

THE COSMIC BALANCE



Issue # 216

July 2004

PANAGEANEWS

This month most of the world was quiet as all of the fighting was centered in the West.

In the Elderwood forest, Lobo's Moon (Zraxxut worshipping LOOT Gnolls) and Wolf's Star (Zraxxut worshipping LOOT Gnolls) teamed up to defeat the fleeing Cavemen (Lawful Terminator Humans). Fifty miles away Wolverine Psychos (Chaotic Kodan Raman Gnolls) destroyed the fleeing Hunters I (Lawful Terminator Humans). Meanwhile, Lupine Legion (Chaotic Kodan Raman Gnolls), Rick's Reserves (Chaotic Kodan Raman Gnolls), Lomorian Wolf Pack (Chaotic Kodan Raman Gnolls) and S.F. Giants (Chaotic Kodan Raman Giants) teamed up to destroy the fleeing Hunters III (Lawful Terminator Humans). At about the same time 3rd Regiment (Chaotic Kodan Raman Gnolls), 1st Kodan Division (Chaotic Kodan Raman Gnolls), Black Scorpions (Chaotic Kodan Raman Gnolls) and Black Widow (Chaotic Kodan Raman Gnolls) teamed up to defeat the fleeing Yakima (Lawful Terminator Humans).

In the Tarakeen Forest, Jaguar Brigade (Humans) smashed the fleeing Leftovers (Lawful AIM Giants). Nearly two hundred miles away Throbacs (Wicca worshipping Humans) defeated the fleeing Ash (Lawful AIM Giants).

At the nearby city of Azure, Bengal Lancers (Wicca worshipping Humans) destroyed Sixth Legion (Lawful Humans) while Northeaster (Wicca Humans) defeated the defenseless Third Legion (Lawful Humans). The main event, however, was the assault on Azure itself. In a bloody battle against a valiant defense the city of Azure (Lawful Humans) repulsed massive attacks by Lions Of The North (Wicca worshipping Humans) and Shadowcat Rangers (Wicca worshipping Humans). All told, nearly six thousand Humans died in this round's assault and the city remains defiant though how much longer they can hold out without reinforcements remains uncertain.

Finally, in the Altani Mountains outside the Human Cavern Complex recently renamed Tiger Hold (formerly Minas Tirith), Mutton Birds (Chaotic CSA Giants) all but destroyed the Altanians (Lawful AIM Humans).

LORASIANEWS

On the Agerian Plain outside the popular Groll city of Kingston, Graybeard's Raiders (Lawful Guardians Dwarves) defeated the fleeing 1st Legion Of Chaos (Chaotic ACE Minotaurs). The next day at the Goblin city of Isengak, the 509th Satyrs (Lawful HARM Satyrs) smashed the fleeing Grusarians (Chaotic Goblin worshippers of Grusar). Two weeks later Red Fleet (Lo-kee worshipping Humans) defeated Black Rose (Cosmic Balance worshipping Humans of the ICON alliance) in a close battle.

On the Isle Of Quadro outside the Kobold city of Aztlan, Bloodnguts (Lo-kee worshipping Giants of the Akuda Combine) destroyed Destiny (Lawful Kobolds). Two weeks later and 100 miles away Bloodnguts struck again, this time defeating the fleeing Ixataca (Lawful Kobolds).

In the Nadev Jungle outside the Lizaran city of Reeza'Nesh, Shadowmane (Lawful Centaurs of the Crystalian Warriors alliance) were repulsed in their attack on the rearguard of the fleeing Bad Blood (Humans of the Akuda Combine). Two weeks later Shadowmane destroyed the fleeing Angels Of Deth (Akuda Combine Humans).

In the Anvil Mountains outside the Dwarven city of Balen's Deep, Deathlords (Chaotic Nemesis Gnolls) destroyed Blood Axe Drunks (Dwarves).

In the Pryma Forest outside the Dark Elf city of Morlok'ced, Blood Rage (Chaotic Dark Elves) defeated a retreating Stompin Jugulers (Cosmic Balance worshipping Ogres of the IRA) in a close battle.

On the Nulean Plain outside the Centaur Town of West Veldt, Jaws Of Thirst (Lawful HARM Gnolls) destroyed the fleeing Mourngrim's Assassins (Chaotic ACE Gnolls).

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PANAGEARUMORS

The Terminator breeders are being systematically tracked down and destroyed. How can they recover?

The Humans are taking over just like in the days of the Crystal Empire. More than 40% of the Panagean peoples and that's waaaaaay too many! Kill'em all!

Rejoice! A relief force is on the way to save Azure! Question is, will they arrive in time?

The little green man has a prize for the one that brings him the most pies.

