tonatiuh's Torch crushed the battered Kobolds Of The Seize while Calpulli went on to destroy Black Crow Clan (Chaotic KIL Orcs).

On the Vardian Plain, outside of the Giant city Angonheim, Ark Of The Covenant (Cosmic Balance worshipping Humans of the NWO) defeated Amazing Grace (Lawful Giants). Shortly thereafter Lost At Sea (Cosmic Balance worshipping Titans of the NWO) also defeated the already weakened Amazing Grace. Two weeks later and more than 100 miles away Wolfpack (Cosmic Balance worshipping ICON Humans) destroyed Holy Graal (Lawful Humans).

In the Pryma Forest, Ziira Swarm (Miiya worshipping Xaati) defeated Freedomian Guard (Humans). Two weeks later the battered Humans were again defeated by the Ziira Swarm.

Elsewhere, on the Akrid Wastes outside the Goblin city of Garshank, Shadowmane (Lawful Centaurs) destroyed Cry Of Anubis (Chaotic Gnolls). In the Grimwood forest outside the Ogre city of Ogton, 1st Engineer Co. (Chaotic Goblins) smashed Erebus (Chaotic ROC Ogres). Though victorious the Goblins' morale and piety suffered for attacking fellow Chaotics. On the Agerian Plain outside the Goblin city of Isengak, Ratt Skinners (Shhvoon worshipping Goblins) destroyed Eat My Shorts (Chaotic Orcs). In the Cambrian Range outside the Dwarf city of Reiginhold, Turlin's Helmhackers (Giants) was soundly repulsed as they attacked Toe Jam (Lawful HARM Dwarves). In the region known as Mertelwood, Xeera Swarm (Miiya worshipping Xaati) defeated Red Myst Rievers (Lyredh worshipping Humans) in a close battle.

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PANAGEARUMORS

It's disaster time for the Terminators. Their nest of breeders has been located and destroyed by a Kodan Raman Extermination squad.

A new force has entered the fray. How will this affect the balance of power?

The Terminators have gone quiet. What are they up to?

LORASIA RUMORS

Tick, tick, tick. The time for Operation Backlash is drawing near!

The great and mighty KIL was ... uh... killed.

Beware, bugs eat the dead!

BULLETINBOARD

PANAGEA PLAYER NOTICE

Talus Truebow, Warlord of the 1st Seekers, paused atop a grassy knoll overlooking the Seekers' encampment. He observed with satisfaction a company of Heavy Bowmen practicing volley fire at straw targets. They had just been trained and needed daily practice to meet his standards. Platoons of Medium Swordsmen marched in formation, and a file of Heavy Pikemen drilled with their weapons. Wagons loaded with lumber from the nearby city were rolling into the encampment and his new Craftsmen were busily cutting, shaping and assembling Light Catapults. A squad of Artillerymen practiced loading, aiming and test firing the catapults. Unfortunately there were not enough Light Catapults yet to practice battery fire.

His Chief of Scouts appeared as if from nowhere, his camouflage clothing and skill making him almost impossible to spot unless moving. He reported an encounter with two Lizaran armies nearby, each fielding several hundred warriors and boasting many thousands of herd animals. He also noted a human army with a phenomenal number of herds, but defended by many hundreds of infantry and cavalry. He requested permission to perform a detailed scout of the smaller Lizaran army, to see what banners they flew or what gods they worshipped. Talus agreed to the request, thinking that with the number of green troops he had, perhaps a raid might be in order...

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LORASIA PLAYER NOTICE

B.Guile — There's something about that name. It's KIL-ling me to remember. Sounds like... oh yes — not very original. Oh well. DEAD CAT — is pretty good basted with butter and garlic.

LORASIA PLAYER NOTICE

The scouts watch from a high plateau near Balen's Deep. The night is quiet. Almost deathly quiet. The scouts sent to watch Hisssteria feel somewhat enchanted — the full moon, cool crisp night air. 'Tis truly a midsummer's night. But they can feel something's about to happen.

