

THE COSMIC BALANCE



Issue # 205

August 2003

PANAGEANEWS

This month we begin in Western Panagea which saw the heaviest fighting. In the Tarakeen Forest the city of Ravenwood (Lawful AIM Giants) came under assault. After heroically repulsing attacks by the Lions Of The North (Wicca worshipping Humans) and Bengal Lancers (Wicca worshipping Humans) the city finally fell to the Throbacs (Wicca worshipping Humans).

In the Elderwood forest, Strychnine (CSA Giants) and Black Company (Trimorph worshipping CSA Giants) teamed up to maul the fleeing and virtually defenseless Plainsmen (Lawful Terminator Humans). Two weeks later and nearly three hundred miles away at the city of Altheria, Lobo's Moon (Zraxxut worshipping LOOT Gnolls) defeated Gemstone Faction (Silvanus worshipping Elves).

On the Illyrian plain outside the city of Stormhold, S.F. Giants (Chaotic Kodan Raman Giants) defeated the fleeing Transcontinental (Lawful AIM Humans). Meanwhile, Lupine Legion (Chaotic Kodan Raman Gnolls) and Rick's Reserves (Chaotic Kodan Raman Gnolls) teamed up to slam the fleeing Blackthornes (Lawful Humans). Outside the city of Andar, Lomorian Wolf Pack (Chaotic Kodan Raman Gnolls) and 3rd Regiment (Chaotic Kodan Raman Gnolls) teamed up to defeat Dust And Thunder (Lawful Runeblades Elves) despite savage resistance.

In the region known as Aurumia, Foresters (Lawful Terminator Humans), Movallens (Lawful Terminator Humans) and Vraxoin (Lawful Terminator Giants) teamed up to defeat a fleeing Screaming Meamees (Chaotic CSA Kobolds).

In the distant Altani Mountains, Lions Of The North, a month after their assault on Ravenwood, destroyed the Crafty Toilers (Lawful Elves).

Moving to Central Panagea, the fighting was restricted to the island of Mycenea where Fedaykin (Lawful Terminator Humans), Trekkers (Lawful Terminator Humans), Wyraxian (Lawful Terminator Giants) and Clan Thaxton (Lawful Terminator Humans) teamed up to hammer the fleeing Vulture Legion (Chaotic Kodan Raman Gnolls). Some fifty miles away Smasher (Lawful Terminator Humans) defeated the all but defenseless LOOGT'N Lizards (Shhvooon worshipping Lizara).

Finally we conclude with Eastern Panagea where the fighting was restricted to the Crystal Plains. In the opening clash, Hunter's Moon (Zraxxut worshipping LOOT Gnolls) defeated the fleeing Jackson Hole (Lawful Terminator Humans).

Nearly a week later at the city of Narga Thum, Dire Wolf (Chaotic Kodan Raman Gnolls), Devil Wolf (Chaotic Kodan Raman Gnolls) and Howling Winds (Chaotic Kodan Raman Gnolls) teamed up to destroy Red Dragon Clan (Lawful Saurians) which may have driven this rare and reclusive race to extinction. At about the same time, Silent Covenant (Chaotic Kodan Raman Gnolls) and N.Y. Giants (Chaotic Kodan Raman Giants) united to destroy Blue Wolves (Gnolls of the SNAP alliance). Meanwhile Kodan Raiders (Chaotic Kodan Raman Gnolls) and Moondogs (Chaotic Kodan Raman Gnolls) teamed up to defeat Trondheim Trading Company (Lo-kee worshipping Giants).

LORASIANEWS

In the Grimwood forest outside the city of Ogton, Werewolves (Chaotic KIL Gnolls) attacked and defeated the 1st Legion Of War (ACE Ogres) in a close battle.

In the Pryma Forest outside of Lotheria, Ratt Skinners (Shhvooon worshipping Goblins) obliterated Sticks 'N' Stones (Lawful Guardians Halflings). A month later and nearly 200 miles away Blood Rage (Chaotic Dark Elves) defeated Stompin Jugulers (Cosmic Balance worshipping IRA Ogres) in another close battle.

In the Cambrian Range outside Magdenheim, Niebelungen (Lawful Dwarves) fought to a draw against 1st Trading Company (Cosmic Balance worshipping ICON Humans) in a battle that saw both baggage camps being raided. Though a close battle the Humans appear to have got the better of the encounter.

In the region known as Malundia outside the city of Ez'zak, Eternal Servants (Lo-kee worshipping NWO Humans) smashed Green Girth (Ogres). Two weeks later Eternal Servants launched a followup attack and completely destroyed the hapless Ogres.

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On the Agerian Plain outside the city of Kingsport, We Gotchya (Chaotic Kobolds of the Nemesis alliance) defeated Shining Path (Humans). Two weeks later We Gotchya launched a second assault that nearly destroyed the battered Humans.

