

THE COSMIC BALANCE



Issue # 206

September 2003

PANAGEANEWS

This month we begin in the Central region where most of the fighting is now occurring.

On the Isle of Medes outside the city of Peladon, Clan Thaxton (Lawful Terminator Humans) defeated the fleeing Shuckers (Chaotic LOOT Orcs).

On the island of Mycenea, Smasher (Lawful Terminator Humans) defeated LOOGT'N Lizards (Shhvooon worshipping Lizara). Meanwhile, more than fifty miles away, Fedaykin (Lawful Terminator Humans), Trekkers (Lawful Terminator Humans), and Wyraxian (Lawful Terminator Giants) teamed up to defeat the fleeing Kodan Irregulars (Chaotic Kodan Raman Gnolls) in a series of brutal and hard fought battles.

Moving to Western Panagea... In the Elderwood forest, Disembowellers (Trimorph worshipping CSA Giants) and Bear Clan (Trimorph worshipping Giants) teamed up to ravage the fleeing Hunters II (Lawful Terminator Humans).

In the lightly traveled Altani Mountains, Shadowcat Rangers (Wicca worshipping Humans) destroyed the Longshaft Elves (Lawful Elves).

LORASIANEWS

In the Grimwood forest outside the Ogre city of Ogton, Shadowwalkers (Chaotic ROC Dark Elves) defeated the 1st Legion Of War (ACE Ogres) in a close battle.

On the Agerian Plain, 9th Diamond (Lawful HARM Humans) launched a surprise night assault on the Crimson Tide (KIL Kobolds). Their bold plan apparently worked as, despite comparable numbers, the Kobolds were soundly defeated.

At the nearby Gnull city of Kingston, Lift Tail Legion (Lawful Centaurs) destroyed the all but defenseless Howling Fury (Chaotic ROC Gnolls). Meanwhile We Gotchya (Chaotic Kobolds of the Nemesis alliance) all but destroyed Black Company (Trolls).

At the Goblin city of Isengak, Red Maw (Lawful HARM Gnolls) defeated Pizzoff (Chaotic KIL Goblins). Sometime later local residents were shocked

when Dark Legion (Chaotic Nemesis Goblins) also attacked Pizzoff, defeating them in a close battle. [Ed: Chaotic Goblins attacking Chaotic Goblins. What's the world coming to?]

In the Median Sea, Tonatiuh's Torch (Kobolds) defeated the fleeing Ratt Skinners (Shhvooon worshipping Goblins) in a titanic but lopsided battle. More than 20 ships and nearly 1,700 participants (mostly Goblins) were lost in the brutal encounter.

On the Isle Of Quadro outside the city of Cosmopolis, Shadowmane (Lawful Centaurs of the Crystalian Warriors) defeated the fleeing Kobolds of the Seize (Chaotic KIL Kobolds).

On the Vardian Plain outside of Vardunon, Flocking Ravens (Lo-kee worshipping Humans) destroyed Dolphin's Dream (Minotaurs).

In the Pryma Forest, Blood Rage (Chaotic Dark Elves) defeated Stompin Jugulers (Cosmic Balance worshipping Ogres of the IRA) in a close battle.

PANAGEARUMORS

I hear that the Kodan Raman has decided to give the Terminators a fighting chance in each fight by counting "three Mississippi" before launching their attacks.

The Longshaft Elves were "shafted" by their allies.

What has happened to the New Blood Alliance? You won't know until it hits you.

The Terminators have decided to offer up peace to the Kodan Raman. No wait, that's offer up the Kodan Raman in pieces.

The sheep pens of Altheria are empty. Xanthor has struck again!

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LORASIA RUMORS

It seems Akudies Combo(meal) is trying to visit all the cities on Continent I so they can say they buried someone in their alliance in every city.

The buzz around the Akudies Combo(meal) is that Kundig has been seen dressed up as one of the harem girls. (Was he showing any leg?)

If Neville Chamberlain was re-incarnated as Kaffi Anan then Melfus-Star can't possibly be alive yet. Or maybe he is a re-incarnation of Winston Churchill.

Ratts were seen abandoning their ships. What can that mean? Are they fleeing their sinking ships?

What do you do with dead Ratts? Throw them overboard.

Juntion the Great, world famous tactician and economics expert says: "There is no profit in close battles, so don't fight them."

Ratts have walked into a trap. Will they get out alive?

Tonatiuh's Torch will wipe out the Chaotic scum.

Strongheart Bentpaw and Furro Halfear are joining together to fight for disfiguring benefits.

