

THE COSMIC BALANCE



Issue # 203

June 2003

PANAGEANEWS

This month we begin in the West.... In the Tarakeen Forest, Lions Of The North (Wicca worshipping Humans), Bengal Lancers (Wicca worshipping Humans), and Throbacs (Wicca worshipping Humans) assaulted the city of Ravenwood (Lawful AIM Giants). After hours of intense combat the battered city defenders were able to repulse the attacks though with great losses to both sides. More fighting is expected.

On the Illyrian plain outside of Andar, Lupine Legion (Chaotic Kodan Raman Gnolls) and Rick's Reserves (Chaotic Kodan Raman Gnolls) all but destroyed Stormhammer (Lawful Runeblades Dwarves). At about the same time Wolverine Psychos (Chaotic Kodan Raman Gnolls) destroyed Therios Dragonriders (Lawful Runeblades Elves). Meanwhile Lomorian Wolf Pack (Chaotic Kodan Raman Gnolls) and 3rd Regiment (Chaotic Kodan Raman Gnolls) attacked Dust And Thunder (Lawful Runeblades Elves). In a mixed result the Elves were defeated in the first attack and repulsed the second.

Moving to the central region, all the fighting was centered on the isle of Mycenea. In the opening round Plains Drifters (Lawful Terminator Humans) smashed the largely defenseless Squid Ink (Chaotic Kodan Raman Orcs). Nearly two hundred miles away, Fedaykin (Lawful Terminator Humans) all but destroyed Dogmoon (Chaotic Kodan Raman Gnolls). Nearby Trekkers (Lawful Terminator Humans) and Wyraxian (Lawful Terminator Giants) destroyed Bilge Rats (Chaotic Kodan Raman Gnolls). The Bilge Rats, a mighty force in their own right, were apparently a critical Kodan war/transport fleet and their destruction (rather the loss of their ships) is a severe blow to the Kodan warmachine. Finally, Smasher (Lawful Terminator Humans) defeated Calm Seas (Shhvoon worshipping Lizara).

LORASIANNEWS

In the Grimwood forest outside the city of Ogton, Kosmos (Cosmic Balance worshipping NWO Gnolls) defeated Dark Forest Clan (Chaotic Hobgoblins). Two weeks later Kosmos launched a follow-up attack and destroyed the battered Hobgoblins.

On the Nulean Plain, Dwarven Axes (Lawful HARM Dwarves) destroyed the small and leaderless army known as Crescent And Star (Humans). Two weeks later at the city of Port Royale, Ratt Skinners (Shhvoon worshipping Goblins) destroyed Scriptorium

Novum (Lawful HARM Humans). Nearly three weeks later and 300 miles away Cold Stream Guards (Lawful HARM Elves) defeated Spasm Spasm Boogie (Chaotic Lizara).

On the Vardian Plain outside the city of Angonheim, Deathlords (Chaotic Nemesis Gnolls) defeated Amazons (Lyredh worshipping Humans) in a hard-fought battle. At about the same time at the city of Vardunon, Golden Pendulum (Cosmic Balance worshipping ICON Humans) and Wolfpack (Cosmic balance worshipping ICON Humans) teamed up to destroy Aeturnus (Lawful Elves).

In the Cambrian Range outside of Magdenheim, Gesellschaft Narren (Lyredh worshipping Giants of the Akuda Combine), Bad Blood (Akuda Combine Humans), 10th Virginia Inf (Chaotic Akuda Combine Gnolls), Bloodnguts (Lo-kee worshipping Akuda Combine Giants) and Foresters (Lyredh worshipping Akuda Combine Satyrs) teamed up to take on the mighty Toe Jam (Lawful Harm Dwarves). Though the Dwarves clearly won four of the five battles, they suffered heavily in the fighting, having lost nearly two thousand tribesmen, and will be hard-pressed to recover. Shortly thereafter (and coincidentally) Domus Foederatis (Lawful HARM Humans) and Cohors II Ped Camp (Lawful HARM Dwarves) teamed up to take on a fleeing Bloodnguts but were battered by the Giants' rearguard.

On the island of Moloch's Folly outside the town of Gray Hollow, Tonatiuh's Torch (Kobolds) destroyed Bones & Marrow (Akuda Combine Gnolls). Meanwhile Jaws Of Thirst (Lawful HARM Gnolls) destroyed Brittle Bones (Akuda Combine Gnolls).

In the region known as Malundia outside the city of Ez'zak, Peaceful Traders (Kobolds) effortlessly destroyed Axe Of Doom (Chaotic ROT Orcs).

