

THE COSMIC BALANCE



Issue # 199

February 2003

PANAGEANEWS

This month was relatively quiet. We begin in Western Panagea where most of the fighting took place. In the region known as Aurumia outside the city of Troy, Clan Thaxton (Lawful Terminator Humans) and Daredevils (Lawful Terminator Humans) teamed up to smash the leaderless Dog Pile (Chaotic Kodan Raman Gnolls). At about the same time, though one hundred miles away, Foresters (Lawful Terminator Humans) and Wanderers (Lawful Terminator Humans) teamed up to defeat Silver Spray (Lo-kee worshipping CSA Elves).

On the Illyrian Plain outside the city of Andar, Wolverine Psychos (Chaotic Kodan Raman Gnolls) and Rick's Reserves (Chaotic Kodan Raman Gnolls) teamed up to devastate Sabertooth (Lawful AIM Giants). At about the same time, Lupine Legion (Chaotic Kodan Raman Gnolls) and S.F. Giants (Chaotic Kodan Raman Giants) teamed up to smash The Right Arm (Lawful Elves).

In the central region on the isle of Mycenea outside the like-named city of Mycene, Fedaykin (Lawful Terminator Humans) destroyed Cwmni-Cyn (Wicca worshipping CSA Elves), Trekkers (Lawful Terminator Humans) and Wyraxian (Lawful Terminator Giants) teamed up to destroy Cyclone (Shhvooon worshipping SWARM Giants), and Bloodguard (Lawful Terminator Humans) defeated the leaderless 13th LOOT Legion (Shargash worshipping LOOT Orcs).

LORASIANNEWS

This month we begin on the Agerian Plain where most of the fighting occurred. Outside the troubled city of Kingston, Shadowwalkers (Chaotic ROC Dark Elves) defeated Order Templar (Lawful Gnolls) in a hard fought battle. The next day, 1st Engineer Co. (Chaotic ACE Goblins) defeated Order Templar in another close battle. Two weeks later Shadowwalkers launched another attack and again defeated Order Templar. The next day Lawful counter attacks began as Fear That Walks (Lawful HARM Lizara) crushed Hisssteria (Chaotic ROC Lizara) and Graybeard's Raiders (Lawful Guardians Dwarves) destroyed 1st Engineer Co.

Next we move to the Pryma Forest where Bloodnguts (Lo-kee worshipping Giants of the Akuda Combine) smashed Sticks 'N' Stones (Lawful Guardians Halflings). Two weeks later at the nearby city of Lotheria, Ratt Skinners (Shhvooon worshipping

Goblins) destroyed 69th Forsaken (Lawful Gnolls of the Crystalian Warriors). The next day Bloodnguts resumed their battle against the battered Sticks 'N' Stones and won a crushing victory.

On the Isle Of Quadro, outside the troubled city of Cosmopolis, Tonatiuh's Torch (Kobolds) and Shadowmane (Lawful Centaurs of the Crystalian Warriors) teamed up to destroy Kadaver Kobolds (Chaotic KIL Kobolds). Nearly two weeks later Jaws Of Thirst (Lawful HARM Gnolls) destroyed the large but mainly defenseless Ded Trez (Chaotic KIL Kobolds).

On the Nulean Plain outside of Port Royale, Bad Blood (Humans of the Akuda Combine) and Foresters (Lyredh worshipping Satyrs of the Akuda Combine) teamed up to destroy the Gemini Knights (Lawful Gnolls of the Crystalian Warriors).

In other battles.... In the region known as Malundia, Peaceful Traders (Kobolds) destroyed the defenseless Vermilion Voyagers (Shhvooon worshipping Lizara). In Mertelwood, Flocking Ravens (Lo-kee worshipping Humans) defeated Red Myst Rievers (Lyredh worshipping Humans) and in the Cambrian Range, Clan Broadbelly (Lawful HARM Dwarves) destroyed Turlin's Helmhackers (Giants).

PANAGEARUMORS

The Kodan Raman has run back to hide under their rocks.

The Terminators have taken Mycene by force! What's next?

A HUGE naval battle is brewing. Six months from now there will be lots of virgin wrecks to explore.

I hear that the Kodan Raman has just abandoned all their cities.

Where did Xanthor go? He's in hiding in the sheep pen. Baaa!