What is that sound?? Bagpipes, huh? There's more-flutes, drums and other sounds... like... singing???

Earlier that night another army (The Order...) entered the other end of this valley. Would have been unnoticed but for a sharp eye catching the setting sun reflecting off their weapons and armor.

What is going on?? They are coming down the valley in two rows, holding hands AND singing. As they approach the encamped army, Hisssteria breaks camp and moves out.

The tune, clearer now, drifts up to the scouts....

Ring around the rosy — pockets full of ...

Trilling Kill-Darling, Ranger-leader, shouts at his troops: "When I said let's rock and roll this is NOT what I meant!!!"

Just taking the trash out.

The Garbage Man

+ + + + +

LORASIA PLAYER NOTICE

Chill out, it's all been done before.
Sit back, just watch the door.
Why do you have to go around
and make life so complicated?
Chill out, what's ya yellin for?
Sit back it's all been done before.
How would you like to be
the one who's constipated?

Back in Black
Mantis

+ + + + +

LORASIA PLAYER NOTICE

To all Warlords of Lorasias:

My Lord Sertorix has graciously asked me to inform you that his camp is moving. Please address all future correspondence to his new campsite at:

Stefan Franz
P.O. Box 1864
West Chester, PA 19380

LORASIA PLAYER NOTICE

Knaps Ughlot:

I will reply for Warlord Mac since he has been killed in battle. Your notice in the September 2002 CB (issue 194) is full of erroneous information. No doubt you believe all you had printed.

Knaps Uglot, you need to say what you mean. Sending two 3x5 diplos to an empire asking them to join your alliance is not the same as warning them that you will attack them if they don't reply. Also, work on your reading comprehension skills. Mac wrote in his CB notice that he didn't reply to your diplo(s) because he didn't want to join your alliance. (Imagine that!)

True your attack was on May 10th 2001, 2 months after you sent your diplos, but one of your best buddies, Clan Broadbelly, launched their raid on Mac's army on March 23, 2001, which is a mere 2 weeks after receipt of your diplos. It wasn't until you took up for Clan Broadbelly that Mac even realized that your 2 armies were working together. Saying that "HARM" didn't attack Blackfoot Legion is disingenuous at best, since the alliance formation was already in the works and both offending armies were charter members.

It's significant that your 400+ troops gained an experience bonus fighting only 70+ defending troops in the Blackfoot Legion. That goes to show how pathetic your army really is.

Your attempt at humor is weak. Don't give up your day job...

Again, Knaps Uglot, you didn't communicate very well. Mac asked you to confirm your transfer via 3x5 diplo when you made it. Mac never received that notice. Did you send it? Mac missed the transfers because there were a lot of transfers and selling going on at that time. The 6 wagons were noticed on a processed turn from the day before the Aug. MSRs, but it was assumed that the Greatest Monsters must have made a mistake when selling wagons to the city merchant. The closeness to 911 helped to make the transfer go unnoticed. Both the August and September MSRs were not reviewed since Mac's Urth life was fairly busy then and he had more to do than sit around all day and drool over his MSRs. Mistakes were made on both sides.

Lastly, I make note of the end of the Blackfoot Legion and Warlord Mac. You accused Warlord Mac of having Chaotic sympathies. Mac was truly undeclared and never worked with anyone but my army (I'm undeclared too). I noticed that the Kosmos gnolls (Cosmic Balance Worshipers) of the NWO attacked his army, and that after they dealt the Blackfoot Legion a devastating blow, the Kosmos gnolls backed up and finished off the job, destroying the Blackfoot Legion. That greatly surprised me and doesn't make any sense. Perhaps the Kosmos gnolls are