Finally, in the Nadev Jungle outside the city of Reeza'Nesh, Drainers of Life (Lawful Vampires) defeated Maaxa Swarm (Miiya worshipping Xaati) in another Vampire "recruiting" drive.

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PANAGEARUMORS

The Runeblades alliance has been crushed, not for being Lawful but for aiding the Terminators. You sleep with the enemy, you die with the enemy!

Having evacuated the mainland, the Terminators are turning the entire island of Mycenea into a fortress.

Creatures from the deep! Oh the horror! The life of a sailor will never been the same again!

LOOT engineers are developing new ships and modifications in a determined effort to rule the seas.

Why are the followers of the Cosmic Balance aiding the forces of Chaos? They are SUPPOSED to help right the balance, not push it over!

LORASIA RUMORS

It would appear that Hakkon is in Cosmopolis selling rose colored glasses. Is anyone buying? I doubt it! Just kinda makes one sick.

Here's some Wisdumn for ya, train Battlemages with lotsa Intel.

The world of Lorasias is flat. Sail off the edges and die...

The world of Lorasias is round. Sail off one edge and come back on the other.

The world of Lorasias is a cylinder. Sail off one edge and come back on the other. Sail off on the poles and fall straight into the abyss.

Toe Jam will soon be nothing more than roadkill.

The Akuda Combine is growing at an impressive pace. Those resentful of Lawful oppression are flocking to their side! Death to the tyrants!

Light troops are handy for many things. They fight well in rough terrain and large numbers can be assembled quickly without excessive cost.

BULLETINBOARD

LORASIA PLAYER NOTICE

Greetings to all members of the Crystallian Warriors as well as all those members of Armies that are Lawful and/or Neutral and are worshipers of the Order of Law. As the newly appointed Minister of Diplomacy, I, Melfus-Star, overall Leader and Warlord of the Empire of the Jade Falcon, wish to take this opportunity to address you on my thoughts on those recent events that have been taking place between the Chaotic Warriors of the Akuda Combine and those of our own Forces.

It has always been my perception that in order to achieve a specific goal it is better to be well-prepared as well as well-informed before undertaking action than to go off half-cocked with a singular mindless purpose, that may well end up as a temporary ego appeasement rather than a meaningful achievement for all concerned.

It is not enough that as Allies we fight for all that is Lawful and Good against that which is Chaotic and Evil. The primary purpose of an allegiance is to grow TOGETHER in strength and wisdom in order to defend ourselves against Chaos wherever and whenever it may arise and to continue to move forward toward peace in the whole of Lorasias. But we cannot continue to move forward if, in the pursuit of our goals, we must constantly be forced to take a step back when, on the egotistical whim of a disgruntled leader or the adverse actions of a warmongering tyrannical despot, we are to endure unprovoked attacks that end up decimating whole armies within the Alliance.

The question now posed, and one in which we all should ponder, is: "Must we ildy stand by while these events occur or, because we are bound by our oaths of Allegiance, are we to defend the integrity of the Alliance by defending those who wish to act outside of the dictates of the Alliance? After all, aren't we all supposed to be working together?"

By refraining from unilateral action and sharing gathered information with all of the members of the Alliance are we able to remain strong. Only then are we able to defend our people against the forces of Chaos and Evil. Only by making decisions as a united body that will positively affect the whole, rather than boldly jumping into the fray with disregard for others, that will ultimately result in negative affects on the part, and, by domino effect, the whole, are we able to conquer Evil. In retrospect, I submit that only an attack that has been approved by the Alliance Leaders, despite its outcome, should be deemed prudent.

I urge all to practice restraint and continue to share with your Alliance members in order that all may have a voice in those decisions that ultimately we will all bear the responsibility for. I further urge all to remember that the decision to wage war on another should be one that should be taken with a grain of salt. For not only will that decision affect your own armies, but also those within your Alliance, as well as all other Lawful and/or neutral armies that share similar goals.

Be assured that this by no means is meant that should you be attacked without provocation that you act all wimpy and submit sniveling away like a dog with his tail between his legs. What it means is that you should ACT, NOT REACT.

C#156 Melfus-Star
A#144 Red Ruby One

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LORASIA PLAYER NOTICE

I'd like to believe HARM was merely confused or duped, I really would. Because then it would mean a rational solution could be found to stop further bloodshed. However it becomes difficult to believe them when they confirm the accusations of those they attack.

Example: Corvallis of the Akuda Combine states in CB 200 and restates in CB 202 that Lawfuls, including HARM, are "forcing their beliefs onto (Chaotics and Neutrals)."

