

# THE COSMIC BALANCE



Issue # 217

August 2004

## PANAGEANEWS

We begin in the Eastern region where things are relatively quiet. On the Crystal Plains outside the city of Narga Thum, Fedaykin (Lawful Terminator Humans) and Wyraxian (Lawful Terminator Giants) teamed up to defeat Silent Covenant (Chaotic Kodan Raman Gnolls) in a massive series of battles which saw over 30,000 casualties!

In the Lorian Forest, Bloodguard (Lawful Terminator Humans) defeated Pirates Of Panagea (Shhvoon worshipping SWARM Humans) in a costly battle for both sides. Nearly two weeks later they went at it again at the nearby city of Featherwood Lodge with similar results — Bloodguard won another costly victory over Pirates Of Panagea.

There was considerably more fighting in the West where we begin in the region known as Aurumia. At the Human city of Alloy Cove, Falcon Star (Lawful Runeblades Gnolls) destroyed Zanox (Chaotic CSA Humans). A month later Falcon Star, Fiery Facias (Lawful Runeblades Elves), Stormbringer (Lawful Runeblades Elves) and White Bear Regiment (Lawful Runeblades Elves) teamed up to defeat One-Eyed Jacks (Trimorph worshipping CSA Humans) in a series of hard-fought battles.

In the Elderwood forest, Lobo's Moon (Zraxxut worshipping LOOT Gnolls) defeated Yakima (Lawful Terminator Humans) while Wolf's Star (Zraxxut worshipping LOOT Gnolls) defeated Cavemen (Lawful Terminator Humans). A week later Wolverine Psychos (Chaotic Kodan Raman Gnolls) wiped out Destroyers (Lawful Terminator Humans) while Lupine Legion (Chaotic Kodan Raman Gnolls) destroyed Plainsmen (Lawful Terminator Humans). At about the same time Rick's Reserves (Chaotic Kodan Raman Gnolls), S.F. Giants (Chaotic Kodan Raman Giants), Lomorian Wolf Pack (Chaotic Kodan Raman Gnolls), 3rd Regiment (Chaotic Kodan Raman Gnolls), 1st Kodan Division (Chaotic Kodan Raman Gnolls), Black Scorpion (Chaotic Kodan Raman Gnolls) and Black Widow (Chaotic Kodan Raman Gnolls) teamed up to destroy Hunters IV (Lawful Terminator Humans). Several days later and fifty miles away Lobo's Moon, Wolf's Star, and Knights Of Red Ax (Shargash worshipping LOOT Minotaurs) ganged up to destroy Mountaineers (Gnolls).

In the Tarakeen Forest at the city of Azure, Bengal Lancers (Wicca worshipping Humans) destroyed Second Legion (Lawful Humans). Meanwhile Lions Of The North (Wicca worshipping Humans) and Shadowcat Rangers (Wicca worshipping Humans) stormed and captured the city of Azure (Lawful

Humans).

In the Vaeld Mountains, Silver Arrows (Trimorph worshipping CSA Elves) bombarded the Cavern Complex known as Thraegens Deep (Lawful Dwarves). Though the Dwarves handily won the engagement, no doubt this was just a probing attack and worse things are yet to come!

## LORASIANEWS

In the Cambrian Range outside the Human city of Lofton, Dwarven Axes (Lawful HARM Dwarves) destroyed River Ratts (Shhvoon worshipping Goblins).

On the Agerian Plain outside the Gnoll city of Kingston, Rabid Hounds (Cosmic Balance worshipping Gnolls) defeated Bizarre Bazaar (Shhvoon worshipping Goblins of the NWO). A week later Boulderdash (Lawful Titans) barely defeated We Gotchya (Chaotic Kobolds of the Nemesis alliance) in a very close battle. Two days later 509th Satyrs (Lawful HARM Satyrs) and Fangs Of The Wolf (Lawful HARM Gnolls) teamed up to defeat the already battered We Gotchya. Three days later Demon Eyes (Chaotic Nemesis Gnolls) all but destroyed Shining Path (Humans).

In the Pryma Forest, Veritable Quandary (Lyredh worshipping Satyrs of the Akuda Combine) ambushed and nearly destroyed Dwarven Axes. A week later Stink Stank Stunk (Shhvoon worshipping Goblins) destroyed Rolling Thunder (Lawful Dwarves).

In the region known as Manga Dor outside the Kobold city of Tenochtitlan, Hellcats (Trimorph worshipping Leomen) defeated Kaanapali (Lawful Kobolds).

