

THE COSMIC BALANCE



Issue # 196

November 2002

PANAGEANEWS

This month saw the combat situation quieting down somewhat as the no doubt exhausted combatants rest, regroup and re-equip.

We begin in Western Panagea in the Tarakeen Forest. Outside the Elven city of Galandir, Lions Of The North (Wicca worshipping Humans) destroyed the battered remnants of the Terabithian Peasants (Lawful AIM Elves). At about the same time, Throbacs (Wicca worshipping Humans) defeated the undefended Forest Keepers (Lawful AIM Elves). A month later outside the Elven city of Terabitha, Grave Robbers (Trimorph worshipping CSA Giants) defeated the undefended Fletcher's Foragers (Lawful AIM Elves).

In the central region the only fighting occurred on the strategically located island of Mycenea. In what is perhaps the greatest battle of all time, Fedaykin (Lawful Terminator Humans) fought to a virtual draw the fleeing Vulture Legion (Chaotic Kodan Raman Gnolls). The battle involved nearly 120,000 troops — more than most Empires! Just imagine the resources and logistics needed to arm and feed such huge armies! Without constant care and a huge supply base such armies would quickly starve to death by the thousands! WOW!

At about the same time and more than 100 miles away at the city of Mycene, Trekkers (Lawful Terminator Humans) and Wyraxian (Lawful Terminator Giants) teamed up to devastate the mighty Loogt'N Lizards (Shhvoon worshipping Lizara).

LORASIANEWS

On the Agerian Plain outside of Kingston, Fareye Flyers (Chaotic ACE Gnolls) and 1st Engineers (Chaotic ACE Goblins) teamed up to defeat Gnollo Condottiere (Gnolls) in a series of close battles. At about the same time and fifty miles away, Order Of Neptonics (Lawful HARM Humans) defeated the undefended Hisssteria (Chaotic ROC Lizara)

In the region known as Myrtelwood, Xeera Swarm (Miiya worshipping Xaati) defeated Red Myst Rievers (Lyredh worshipping Humans) in another close battle.

On the Isle Of Quadro, Tonatiuh's Torch (Kobolds) and Shadowmane (Lawful Centaurs) teamed up to destroy the mighty Hellorin's Wrath (Chaotic KIL Gnolls) in a devastating series of attacks.

PANAGEARUMORS

The Kodan Raman has built a new stronghold in... OOPS! I almost gave it away!

AIM is getting their behinds kicked — where are their battle armies?

The Kodan Raman has chased the Terminators all the way to the westernmost coast. Soon they will drive them into the sea.

The Terminators have claimed another victory on Mycenea.

Where did the CSA go this time? Are they in hiding again?

The New Blood is growing in power and will soon make its presence felt.

There are riches to be had yet, but one must know where to look.

Xanthor and Nick Gnoll-tee were spotted in a swanky bistro having lunch together. What can this mean?

LORASIARUMORS

The Xaati are breeding like flies! Huge numbers now roam the landscape and they're getting hungry....

Craco Blackheart — we miss you and your... well, everything. Please return soon.

IKON is courting Chaotics... WHY? They say "No HARM in that."

Tlatoani should have left sleeping dogs lie.
ZZZZZZZZZZ...

HARM has come to us all... we must prepare to meet our makers.

Published and Copyright By:

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

Mad Jack the Jungle Quack — IS DEAD!

What about all those Ogres willing to die?

Tlatoani can't say anything in his defense without going OoC... hmmm!

Furro Half-ear lives!

Tlatoani has outplayed and outmaneuvered himself, again... hmmm!

If you ask me the "Z" man outplayed and outmaneuvered Tlatoani, again.

Beware the Lawful Rhythm.

KIL has been KILled... but they just won't go away!

Chautics everywhere are rejoicing at the coming of HARM... but why???

Did you know that Kobold Khan was killed? Not in battle, but at the local cathouse.