Knaps Ughlot of HARM confirms this in CB 202 by stating:

- 1) HARM was "hoping to show you (Akuda Combine) the error of your (Neutral) ways [ie. Non-Lawful thinking] through diplomatic means." and
- 2) "it is now the mission of HARM to rectify your chaotic distorted thinking."

These two statements show the fascist extreme of the Lawful mind. Not only do they think you are wrong, but that it's their duty to change your opinions and beliefs to match their own or they have no choice but to kill you.

What would HARM do if diplomatic means failed to convince the AC of its "wrong thinking"? Would they have given up or would they have resorted to more drastic means to rid the world of thought different than their own?

Did HARM really believe Corvallis was declaring war on them in CB 200 or was that just a cover for their own designs of global conquest?

I think we all know the answers.

Kundig, Gesellschaft Narren

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LORASIA PLAYER NOTICE

The leader of 10th Virginia Inf and Gesellschaft Narren has defended the failure of their SIX battle armies to destroy 109th Fallen Angels by publicly stating that "109th has Flee tactics, Malta did not. Natural Kobold sorcery ability enabled you to kill a lot more in the artillery round than most other races would have. I'm not saying it wasn't impressive, you just have the habit of leaving out inconvenient, relevant facts. The armies we wiped out at Magdenheim also failed to have Flee tactics and the results were pretty much the same." Don't take my word for it. Read Message 209 on the Conclave Gathering board. It should still be there unless it's removed by one of the owners.

Please note that he (Bentpaw and Kundig) is the one who received the battle reports when those two

armies fought the "fleeing" 109th Fallen Angels. Now reread his first sentence to confirm that he did indeed say 109th had Flee tactics.

I'm publicly stating that this leader is frequently incapable of telling the truth. Why? I'm very sure that 109th Fallen Angels was using Standard (Melee) Tactics. I challenge any of the intellectual giants in Akuda Combine to prove me wrong.

In light of this revelation, it should be apparent to everyone else that the so-called Akuda battle armies are not that great in a real battle. 109th Fallen Angels survived 18 melee rounds against the finest Akuda could field. Your friends and allies salute you for standing up to the Akuda scum. It makes me wonder how these fine armies will do against well-prepared armies.

As one of their people told me, my battles against KIL were not that impressive because they were not as well organized and trained as Akuda. Talk is cheap. Let's see whether Akuda can perform well under pressure.

Tlatoani

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LORASIA PLAYER NOTICE

A stroll to the slums of Port Royale
And I happened to have found
A couple of randy sailors
Waving their gold around

In town to ply my trade
Selling my soul for gold
Pride sails in with horses
The rumors I start are bold

I'd just happened to be reading
The latest edition of the CB
Akuda Combines' words provide cover
For my murderous activity

So, without further ado
I launch my thieving raid
The high price of Lawful evil
The innocents in Pride just paid

From the evil Bard,
Windbreaka Strayfart

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LORASIA PLAYER NOTICE

For all of those concerned, please note my new address:

Stefan Franz
PO Box 26113
Collegeville, PA 19426

LORASIA PLAYER NOTICE

I want to publicly thank Knights of Malta and Buried Bones for resupplying my army and Jaws of Thirst. Thank you very much.

For any Akuda Combine or allied navies in the area, let me ask you "Do you feel lucky today?" If so, you just "go ahead and make (our) day." Come on over, the water's fine!

In the May CB, the notice addressed to Lord Palan Tark was really hilarious. I was touched by what Corvallis wrote about me. His rants and raves about HARM being duped by me was really very funny. He conveniently forgot about their attacks on two "small trading" armies of the CW alliance. After foaming at the mouth for a while, he concludes by saying that Lord Palan Tark was "another duped by Tlatoani." He wondered how much fighting TT will do in the HARM vs. Akuda war.

That was so funny. I nearly laughed myself to death. Why? In the Lorasias News section, it reported the TT destroyed (let me repeat, destroyed) Knights of Malta and Jaws of Thirst destroyed Buried Bones. Hmmm. Do you know who got DUPED? Who was the dumb fool? I'm confused. Can the Consiglier(e) help us all out? Can you clarify the part where I'm letting MY ALLIES take my losses? I can't help it if an AC army is unable to inflict higher losses on my army. Is he stupid enough to think that lawfuls will just stand by while chaotic scum slaughter armies in another lawful empire? That's the difference between lawfuls and chaotics. Lawfuls help each other. Chaotics watch other chaotics get slaughtered.