BULLETINBOARD

PANAGEA PLAYER NOTICE

Be it known to all far and wide that the Empire of the Knights of Camelot #442 has been taken over by new management. Its armies, its leaders, and its people will for the next several months be undergoing a major restructuring effort. Any past indiscretions that may have taken place under previous management is hereby forgiven and a general amnesty will be extended to all.

Therefore, I would certainly expect that, during this period of reorganization, as I would respect your Armies you would in turn respect mine.

To those members of the Terminator Alliance, to whom the Knights of Camelot belong, you are respectfully requested to contact me as soon as conveniently possible either by diplo to Sir Arthur, A#805 White Guardian (this is the ONLY army that will be accepting diplos) or by post at:

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

I will be looking forward to hearing from you all in the very near future. Correspondence from any and all other Empire/Army leaders are also welcome.

PANAGEA PLAYER NOTICE

Greetings! I be Alexander Greenskin, leader of the mighty empire #452 Iron Ring and I have a smallest problem. Me get hit on head during training and when Is wakes up I can't remembers anythings so I's ask the friends of mine in the Alliance of Kodan Raman to's contacts me by diplo ats A#462 Half-Higuard.

Me really wants to talks to the's big boss of the Alliance if's possisskable.

Me not remember anybodies so you's can say I'm starting all overs agains!!

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LORASIA PLAYER NOTICE

I received a diplo from Knaps Ughlot a while back for my army Crescent and Star. Mostly he wanted to know if I was active, and to reply quickly for he was going to attack to keep Chaotic forces from taking and using my herds and possessions. I realized that it was under-defended and wanted to take measures to correct this, but read on.

I replied that the army was active and, dropping out of character, tried to explain that I had been mobilized for Operation Iraqi Freedom and had not been able to do any turns for a while (about 90 days). I went on to say that if the army was attacked by him and HARM I had other armies, empires and quite a few allies and friends to strike back with.

Knaps is now telling others that he had to attack my army as I had threatened him. Oh really! Here's an example of a threat: "Your making of war on non-warriors and other innocents is Terrorism and now I will hunt you down for the gutter-vermin that you truly are, and cut you off root and branch." That's a threat, not: "If you attack me, I'll hit back with lots of force." You can now consider yourself sufficiently threatened, you coward.

I will not name my other armies and empires, nor my allies here and now. Due to my real world situation the mail is not as predictable as it is in the States. When HARM armies are attacked by forces not previously involved in other struggles, you will know that my situation has changed. So until that time, beat your chest, proclaim your warrior-like prowess, for you have killed some non-warriors and stolen their possessions.

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LORASIA PLAYER NOTICE

To: Akuda Combine and NEMESIS
From: ACE Leadership

Looking to contact the Leaderships of the listed Alliances. Contact by Diplo first: C#713 Decapitator OR by address listed in earlier Cosmic Balances.

LORASIA PLAYER NOTICE

Overheard during a HARM meeting at headquarters:

In a small dark and putrid room dazed and shuddering warlords gathered. Some warlords wore tattered clothes and displayed severely bruised bones and ego, while others had shiny armor void of any dents and swords without battle damage. Knaps Ughlot screams out to one of the servants:

“Close the drapes, you idiot! Do you want the Akuda Combine to find us!!!”

Then one of the warlords that has obviously never seen combat speaks: “Bring on the Akuda Combine, they have never faced an army such as mine!”

Knaps: “You idiot! We faced them with 3,000 heavy warriors and even though we outnumbered them, they kept coming. I lost 2,000 warriors and my Toe Jam can no longer fight and since then three more HARM armies have been destroyed.”

After being shamed, the rookie asks: “What about our ally Tlatoani and his promised support? It was his idea that we attack the Akuda.”

Knaps is silent for several minutes and then gathers his composure. “My friends, it is obvious that we have been deceived, like so many by Tlatoani. He has not sent one Kobold to support us, even though he promised me thousands of troops. I fear we are on our own and must settle for peace with the Akuda or face certain destruction.”

With that all of the sobering warlords hug and console each other. A very touching moment.



LORASIA PLAYER NOTICE

Men At Arms now has a new address for only four months:

William Morin
NCCI I-E
P.O. Box 466
Gardner, MA 01440

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LORASIA PLAYER NOTICE

To: Corvallis
From: Black Wolf

You have a justification as to why you attacked the CW. The K-9s started the CW. So what do you mean we let them join? Get your facts straight before you decide to prove how smart you are. I did note that you didn't say you'd be waiting. You said "WE". That lets me and everyone else know you can't do anything by yourself. Too bad. And next time, if you want to address me, please don't mix up my message with someone else's.

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. 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.

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

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.

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.

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.