BULLETINBOARD

LORASIA PLAYER NOTICE

Let all interested parties know that Tlatoani's Cuetzpalin empire, which includes A#188 Tonatiuh's Torch, is severely reduced in numbers. He drastically needs to recoup his recent losses. He is doing so by recruiting at Ez'zak. Upcoming attacks on his positions will reduce his power further. He is ripe for the picking by Chautics willing to pay the price. Either act now or cry later.



LORASIA PLAYER NOTICE

ATTENTION!! ATTENTION!!

The Alliance of the Crystalian Warriors is looking for a few more role-players. New or old players are invited to apply for membership in this Lawful/Neutral group. You have goals you want to attain? 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 a leadership position or assist with scouting or mapping, etc? Then contact me:

James Tillman
317505 200T
P.O. Box 466
Alamo, GA 30411

or diplo at: A#179 K-9 Knights

+ + + + +

LORASIA PLAYER NOTICE

Reward of 50gs Offered

To the person that finds Warlord Mac and returns to me my:

1. Pink fuzzy slippers
2. Pink silk thong

Kobold Khan's Mother (wink-wink)

+ + + + +

LORASIA PLAYER NOTICE

Stonestrivers wishes to invite Lawful armies to diplo them at:

C#437 Niam Stonehammer
A#182 Stonestrivers

+ + + + +

LORASIA PLAYER NOTICE

We would like to announce that we will be leaving the ICON alliance in the near future. We have been very happy with our membership but have decided to join another Alliance that is better able to support us in our adventures. We will continue to have contact with ICON's members and still swap ideas and skills.

Thank you ICON for all the support we were able to get and all the help (write-ups). We will always keep an open channel for our future contact.

C#1146 Anax
E#118 Oona of Aslan — Leomen

C#161 John Hunt
E#152 Money Tree — Humans

LORASIA PLAYER NOTICE

Tlatoani,

6 days to get to the Great Monsters?

6 days to get to the Great Monsters?

You're whining about 6 days to the Great Monsters?

I nearly lost the 10th Virginia to the Postal Service and you're whining after WINNING a battle.

When you REALLY get screwed I might have sympathy, but since my turns take 4-6 days regularly I can't seem to find any.

Bentpaw

+ + + + +

LORASIA PLAYER NOTICE

Another Top 10 Reasons to Be a Member of KIL

10. All decisions are made for you.
9. You'll get the best maps and bonuses ICON has to offer.
8. You'll get to polish the boots of an egotistical tyrant.
7. Everyone is given a mirror so they can fawn over themselves.
6. If you use the mirror you will find the One True meaning of the title One True "God".
5. NO retirement dues, as you never retire. You keep working for the One True Dog (oops! Sorry, I'll put my mirror away.) for the rest of your life.
4. You fight and get wounded in battle and the One True Dog (damn!) gets all the credit and glory.
3. You can always get a job as a sword swallower.
2. Your army will never be overloaded as all your possessions will always go to the One True Dog.
1. Oedipus love interest is accepted behavior.



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://groups.yahoo.com/group/conclave_gathering/
<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:

TALES OF CTF2187: A great new site by Shannon Muir that contains the best of her game related fiction and more! Check it out at:

<http://members.aol.com/shannonelisemuir/>

ORBO's CTF2187 HOME PAGE: Want to check out a great archive of old CTF newsletters? 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://groups.yahoo.com/group/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-#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.

SCORE CARD

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.

Lorasia (COD II)

A.C.E. — All Chaos Explorers.

C.W. — Crystalian 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 Lorasia.

N.W.O. — New World Order.

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.

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.

SURVEY

* Reminder From Last Issue *

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 attacking 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!

UPDATE: As of 11/1/02 we have received two detailed and thoughtful responses to our survey, for which we are grateful. To clarify, it is our feeling that settlements should be difficult to take — much more so than simply defeating a comparably sized Army. It should take a lot of planning, preparation, and resources. Conventional wisdom (real world) suggests that you need at least a three-to-one advantage to launch a successful attack. For the most part we feel the current system works well (though sometimes the need to wipe out all defending non-warriors is awkward). Our biggest concern, and that of others who raised the issue, is that those attacking a settlement should suffer heavier casualties and the suggestions listed above were primarily directed towards that goal.