PANAGEARUMORS

The Terminators just gained an unexpected and surprisingly powerful new ally.

Be KIL or be KILled, that is the question.

I saw Xanthor in the Sheep pens in Delvinhome! No wait, that was his mother.

The Dogs have been set loose. Who will be their first victim?

A giant fissure spans the world and is growing... oh wait, we all knew that already.

I see many new faces around here, Gnolls, Humans, Elves, but whose side are they on?

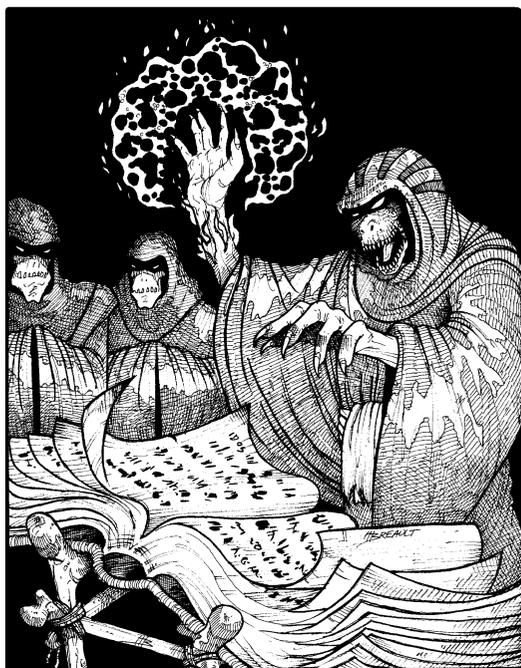
LORASIA RUMORS

The Akuda Combine has had enough and now all Lawfuls are targets.

Since when do Lawfuls and Chaotics need any other reason to attack each other?

Let's face it: War isn't all it's cracked up to be. Give peace a chance!

What's all this about the Hammer of Vectra? More silly stories.



There aren't enough gold sovereigns in all of Lorasias to make me go into the Cave of Night. I hear no one has ever returned.

Haven't we had just about enough of Tlatoani's mouth? Soon it will be so big it will swallow his head.

The Crystallian Warriors are locked in internal strife when they should be watching each other's backs. Now the enemy is upon them and there's nothing they can do.

BULLETINBOARD

LORASIA PLAYER NOTICE

I Broc! I father N.W.O. I no like way I told you use my letters beside harm letters. I tell you and "Snap Shut" or "Snaps Slot" from harm you do good to keep my family and me out you struggle. I love you kill each other maybe when you done you see Balance is true way. You need be with one family I keep you safe. My words of life be true. Follow path know power, riches, truth. Touch my family find out my word of death are true. You all stay out of N.W.O. way! I always happy for all who wish to be family. All need send me your word and I will teach Balance is true path.

C#414 Broc
Leader A#199 Kosmos
Father N.W.O.

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LORASIA PLAYER NOTICE

Family Reunion: Attention to the Great Pochinsky Clan

Hear ye, hear ye: We will meet in the Hills NW of the Mountains on Tir Aidin. The date to be announced!

The Elder

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LORASIA PLAYER NOTICE

Overheard in a tavern in Morlok'Ced:

The goblin leader Ja'Kil sitting in a corner of the tavern with his feet up on the table leaning back sipping his favorite drink the Tooty Frooty Berry drink, says to his buddy and fellow goblin, Ja'Drool:

"Tez cantz beeleevz da big fat Pillzaburee Doe Boy, Kundig cud no beat HARM. Itz trew! Itz trew! Himz jus a big softie. Did you noe whenz da big giant Pillzaburee Doe Boy bendz ova all youze see iz doe-nutz?" Ja'Drool busts out laughing. Hee, hee, ha ha. "Noez he haz no ballz." At that the two of them start rolling on the floor laughing. Ha, ha, hee hee!

LORASIA PLAYER NOTICE

As the newly appointed Minister of Diplomacy for the Crystalian Warriors, I was really looking forward to reading my first Player Notice in the June issue, and to any positive or otherwise feedback. However, before I even received the issue I began getting negative flack from those who had the privilege of reading it at least a week before me.

Now I'm not particularly adverse to receiving flack, nor am I one to cry over other people's disgruntledness; and I expect to hear a variety of disparate opinions on whatever I may have to say. But you can bet your sweet bippy that I will always speak what's on my mind and I will **never, ever** steer you wrong by feeding you a bunch of untruths. My experience in life has taught me that if you're not willing to put everything on the line by telling the truth on what you believe in then you just may as well keep your mouth shut, go off in a corner somewhere and die.

Contrary to the belief that may have been perceived over what I had to say in the last issue, my intent was to inform those who, for whatever reasons other than that of self-defense, attack others with out the explicit approval of their alliance leaders, putting the entire Alliance membership in jeopardy.