brain dead. Maybe the Kosmos gnolls don't understand their religion. Maybe the Kosmos gnolls don't understand how to capture booty. Maybe the Kosmos gnolls don't know how to fight a worthy battle. What on Lorasias could have been the motivation for a Cosmic Balance Worshiper to attack an undeclared army that has no relations with Law or Chaos, has a modest number of troops with the least number of herds of any army in the sector, and there were richer Lawful armies with more herds right under their nose? What could be the meaning of this? Perhaps the rumors are true and the NWO is just a puppet of the Alliance called HARM. I have no proof except for the above reasoning. Perhaps it is true, or perhaps the Kosmos gnolls are just one of the stupidest armies to ever walk the face of Lorasias, or perhaps both are true.... In any case, I think you had the Kosmos gnolls destroy the Blackfoot Legion.

Warlord Turlin (I expect you know my army)

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LORASIA PLAYER NOTICE

From the mountains
To the sea

Why don't all you Lawfuls
come join with me

Why don't we all come together
To stand against this Chaotic weather

The Chaotics are marching
They don't give a farthing

If you are not K.I.L., R.O.C. or A.C.E.
They are gonna rip off your face

Because we of H.A.R.M.
Are sounding the alarm

That the Chaotics are trying to take all the space
So come join us before it's too late

C#1311 Anfauglir
A#412 Jaws of Thirst
H.A.R.M.

+ + + + +

LORASIA PLAYER NOTICE

Kiss me. I love to be admired.
Let's walk in the moonlight.
Oh kiss me beneath the stars
in twilight
Cherish me in the moonlit door.
Just kiss me....
.... but don't chew my head off.

Mantis

LORASIA PLAYER NOTICE

From: Broc C#414
To: Hakkon the Reaper C#2402, Pax C#1487

My brothers of the middle and true path!!! I bring you news of a great victory against a not so great enemy of the middle path. When I finally caught up to him all I saw was his giant feet sticking out from under his cot whimpering something about “saving materials supporting the time line”. I dragged the so called Warlord Mac from under his cot, and then let him go because I realized he had messed on himself. I left him in disgust and then ordered my army to attack again and to kill all they had found. By the time this is heard I am sure that him and his weeping cohorts will be dead. The blood of the nonbelievers does taste good from my sword. Pax, I come to see you soon to share the spoils taken from the nonbelievers, even though it not be much. Their gods must not smile on them as do those of the middle path. To you my brother Hakkon, contact me so that we might shed blood together. Our strength grows...

Long live the n.W.o.!!!!
BROC!!!

+ + + + +

LORASIA PLAYER NOTICE

Recently, I was informed by someone working with KIL (let's call him Z) that the Great Monsters (GM) have bestowed lavish favors on me. It seems to them that I've managed to somehow screw up their plans because of such favors. Apparently, they've let their rabid hatred of me and my empire cloud their judgment (if they had any in the first place). It could not have worked out better for me. I like fighting others who don't think rationally.

Besides getting “help” from the GM, they forgot to mention the “help” I received from the postal service. It took one set of turns 6 days to reach their destination. As a result, my navy was stuck in the middle of the sea during the monthly adjustments. So, many of my people starved. Z and his pals couldn't figure out how my navy managed to sail so far while undercrewed. The battle with Dry Scales lizara gave them this info. Besides this perceived favoritism, they are baffled by other things I've done in the world. The above is the only freebie I'm giving to them. If they can't figure the other puzzles, it's just too darn bad. If the GM and postal service do me any more “favors”, I'm going to cry. By the way, I've spent a lot of real world coins (Ed: In other words, on Priority/Express Mail postage) to get my orders back in time. Do you do that? Oops, this is the second freebie.

Frankly, I'm surprised that KIL and company cannot figure out what was done. According to Kobold Khan, I'm just an “AVERAGE” leader (July CB). Hmmm. That begs the question. If I've managed to outplay and outmaneuver them, what type of leaders belong to KIL? Yes, it's obvious. They're a bunch of “BELOW AVERAGE” leaders.