On the Isle of Quadro, Tonatiuh's Torch (Lawful Kobolds) destroyed Dry Scales (Shhvoon worshipping ROC Lizara).

In the Anvil Mountains, Deathlords (Chaotic Nemesis Gnolls) all but destroyed Stone Shapers (Lawful Dwarves).

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## PANAGEARUMORS

The battle for Azure has got to be one of the toughest city fights in recorded history. Has any other city ever withstood so many repeated assaults before at last succumbing to vastly superior numbers?

It was incredible! Tens of thousands of warriors! The ground ran red with blood. When it was over there were so many bodies you couldn't walk three feet without stepping on one. It was titanic!

The Kodan Raman has the Terminators on the run... AGAIN!

To Arms! To Arms! The battle for Thraegens Deep is about to begin! The Lawfuls and Dwarves of Panagea must not let this vital citadel fall. Its defenses are stout, its warriors fearless and resolute but without support it cannot hold. To Arms!

Has the City Leader of Mycene gone completely insane? He's been seen on the walls of the city crying "Take it! Just take it already!"

Where have all the Terminator cities gone? They're all Kodan and LOOT cities now!

## LORASIA RUMORS

CW members reportedly have rabies. Maybe that's why Melfus Star is frothing his mouth off inviting his own doom in his madness.

The Great Dragon (formerly of Cosmopolis) has been seen flying over a new city. But which one?

There is no spoon.

HARM has been harmed beyond repair.

An ancient seer of Doom has awoken from his grave. I wonder why?

The crazy old man is not so crazy after all!

A new Vampire leader has arisen and he is a terror to behold!

HARM has made a grave error and will soon pay the consequences.

The Shield of Amarn will protect us all!

A new evil is rising in Lorasias. Their goal: assassinations for profit to the highest bidder. But strangely they're not Chaotic, they're neutrals. Can you guess who they are?

## BULLETINBOARD

### LORASIA PLAYER NOTICE

Baracudas have no teeth if they smash them upon a reef

Mr. Sandmen bring me a dream of a leader who does not scream

My heart flutters because my people matter.

King Archer sent an arrow but it went astray into the wrong marrow

— Nursery Rhymes and Funny Poems etc.

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### LORASIA PLAYER NOTICE

Can't tell Alliances without a score card?

CW — Collective Whiners  
HARM — Harmed Beyond Repair  
GOD — Get out of Dodge  
ICON — I cannot do anything anymore  
IRA — I'm Real Afraid  
SOB — Is sobbing alot  
ROT — Is rotting away  
FRC — Forgotten Reich Chaos  
NWO — Nobody Worthy Order  
ROC — Rocky but may be back  
KIL — Have they really been killed?  
Akuda — Reigns supreme  
ACE — A Class Example of Chaos

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### LORASIA PLAYER NOTICE

Last month the army Red Fleet attacked the ICON army Black Rose. The attack was without warning or justification. Black Rose was engaged in peaceful trading and flying ICON banners. As a result of this unprovoked attack, I have issued orders for ICON armies to attack and destroy this army, and any army associated with its Empire, on sight. If the leader of Red Fleet wishes to negotiate reparations, I will be willing to consider rescinding the order. You may communicate with me through the following address:

lanza@hypercon.net

Prester John  
Prime Minister, ICON

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## LORASIA PLAYER NOTICE

Maybe last month's rumor is true. CW must be disbanding. They claim they have team players. Maybe that's why no one will join — their leadership is in disarray. I for one will not join with such.

### WHAT'S NEW — COD II

\* reminder \*

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.

### 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.

## HINTS FOR BETTER PLAY (COD I & II)

\* reminder \*

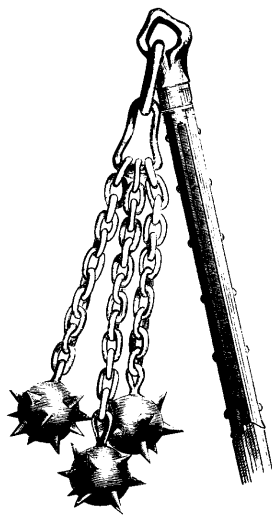
Lately there has been a lot of combat going on and, as is often the case, players start trying to track their opponents' moves and time theirs appropriately for maximum advantage. This is all well and good as long as everyone keeps in mind how processing works. When people forget they can get frustrated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

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.]



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

## 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://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>

## 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.