Now I know it's not easy to restrain oneself from seeking immediate vengeance on those Bully Armies (namely Akuda Combine) for their recent unprovoked attacks on much smaller Lawful armies. But restrain ourselves we must — at least until such time that by working as a team we are able to put the Bullies down. Remember, only as a team can we sustain the strength and fortitude to deal harshly with Bullies.

A Bully in all societies is just that, "a Bully". And a Bully can only survive when he is picking on and/or beating up on the weak and infirm.

On the other hand, just look what happens to Bullies when they attempt to try taking on someone their own size. I'm talking about the attack on HARM's own Toe Jam. It took 5, I repeat 5, AC armies to beat up on Toe Jam and even though he may be hurting he should be damn proud of himself. For in self defense he clearly won over 4 of the 5 attacking combatants, thus picking up 5 battle experience versus only 1 for each of the Bullies.

HA! Ha! Ha! I almost fell off my throne laughing so hard at the absurdity of AC thinking they were able to go outside of their norm and pick on someone their own size. It's totally hilarious and my crown goes off to you, Toe Jam.

So now can you all understand what I mean about attempting to take matters into your own hands in distorted moments of vengeful justice?

By waiting for justice to prevail the Bullies as always will make the same mistakes over and over, and as always justice catches up with them. They haven't woken yet to the odor of righteousness permeating around them. Hopefully by the time they do the only thing they will be able to smell will be the odor of freshly dug earth six feet on top of them.

Happy gaming guys an don't forget to let your leaders know what's going on in your neighborhood so they in turn can try to keep you apprised of impending events.

C#156 Melfus-Star

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LORASIA PLAYER NOTICE

The bozo running Bad Blood knows how to talk big when running together with so many AC battle armies. I guess that's what bullies do best. They know how to talk and act tough when their pals are nearby. However, they become a quivering pile of jello when they're by themselves.

Speaking of battles, I would like to give a few more details on two of them. In the July 2003 CB, the news bout Ratt Skinners smashing the fleeing Dirty Dawgs was somewhat misleading. It should have read "Ratt Skinners (who outnumbered the other army by almost 20 to 1) smashed the fleeing Dirty Dawgs". RS started with approx. 4900 inf, 5800 non-combat, and 100 artillery couldn't destroy the Gnolls who started with 200 inf, 55 cav, and 200 non-combat. The Gnolls survived with 5 cav and 180 non-combat. Since RS didn't want to share the battle report with me, I don't have the exact numbers for both armies. Perhaps Ja'Kil (leader of the baddest army in Lorasias) wouldn't mind sharing the info? Who knows? The odds may ONLY be 18 to 1. In the Conclave message board, I said that if "my army had such a FANTASTIC showing against such a formidable enemy, I would go to the back of the building and shoot myself". By the way, Ja'Kil never responded to my post. Maybe he did take my advice and off himself.

In the other battle, my army destroyed Sea Wolves on the Isle of Quadro. Now the inquisitive AC people and others know why I returned to Quadro. I wanted to cripple that navy. However, it was unable to last one battle with my army. Yes, it was indeed a titanic battle. Thought I would confirm that before anyone doubted the news. My army outnumbered it by less than 2 to 1. Sea Wolves started with 2163 inf and 54 non-combat. I'm not giving the numbers for my army because I want AC to put some effort into getting that info. They're not going to get it on a platter (other than their heads, of course). For the skeptical who think Sea Wolves didn't have any good troops, the army had 599 Swashbucklers and 917 Hvy Marines.

I have a question for the Akuda Combine. How well will Ratt Skinners fare against my army? Take your time to figure that out but don't take too long.

Oh, I nearly forgot. My army lost 48 warriors. I'm pretty steamed about it. Our losses were twice the number I expected. Do the math and figure out how many warriors RS can afford to lose. Bring it on.

May RS future battles be just as good as the one against Dirty Dawgs.

Tlatoani

LORASIA PLAYER NOTICE

The Crystalian Warriors are currently recruiting new members. All those interested in aligning themselves with an Alliance that looks after the interests of its fellow members and is willing to follow simple guidelines, please contact:

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

or mail to:

Leslie David White
C54845 S2-202D
30 Administration Road
Bridgewater, MA 02324-3230

Remember, all you new players, we help you get off on the right foot by sharing our experience and expertise with you, by providing you with a beginners' package loaded with an abundance of action moves as well as additional pertinent information useful for your starting needs.