Wanted: Budding naturalist to bring back races previously thought extinct such as Halflings, Saurians, Leomen and Satyrs.

Bugs! Bugs! Everywhere!

LORASIA RUMORS

Do you think Minotaurs were created by a HARM Dwarf army running out of sheep and getting frisky with some cattle?

Kundig is just a big dumb giant!

Bugs like Humans because they are meaty and full of carbs. They don't like Kobolds because they are stringy and full of crap.

Kundig has Titan envy!

The Deathlords now have an 800 GS bounty placed on them for attacks at Balen's Deep!

Vampires are extinct but the plague that infects them is now and they are over due for a comeback. Beware!

HARM Army = Handful of Akuda Ravaged My Army

Humans are the most numerous population and have the most Armies.

All Kundig will ever be is a big dumb giant!

Dark Elves, though a rare and unusual species field, BY FAR, the largest Armies.

HARM = Hardly Any Real Men

In general, Halflings, Satyrs and then Centaurs have the happiest populations.

Oh, Boulderdash!

In general Trolls, Lizara and Orcs have the least happy peoples.

BULLETINBOARD

PANAGEA PLAYER NOTICE

The "mighty" Kodan Raman alliance has spoken. They sent in their battle armies to try to finish off my army. It must have been frustrating for them to see that their middle-of-the-road pathetic armies couldn't do much damage to my army. So they needed big guns to finish off my army.

The EIGHT armies with a combined total of over 100,000 warriors train attacked my army of 1,240 warriors and 2,814 non-warriors. As you read in the June CB, my army survived the brutal and incompetent attack by the Chaotics. At the end of EIGHT battles, my army still has 445 non-warriors.

In another news, our people were saddened by the demise of fellow warriors in Zephyr. They didn't listen to us when we suggested that they use flee tactics.

Hail the not-so-mighty Kodan Raman. We wish them more "victories" such as the one against us. May their incompetence always guide them. Enjoy your "victories" while you're still alive.

Warlord Slick, proud leader of Night Watch
Terminator alliance

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LORASIA PLAYER NOTICE

All those interested in joining an alliance dedicated to the destruction of Chaos please contact:

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

Those who wish to join will be rewarded with an assortment of actions that will be advantageous in the development of your Army(s).

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LORASIA PLAYER NOTICE

To: All of Lorasias
From: Broc, Leader of N.W.O.

Be it known to all the settlement that was known as Mountainview (S#301) was taken by my son Cronus of the army Saboor. This will now be a Neutral area. We shall treat Chaos and Law the same and hope all will see the Balance as the true path. One of my family, Lost At Sea (A#174) will make this their home and welcome all who keep their struggles out of our yard. Hail to the Cosmic Balance! Hail N.W.O.!!!

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LORASIA PLAYER NOTICE

Akuda Combine,

What was that you all were fighting for again? Freedom from tyranny and oppression, and for truth? Was that it? Was that you guys? The Neutral Akuda Combine?

Did you really mean to print that notice in the June CB? Did you proofread it? Do you believe it yourselves? Either it's outright dishonesty (propaganda — to cover up your screw-up), or you are the biggest bunch of morons ever!

Your actions are not in line with your rhetoric!

* My empire is guilty because you say so — hmmm

* My empire is a member of HARM because you say so — hmmm

* My empire is proven to be a member of HARM by two Cryptic CB notices by some King and some Queen (each of whom I've never heard of) condemning your attacks on small armies of their alliance. Never mind the 6+ armies of various alliances you've destroyed previously, so of course they must be speaking about my empire because you say so — hmmm

* You say you've tracked my armies for over a year. I'm not sure what that proves since I hadn't moved my armies in well over a year. Hope it wasn't too taxing on your scouts or seers. Guess it was the foragers we had gathering extra food and fodder that threatened you. That's right, they were going to suddenly train up and attack you because you said so — hmmm

* Oh yes, and my army is part of HARM because you could track and scout them for over a year because you say so — hmmm

* My empire doesn't have banners (my empire has Never belonged to an alliance! — duh!), so they have to be a member of HARM because you say so — hmmm

* My armies had sufficient number of troops to defend against normal sized armies — not oversized ones like yours designed to Murder, Destroy, and Steal, so that makes your attack on my armies my fault for not properly providing for defense because you said so — hmmm

* You didn't say it, but the converse would have been similar. Had I trained up sufficient troops for defense against armies the size of yours, your excuse for attacking would have been that we're threatening you by training up troops — hmmm

I imagine I could go on for a while longer, but I think I have made my point. You have committed most every sin you have accused your own enemies of committing, and you have committed them against my empire. You are all a bunch of hypocrites! You all whined and whined about how badly the 10th Virginia Infantry was treated in the past, and now they are doing worse deeds than what was ever done to them.