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POST OFFICE BOX 214949
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www.ageforfun.com

LORASIA RUMORS

The KIL Alliance is making yet another comeback!

Cosmopolis is in ruins. The Great Dragon has fled!

All Kobolds are dead meat. And tasty too!

Crystalian Warriors will soon be Dead Warriors.

The Akuda Combine is a front for third-rate generals.

The Imperial Red Armies and New World Order are working together. Really? Wow. I NEVER would have seen that coming.

Apparently the attacks on Amazing Grace (CB198) weren't so unrelated as we were led to believe.

The Akuda Combine is jealous of successful armies.

All freedom-loving armies are asked to attack any Akuda Combine armies wherever they are found.

Akuda Combine alliance is also known as the Average Chaotics alliance.

The synonym for Akuda Combine is Analytically Challenged.



BULLETINBOARD

PANAGEA PLAYER NOTICE

Yo Kodan Crap... peace? You wanna piece of me? Come on over to Mycenea. How can I speak to the leader when I don't know who is the leader? You change leaders more often than you change your adult diapers. Who is leading right now? Grog? Nicky? Do any of you have any military experience? Were you taught to attack the enemy at its strongest point when you're not prepared for the battle? If so, then I have some ocean front property in Arizona to sell you. And I'll throw in the Golden Gate Bridge for free!

You can hope that the Crack opens up and swallows the seas. By that time, I'll be ready to kill off all your armies. Until that time, why don't you do something constructive like kill yourself? If you're afraid of doing it yourself, you can ask me to do it for you. I'll make it quick.

Decapitator

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LORASIA PLAYER NOTICE

Recently the city of Cosmopolis on the Isle of Quadro was transferred to another entity. Also, A#367 Seahawks was transferred to this entity because it belonged to the same Empire. Prior to that transfer taking place Seahawks attacked one of my armies, Skewed Scales. At the same time, Dag Nabbits attacked Tonatuih's Torch. Read the Dec. 2002 CB for confirmation.

The previous owner of this Empire wrote me to say that the actions of Seahawks should be forgotten because it was under new management. Duh? For those of you who are unclear on the concept of a role-playing game, here's a refresher course. The actions of any position (army, city, etc.) in Lorasias will shape the response it and it alone will receive from other positions. It doesn't matter who runs that position. To drive the point home, if an army attacks any of my armies and I find out my best friend is running it, my armies will still attack it in retaliation.

To give you a concrete example, Gnarlbud was friendly with me (Tlatoani) within the game. Also, he was friendly outside the game. Then, Gnarlbud secretly plotted with KIL to build artillery and siege equipment to attack another city. Instead, KIL attacked my city because I attacked their ally who owned Spider's Wort. What a lame excuse. During that time, he continued to be friendly with me outside of the game. Within the game, Gnarlbud will have to pay his dues. It doesn't matter who's running him. Oh, he still owes me 3,000 GS and for the damage caused by the destruction of Aztlan and the deaths of over a thousand Kobolds. It's going to be very costly for him.

Tlatoani

LORASIA PLAYER NOTICE

Paladin Quartermoon, Commander of the Crystalian Warriors, would like an audience with the leader of the Imperial Red Armies alliance. Contact me ASAP.

Diplo at A#179 K-9 Knights or
James Tillman
317505200T
P.O. Box 466
Alamo, GA 30411

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LORASIA PLAYER NOTICE

The Isle of Quadro is off limits to uninvited guests. If you (you know who you are) want to visit the island or any of the adjacent sea sectors, you will need to let me know two months in advance. KIL armies and their allies are requested to leave the island as soon as possible.

In the meantime, I'll continue clearing the area of all undesirables. Why am I doing this? Well, I'm tired of being Mr. Nice Guy. Years ago, Gnarlbad of Cosmopolis started building on the island without checking whether someone else was already present. At that time, I had no reason to be selfish and decided it would be nice to have a friendly neighbor. So I didn't act all nasty and say that it was my island.

Last year, Gnarlbad decided to pay me back for my hospitality by backstabbing me. Now it's payback time. Also, my spies have informed me that some of the inactive KIL armies on the island are once again active. Here's some free advice to the reactivated armies: You should leave Quadro immediately. I won't be stopping my attacks anytime soon. You can either leave with less people or stay and face destruction. If there are any navies wanting to help in the evacuation of your army/armies, they'll need to contact me quickly. Quadro is a war zone. There are no safety guarantees except for those who can adhere to the requirements below.