When they suddenly realized I was not going to roll over and die, they sent me a message via their ally Z. Kobold Khan said that (his exact words) “Ewe grate warrior! Ewe win moor battles then aneobody. Kobold Khan make ewe wonetime deel. If ewer Empire of CUETZPALLIIN joyn KIL allyance, than KIL knot kare abowt Shadowmane, Rohirrim ore Lawful armies.” That's really funny. Initially he said (via B. Guile) that I was an average leader. Then, he wrote to say I was a great warrior. What has he been smoking? Does he have his head stuck up something? Anyway, he'll one day be close to me when I have his head on my mantle piece. Until then, he can continue having nightmares.

Oh, oh, I'm getting a telepathic signal from my counterpart in the other world. It seems that chaotic there believe my counterpart is an average leader also. Since I'm feeling generous today, here's a third freebie. KIL and anyone else can continue believing that I'm an average leader. When I outplay and outmaneuver you, you can always blame it on someone else. I wouldn't want YOU to believe otherwise.

Checkmate to you KK,

Tlatoani

[Ed: Just to be clear, the GMs DO NOT PLAY FAVORITES. One of our most important tasks is to be impartial — and we take that very seriously. We have been professional GMs for more than 20 years and feel we have an excellent reputation for being fair and unbiased. If something looks funny, ask us, and we will give you a fair and honest explanation.]

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LORASIA PLAYER NOTICE

We can prance if we want to!
We can kill if we want to!
We can act real rude and be real crude!
We can prance!
We can prance!
We came from out of this world
We can prance if we want to
We can eat your friend's behind

Back in Black
Mantis

+ + + + +

LORASIA PLAYER NOTICE

Wha? Why should it make sense? — Mantis

+ + + + +

LORASIA PLAYER NOTICE

1st P. — Wow — You have been used in a mighty way. I'd truly pray for repentance! Although, you did get promised more than 30 pieces of silver.

LORASIA PLAYER NOTICE

With the flare up of battles on Lorasias, the I.R.A. alliance gives notice that the attacks against Port Royale and Isengak are called off. Too many of our members and friends are being drawn into the many other conflicts on Lorasias. This leaves us with no choice but to wait for calmer times.

So for all of you who were going to aid the I.R.A. in those attacks (you know who you are) please call off your armies and continue full strength against your current enemies. The I.R.A. will contact you at a later time.

C#1202 Orgrimm Doomhammer
I.R.A. Field Marshall

[ED: Publicly announcing your intention to attack specific cities does not seem like a good idea as it encourages city leaders and their allies to prepare and take counter measures.]

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LORASIA PLAYER NOTICE

To: R.O.C.
From: I.R.A.

A#158 Stompin Jugulers attacked one of your members without permission from the Imperial Commander Hakkon. Therefore, Stompin Jugulers' attack doesn't represent the policy of the I.R.A. and the I.R.A. shall not defend them for their actions. The R.O.C. may seek to avenge this attack and no I.R.A. member will assist Stompin Jugulers. This is between you and him.

C#2402 Hakkon

+ + + + +

LORASIA PLAYER NOTICE

Can I help it if I think
you're funny when you're mad?
Trying hard not to smile,
I'll put your name in my file.

Mantis

+ + + + +

LORASIA PLAYER NOTICE

To the Warlord of Holy Graal A#279:

I do not know why you did it. I do not know what you were thinking. But it was a mistake to execute your plans in my backyard without asking my clearance first. Your army is forfeit. If you wish to come to terms after this fact, please contact me.

Sertorix of ICON

ALLIANCELISTING

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.N.A.P. — Society of Neutrally Allied Peoples.

S.W.A.R.M. — Shhvoon Worshipers And Respected Mariners.

Lorasias (COD II)

A.C.E. — All Chaos Explorers.

C.W. — Crystallian Warriors.

F.R.C. — Fourth Reich of Chaos.

Guardians — Guardians of Destiny. Sometimes referred to as G.O.D.

HARM — Heroes and Raving Maniacs.