For the record, I was asked by several alliances to join them. I turned them all down. I was in the process of forming my own alliance before your attack. My empire is Lawful good, and the alliance will be Lawful good. You have made a grave mistake. I know of 3 other Titan empires on the play test island, and there are probably more. You got the wrong one.

You charged that my empire was "increasing their population rapidly by having — many breeders". If that is true, then I would have trained up all of my foragers each month to maximize growth. Look at your battle results. You will see that the ratio of breeding NWs to Foragers was roughly 50%:50%. That proves what you wrote is false.

The Gold Sovereigns you stole were for buying more herd animals to make another herd army to expand our economic base. That makes you a bunch of thieves in my book.

Lastly, I knew your armies were in the area. I could have trained up over 3,000 non-standard troops and fought you, or simply just left the area, but we were not at war with you, and we are not members of any of the alliances at war with you, so why should we have feared you? We are peaceful, and believe in freedom and truth. The ideals you claim to believe in, stand for, and fight for, but you attacked us! I'll state it again:

Your actions are not in agreement with your rhetoric.

The explanation could be that you are not that bright, or you are hypocrites, or perhaps really all Chaotics hiding behind the cloak of Neutrality. Which is it? Or do you have another excuse?

Warlord Willamina
Your favorite Titans

P.S. I speak for myself and identify myself on my notices. Don't assume others speak for me.

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LORASIA PLAYER NOTICE

Now that we have had fun discussing physical flaws, let's do character flaws! Each individual of the Akuda leadership are depriving a village somewhere of an idiot!

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LORASIA PLAYER NOTICE

What's the difference between a HARM army and a Goblin Child? A Goblin Child will fight back if you kill his mom and dad and steal their cattle.

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LORASIA PLAYER NOTICE

Where are the Akuda armies? I guess we'll need to hunt them down like rabid dogs and put them out of their misery. It was surprising to find out that the leader of Foresters decided to wimp out his army so that I can't find it. He gave me the impression that he wanted to find out how his army would fare against mine. I'll just need to look for other Akuda armies to test the strength of my army.

The battle against Ratt Skinners in May 2004 was not much of a challenge. We didn't even break a sweat during the battle. We lost 144 warriors vs. 1,080 killed. I hope we'll find more worthy armies soon. Our warriors need to gain some battle experience. Any takers? Or was it givers?

If you're thinking of going to Quadro, you should think again. Remember what happened to the KIL battle armies. Of course, I can't prevent y'all from following the path of the lemmings.

May law always prevail!
Tlatoani

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LORASIA PLAYER NOTICE

New HARM Inventions

Reversible breastplates to better protect you while fleeing.

Rust-resistant greaves for the annoying peeing episodes when Akuda forces attack.

Self-burying bodies because they have so many dead.

Mud flaps for the wagons so when they are in full retreat they don't kick up dust.

Lip moisturizer so Dwarven lips don't get chapped when kissing Kobold tush.

Rose colored glasses, so they still see each other as peace-loving Lawfuls.

Dwarven body bags with a quick pull tie on the end coming in rolls of 50 to make clean up after a humiliating loss much faster. Said body bags look like trash bags so when you loose a fight it just looks like youre throwing out a lot of trash not 1000's of people.

Flavored shoes for when they put their foot in their mouth.

Petitioning the Great Monsters for a New Character type — A combination Proctologist and Podiatrist because of how often the AC breaks their foot off in their....

Hair remover in a handy face cream, a Mother's Day favorite.

Cloaks that double as evening gowns. To fool Akuda scouts into thinking they are non-warriors.

Knee pads to practice begging for mercy from Akuda warriors.

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LORASIA PLAYER NOTICE

I am Warlord Balor of 181 Tuatha Gnolls of the Triad Alliance. We are under new management. Will someone from the Triad Alliance please contact us to let us know what the alliance stands for, who the leader is, and other stuff?

Thank you in advance.

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LORASIA PLAYER NOTICE

Akuda researchers have released a short list of HARM double-speak to help everyone else better understand their notices.

Tactical repositioning of troops = Run like hell.

We won the fight = We lost only twice what the other side did.

We took a beating = Army got destroyed but they only got 5k stuff from us.

They beat us good = We lost 3 armies and 10k in goods but we have more to lose.

Today was a good day = We were only ravaged by an Akuda army, not destroyed.

We really whooped them = The sheep will be bow legged for months.

Our archers are dead-eyes = Well actually it's a wandering eye, and friendly fire is below 50% of our casualties.

Get back on the horse = Don't let it get you down that Akuda forces have shot you off the last three.

Fight each fight like it's your last = 'Cause chances are it will be the last for that HARM army.

We took the fight to them = They caught us.

The Akuda forces eluded us = We got away.