Tlatoani
A#188 Tonatiuh's Torch

P.S. Since I'm in contact with a number of players in the real world, I'm sure you can reach me via email even if you don't have email. If you're sending a navy to transport armies off the island, you'll need to send me your army #, name, race, inf, cav, etc. Also, there cannot be more than two transport (not battle) navies arriving in the sector. This is a one-time special offer. Future visitors will need to give two months' advance notice.

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LORASIA PLAYER NOTICE

Don't walk in front of me
I may lift your purse
Don't walk behind me
The smell may kill thee
Walk beside me
So I can use you for cover

Windbreaka Strayfart

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LORASIA PLAYER NOTICE

Re: Jaws of Thirst poem — CB197

A Lawfool poem and the first thing it mentions is a herd animal. Need I say more?

Why they are collectively proud of their flatulence is beyond me, but apparently they see it as something to cheer about.

Anyone with a nose can tell when a Lawfool has passed. Even if the dead plants didn't give it away. Have you guys ever heard of soap?

As for the last two lines, I really don't understand why it's important who started laughing first.

Longpath

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LORASIA PLAYER NOTICE

This notice is to announce that the city of Gray Hollow (#201) and Empire #152 Money Tree shall be joining the Akuda Combine Alliance as soon as the mighty masters (GMs) run my next turns. The city will still be neutral but due to real world problems there are no markets at this time. Very hard to recruit people to an island.

A#139 Pride
S#201 Gray Hollow

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LORASIA PLAYER NOTICE

Battle hint to an alliance that is being KILLED

Attack with more than one army at a time. Have 2 or more armies attack in succession in what is referred to as a TRAIN ATTACK. Your enemy gets progressively more tired as fresh armies attack.

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LORASIA PLAYER NOTICE

From the depths of darkness comes an alliance which will be responsible for the defeat of those wretched, light-loving, Lawfool scum. We shall deal out the appropriate retributive justice for their acts of aggression against our Lord KAURON THE DESPOILER. His wrath shall be delivered in the form of Alpha and Omega. Their words of death are strong but their words of life are as strong as the steel of their sword!!!

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LORASIA PLAYER NOTICE

A#500 Frost Giants is an active Empire again. Those who were friends are encouraged to re-open lines of communication. Those who were enemies, nothing has changed.

C#1790 Thiazi
Leader and big guy in charge

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LORASIA PLAYER NOTICE

As for the morons who believe a Lawful alliance would throw a Chaotic army out of its alliance for attacking a Chaotic: Get your head out from your rear. What do you think Lawfuls do for fun, attack Chaotics and their friends? Of course we do!!! I do not know what rock you crawled out from under but it is probably a Chaotic one. Chaotics might throw armies out for an army attacking their enemy, but Lawfuls reward their friends.

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LORASIA PLAYER NOTICE

A memorable character in this game was B. Guile. He got me so enraged with his manipulation of new people in the game. His character manipulated, antagonized, deceived, made a Lawful attack another Lawful. Then he made the person quit the game. Too bad he antagonized the wrong army.

C#2187 Dominator

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.

SPECIAL ANNOUNCEMENT

We are rapidly approaching Issue #200 of the Cosmic Balance. Clearly an important milestone and certainly worth celebrating. So.... what can we do? How about making it an ALLIANCE SPECTACULAR issue? What we would like is for every active alliance to send us a Player Notice about themselves discussing such things as history, goals, conflicts, whether or not you are recruiting new members, who to contact for more information and perhaps a list of the alliance leaders. If you have a graphic image you would like posted along with the notice, send it in (if previously published let us know).

That's a good start, but how about MORE! Since it has been 200 issues, how about some reflections/reminiscences about your favorite COD moments? Perhaps a glorious battle or a comical encounter, a favorite poem or a most treasured ally? Write up a Player Notice and send it in!

Of course we don't expect you guys to do all the work. We will include some special material as well. Duane has already written two special articles for inclusion with plans to write at least one more.

So let's all work together and make issue #200 the biggest (gulp!) and best ever!

Note: All materials intended for Issue #200 should be clearly labeled as such, otherwise you just don't know when it will appear.

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.

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.