So Make New Friends And Have A Ball:
Happy Gaming To One And All

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LORASIA PLAYER NOTICE

Ode To Akuda Combine

Akuda, Akuda Combine
How Very Divine
With Great Might
And With Greater Numbers
Akuda, Akuda Combine
HARM Reduced You To Slime

Akuda, Akuda Combine
No Longer Is It Schooltime
For Whoever Walks In The Shadow of HARM
Uninvited, With Ill-Intent, Is HARM'd
Akuda, Akuda Combine
All Thy Corpses Will Be In Line

Akuda, Akuda Combine
Oh, Please Give Us A Sign
Please Be A Charm
Surrender To HARM
Akuda, Akuda Combine
Order of Law Says, "It's Your Time!"

As Sung and Scribed
By C#1767 Lucky
Bard

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LORASIA PLAYER NOTICE

It appears there's a communication breakdown in the CW. Is there a rift amongst their new Minister of Diplomacy, Melfus-Star, and Whisper Quartermoon of the K-9 Knights? I don't know, but the last time I checked K-9 Knights was not a warmongering tyrannical despot. Disgruntled maybe, but a warmongering tyrannical despot? Could it be that the K-9 Knights are not really the leaders of the CW and that Ol' Melfus let slip that he was talking about Tonatiuh's Torch or Shadowmane?

Does that mean there is really a rift between Melfus and Tlatoani? Or does it merely mean that Red Ruby and Melfus are just scared to fight?

Just A Thought From A
Casual Observer

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LORASIA PLAYER NOTICE

The Great HARM alliance has declared that after the recent terrible losses (that almost destroyed the opposition), the Akuda Combine shall hereafter be renamed HARM's Akuda Concubine. Already many markets have felt the decline in sheep sales.

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LORASIA PLAYER NOTICE

Kundig sure has a way with words. He accuses me of having no conscience, remorse, or accountability. I guess he should know what he's saying because it takes one to know one. He couldn't say I'm one of the best leaders in the game because he definitely is not. Hell, he's not even close. Kissing my dirty boots doesn't count as close.

You're very generous in your forgiveness. However, I'm not so forgiving. Do you think you can get away with calling me scum? I'll need to drop by and clean up your mouth. Failing that I'll take care of your allies instead.

I like what you said about an alliance being unable to prevent an attack on your army. You're right about avenging an attack against an allied army. Did you realize that it works both ways? With the number of HARM armies that were destroyed, there's going to be some major scores to settle.

Please don't whine about the destruction of your armies. We're going to bring it on, you mouthy blowhard.

Tlatoani

LORASIA PLAYER NOTICE

Hakkon,

I've tried communicating with you via snail mail over the last few months. However, it looks like the letters are not getting through. So I'm writing to you through this newsletter in the hope that you read it. I received your previous letter on June 19 and sent out a reply on the following day. Since I haven't got any response from you, I'm assuming that the powers that be have prevented you from receiving it.

Your friend

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LORASIA PLAYER NOTICE

For those of you in AC who are too dumb to know the difference between Flee and Melee, here's what you need to do next time when you read (if you're able to) the next battle report. Flee has ONE melee round and Melee (or Standard) has THREE melee rounds. A cursory glance of a battle report would immediately tell you (if you have the brains) whether it was a Melee tactic or not without the need to read the back of the report.

Since you (Kundig) had the opportunity to read the SIX battle reports between 109th and AC scum, I'm surprised (probably shouldn't be) that you didn't notice there were NO blank columns (you know, the ones without a heading and composed of dashes) in any of the five rounds in ALL the reports. Read those reports and familiarize yourself with the layout of a battle report. How many reports have you read and understood?

I'm glad to see that you know who you're going to face. It's not necessary to have an altar of The Great Player dedicated to me. Cut out the melodramatics about slitting your own throats. I want to be the one who slits your throats. Don't deprive me the pleasure of cutting off your heads. When I'm done, you not only won't need to listen to me but also won't need to breathe anymore!

When will Ratt Skinners be dropping by to fight me? Are you saying RS is going to make my wish come true? When will I be getting it? Hope it will be loads of fun.

Tlatoani

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LORASIA PLAYER NOTICE

The Cat does not ask the Mice permission before dining.

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WHAT'S NEW — COD II

As promised, the new schedule has yielded a host of enhancements the most obvious of which is the improved turn-around-time. But Duane has been busy with programming as well. Aside from various efforts to improve processing speed or reduce errors we have also greatly increased the combat effects for magic items.

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 (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.

Akuda — Akuda Combine.

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.

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 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. 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

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>

COMPANY NEWS

After a stunning improvement in service in July, things slowed down again in August [sorry]. Why? Sammi and Duane got into an auto accident on 7/31 coming back from soccer practice. Though bruised and battered they are both OK. Unfortunately Duane's cherished Toyota was not so lucky and was completely totalled. So for a while the transportation situation was a problem and work time was lost dealing with various issues such as insurance companies and finding a new car. Currently the situation is improving and we hope to be back to the July standard by the end of August. We are sorry for the inconvenience.

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.