We had a good showing on the battle field = We weren't destroyed.

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LORASIA PLAYER NOTICE

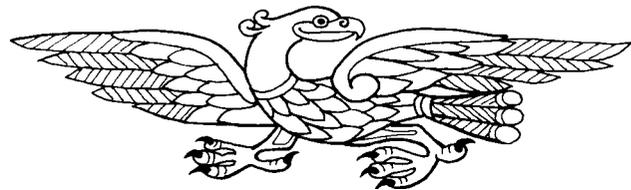
New HARM bumper stickers!

HARM — takes a beating and keeps on retreating.

My dad went to Port Royale and Destroyed 5 HARM armies and all I got was this silly bumper sticker.

HARM — Over 1 million sheep serviced!

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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>

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.

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.

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.

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.

HINTS FOR BETTER PLAY (COD I & II)

Lately there has been a lot of combat going on and, as is often the case, players start trying to track their opponents' moves and time theirs appropriately for maximum advantage. This is all well and good as long as everyone keeps in mind how processing works. When people forget they can get frustrated and annoyed.

The AGE turn processing capacity is fairly fixed. Debbie does about 20 turns a day, six days a week. Less if she gets sick or sneaks off to see a movie, more if she really cranks or Duane helps out but basically our output is fairly constant.

Turns coming in are not so regular. In general, we get more turns on Mondays or the day after a holiday and generally less on Wednesdays or Thursdays. Some days we get a TON of turns and occasionally we get none at all.

So combine our constant output with irregular input and what do you get? Sometimes a single day's mail is so heavy it might take Debbie a week to get through all the turns. Other times the mail is so light, she may get through a week's worth of mail in a single day. What this means is that just because your last turn was processed two days before (or after) another player's turn does not mean your next turn will be. Likewise just because the turn sequence does not match what you expect does not mean that anyone is cheating or picking on you. If something doesn't seem right just ask us and we will look into it (be sure to provide as many details as you can so we can give you a good clear answer).

All turns go through the same processing procedures no matter who they are from. Turns are processed in the order received unless something unusual comes up like being held due to the 10-day rule, negative balance, last minute turn amendments, etc.

Remember, it's just a game and sometimes the winds of fate will blow in your favor and sometimes they will blow against you but in the end it all tends to balance out. [Ed: Unfortunately it is easier to notice the bad winds when you are losing than the good winds when you are winning.]

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.

WHAT'S NEW — COD II

Lorasia is a tough place and a frequent concern has always been how to protect oneself from attack. A simple solution is DETERRENCE — a big army is less likely to be attacked than a small army. As long as you have enough people the most cost effective way to do this is just to train up hordes of Irregular Infantry. They may not fight very well (though they are much better than Foragers, Non-warriors, or Craftsmen) but that's not the point. The goal of deterrence is not needing to fight.

Another solution is AVOIDANCE. Since the newsletter details where most of the fighting occurs it's easy just to make sure you go somewhere else. If you have a small army (few people, herds, ships, etc.) you can work on your concealment bonuses and try to avoid being seen. It is easier to hide in rough terrain (Forests, Mountains, Jungles) than it is on the open Grasslands. Similarly it is easier to hide in a lightly traveled/populated area than it is in a city sector or near a road.

Naturally, whatever you do it is best to be prepared for combat if and when it occurs. Obviously it's best to have lots of troops and you want to have the best and most appropriate troops for your circumstances. For example Extra Heavy Knights are awesome unless you are short of GS or are fighting in the Jungle or at Sea on ships. Then they are simply a bad choice and a waste of resources. To further beef up your defenses, Battlemages with lots of Spell Points and cool advanced spells are also a good idea. Likewise high Morale and lots of bonuses help out a lot.

Alright, alright. I know what you are thinking, this is supposed to be a WHAT'S NEW article and not a strategy piece. So what's new? Well lately we have had a lot of interest in building defenses for Armies. There have always been lots of options along these lines such as Camp Defense bonuses that come into play whenever they are appropriate and special items you can build and carry with you for use whenever they are needed. But for SOME players, that just wasn't enough. They want to more seriously fortify their camp and turn it into a semi-permanent installation. These players should really be building and occupying Strongholds but that's another story. So in response to player suggestions....

Armies can now build semi-permanent fortifications using Craftsmen, Timber/Lumber and appropriate skills. There is a very low limit to how high these fortifications can go (if you want a fortress build a Stronghold) and once you move the fortifications are lost/destroyed (though you could use Special Actions to recover part of the wood or allow an ally to occupy them as part of a joint turn as you move out. In combat these fortifications operate just like city walls; reducing losses, boosting your killing power and being affected by both Attacking and Defending Sappers. This change becomes effective beginning July 1st, 2004.