ICON — Independent Confederation Of Neutrals.

I.R.A. — Imperial Red Armies.

K.I.L. — Kobolds Invade Lorasias.

N.W.O. — New World Order.

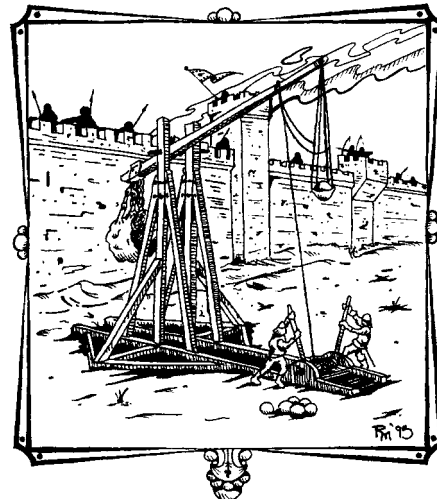
R.O.C. — Reign Of Chaos.

R.O.T. — Raging Odious Terror.

S.O.B. — Soldiers Of Balance.

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-#180 (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.



SAMMIREPORT

We've been getting requests for another Sammi Report and, as always, we are happy to comply.

Sammi started the second grade in July, and seems to be really enjoying the more challenging environment. She is apparently doing quite well and we look forward to her next report card. At the end of first grade she took her first SAT-9 test. This is THE test for not only evaluating students but also their teachers and schools. It takes several days to complete and covers Reading, Language, Mathematics and Spelling. Her lowest score for the nine categories rated was the 95 percentile (she tested better than 95% of the kids her age) and she had six in the 99th percentile — the best possible score! WOW! We expected her to do well but were dumbfounded by her excellent performance.

She has suddenly taken an interest in sports and is working hard to improve her somewhat lacking skills. She has been trying her hand at basketball, is determined to finally get rid of her bicycle's training wheels and to become skilled at roller skates (right now she does little more than shuffle). Much to the consternation of her dad (Duane), she has also taken an interest in "boys" and spent more than an hour on the phone recently with a girl friend discussing who was the cutest, nicest, etc. Sheesh!

She turns seven in October and is looking forward to another set of parties. A small family get together at home with family, and a bigger skating party with her friends. She thoughtfully wrote up a long list of gift ideas that included the typical Barbies, toys, etc, but she is also dying to have a cell phone. Sheesh!

She really enjoyed her recent trip down to Southern California. She had great fun at the beach (playing in the surf and exploring the tide pools) and Disneyland (her favorite part was riding on the Big Thunder Mountain roller coaster with her dad). She also enjoyed learning how to train and care for horses with her Uncle. We were delighted when "Chance" started



responding to her voice commands without any backup or support from grownups. Our planned outing to Mount Baldy had to be canceled due to a raging forest fire that burned through the area — a terrible event but quite a sight to behold in person — especially when flying over it at night.

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.

SURVEY

Recently we have had several players from COD I and II express the opinion that settlements are just too easy to take. Suggestions have ranged from decreasing Sapper effectiveness, to increasing fortification effectiveness, to just giving settlements a big defensive bonus that can't be countered (by Sappers, siege equipment or destroyed by artillery/magic). Frankly we can see their point and all three of the suggestions have merit. What do you think?

If you wish to respond to the survey and voice your opinion please write (preferably type) your views on a 8.5x11 piece of paper. Keep it separate from any other correspondence (no PNs, rumors, questions, etc. on the same page) and be sure to mention you have any first hand experience in city assaults. Try to get us your opinions by 11/15 so if any changes are made, they can be put in place no later than January 1st. Thanks!

COMPANYNEWS

We took a long overdue vacation (our first in three years) in late September which naturally disrupted our work schedule, for which we apologize. Debbie has been putting in a herculean effort both before and after the trip to minimize the disruption, setting impressive new sales records. Everything should be back to normal by mid-late October. By the way, we had a GREAT time. Almost the perfect trip.

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.