For those of you who don't know, I lost 27 warriors. The deceased Knights lost 875 warriors and 913 non-combatants. Please spare me the crap that my army is so much bigger, etc. Do you remember the train attack your armies did on 109th Fallen Angels? According to the info I have, the gnolls were about the same size before the four of you cowards attacked it and you COULD NOT DESTROY IT. Oops I was giving AC too much credit. Prior to this train attack, two other AC armies attacked 109th Fallen Angels. What a MIGHTY alliance. Six armies attacking one army and failing to destroy it. Three cheers.

In the Conclave message board, one of the half wits accused me of leaving out info on the battles at Magdenheim. Why did I "forget" to mention their victories over HARM armies there? Simple. I don't have that information on those battles. As for the goblins big victory over Sentinel, they got lucky. The goblins outnumbered them and fought at night. Your luck will run out very soon. This same intellectual giant rants on about who fired the first shot. He uses that as his basis to justify any future attacks he and his allies launches against others.

Since they don't understand the concept of a game, I'm going to ask others in this world to help them out. Does anyone out there know of a game where there are at least two opposing groups that doesn't require one group to make the first aggressive move? For example, a chess game requires one side to eventually capture the other player's piece. Based on the Akuda logic, the player losing the piece is the wronged party and can do any heinous crimes against the other because he didn't attack first. Have y'all had enough time to think about such a game that does not require someone to make the first "aggressive" move? If so, please let us know about it.

I'll bet that the AC group didn't expect me to team up with HARM and CW to fight them. Of course, they'll come up with some convoluted logic to indicate they knew I was going to fight them. In that case, I ask them why they didn't meet me halfway as suggested by the Consiglier(e). We took the effort to go to Gray Hollow and they didn't have the courtesy to send someone to meet us. Do we have to visit them at Port Royale?

Send over Ratt Skinners. We'll show you how it's done. Guess you're right AC is more organized and better trained than the KIL armies I destroyed. NOT!

Tlatoani

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LORASIA PLAYER NOTICE

Re: CB 200
To: Akuda Combine — Corvallis

Or should I say cowards and murderers of small armies? You didn't have the guts to declare war. You wiped out an army that was 1 year out. Because of the way you have decided to play this out, I put you on notice. You will see me again. You know not the time or place, but strike I will. That is a PROMISE!

You hide behind the most pathetic reasons for your actions. "They push their views", and "they attack all over Lorasias". What a bunch of crap!

Why don't you just be honest and just state what you guys really are? A group of armies trying to hide behind one or two bigger armies, hoping no one pops you before you get built up to where you want. Meanwhile, you attack small armies, mostly new, and take their possessions, gold, etc. and try to justify it with flower-scented horse manure.

I challenge you to name a CW army that attacked, stole, or bothered any of your AC members as you were forming. I myself have been in the same city as Knights of Malta, Pride, and Ratt Skinners. I've been in the same sectors as Bad Blood and Foresters. Then, out of the blue, you attack my Alliance. Have the gods died and put you guys in charge? I think not.

Face it. You're a bunch of Chaoticks or Chaotick want to bes who want to attack Lawfuls. You're just trying to do it one alliance army at a time, starting with the Crystalian Warriors.

That time is over. Keep watching over your shoulder, because when you least expect it we will meet, and you won't like it.

C#643 Black Wolf
Crystalian Warriors



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

Can't tell the players (ie. alliance abbreviations) without a score card? Here it is:

Panagea (COD I)

A.I.M. — Aegis In Malum (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.
Akuda — Akuda Combine.
C.W. — Crystalian Warriors.
F.R.C. — Fourth Reich of Chaos.
Guardians — Guardians of Destiny.
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.

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.

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://web2.airmail.net/Lanza/index.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://userweb.suscom.net/~orbomaxx/ctfhome2.htm>

Brigadier General Them Bones [PN323] of the Beserkers [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. The list is currently moderated by General I.B. Tryon [PN721] of team WASP [TM18].

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

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 OFFER

July 1st is a special date for us here at Advanced Gaming Enterprises as it marks the SEVENTEEN year anniversary of our first processing turns for the original Crack of Doom Playtest (the company itself was actually formed several months earlier). In celebration and to show our gratitude for your dedicated and enthusiastic support we have the following special offer: Send in a single check for \$50.00 or more for your CoD or CTF account during the month of JUNE and we will deposit that money PLUS an additional \$4.00 into your account. That's right, an additional four extra dollars game credit, FREE! It's just our way of saying Thank You! [Note: This is a 'CASH ONLY' offer that includes checks and Money Orders but NOT payments made by Credit or Debit Card.]

Good Gaming,

Debbie & Duane

