

THE COSMIC BALANCE



Issue # 223

February 2005

PANAGEANEWS

This month we begin in the Eastern region where most of the battles occurred. In the Black Mountains outside the Lizaran city known as Flea Bite, Clan Thaxton (Lawful Terminator Humans) destroyed Chain Gang (Chaotic Kodan Raman Orcs) and Mariana (Lawful Terminator Humans) smashed Broken Trident (Chaotic Kodan Raman Orcs). At the Orc city of Iron Keep, Trekkers (Lawful Terminator Humans), Fedaykin (Lawful Terminator Humans), Wyraxian (Lawful Terminator Giants), and Bloodguard (Lawful Terminator Humans) teamed up to defeat a fleeing Brraalt's Brigade (Chaotic Kodan Raman Gnolls) in a series of hard fought battles.

On the Crystal Plains outside the Human city of Narga Thum, Howling Winds (Chaotic Kodan Raman Gnolls) and Dire Wolf (Chaotic Kodan Raman Gnolls) teamed up to destroy the fleeing Treetop Lovers (Lawful Giants). One hundred miles away N.Y. Giants (Chaotic Kodan Raman Giants) and Rogue (Chaotic Kodan Raman Giants) teamed up to defeat a fleeing Ithaca (Lawful Terminator Giants). Meanwhile Kythos Fleet (Chaotic Kodan Raman Gnolls) and Kodan Raiders (Chaotic Kodan Raman Gnolls) teamed up to defeat the fleeing 1st Lysandrian Guard (Lawful Terminator Giants).

Moving to the West, there was heavy fighting in the Vaeld Mountains outside the Dwarven stronghold known as Thraegens Deep. An unusual sequence of battles saw Puma Brigade (Wicca worshipping Humans) crushing the retreating Smashers (Lawful AIM Giants), Jaguar Brigade (Wicca worshipping Humans) defeating the fleeing Transcontinental (Lawful AIM Humans), Bengal Lancers (Wicca worshipping Humans) defeating a retreating Hemlock (Lawful EGA Elves), Mutton Birds (Chaotic CSA Giants) serving up another defeat for Transcontinental, Throbacs (Wicca worshipping Humans) smashing Red Horse (Lopra worshipping EGA Humans), and Dragonright (Lo-kee worshipping CSA Lizara) dropping another resounding defeat on Smashers.

LORASIANEWS

This month we begin on the Nulean Plain — the region that saw the heaviest fighting. At the Centaur Town known as West Veldt, Ratt Skinners (Shhvoon worshipping Goblins) defeated Jaws Of Thirst (Lawful HARM Gnolls) in a massive and hard fought battle. Several weeks later Foresters (Lyredh worshipping Satyrs of the Akuda Combine) ambushed and defeated

Red Maw (Lawful HARM Gnolls). The next day Foresters followed up their earlier success with a devastating attack on the batters and retreating Red Maw. [Ed: Ambush attacks occur on the DEFENDER'S turn while regular attacks occur on the initiating player's turn. In this case the two attacks in two days was coincidental rather than deliberate since neither player knew the Ambush had occurred when the regular attack went off.]

At the Gnoll city of Port Royale, Frost Giants (Lawful HARM Giants) defeated the fleeing 10th Virginia Inf (Chaotic Akuda Combine Gnolls) in a close battle. The next day the 10th Virginia Inf redeemed themselves with a victory of their own when they defeated Clan McWhinney (Lawful HARM Centaurs).

Fifty miles away on the open grasslands of the Nulean Plain, Ratt Skinners pursued and again defeated Jaws Of Thirst in another hard fought battle. Shortly thereafter, Ratt Skinners ambushed and defeated the fleeing K-9 Knights (Lawful Gnolls of the Crystalian Warriors). Two weeks later Ratt Skinners AGAIN attacked and defeated an increasingly battered Jaws Of Thirst. At about the same time 10th Virginia Inf. and Foresters teamed up to defeat the fleeing K-9 Knights.

In the Grimwood forest, 509th Satyrs (Lawful HARM Satyrs) destroyed the fleeing Raging Bulls (Chaotic ROC Minotaurs).

In the Anvil Mountains outside the Dwarven city of Balen's Deep, Goats R Us (Lawful HARM Satyrs) soundly defeated Xeera Swarm (Miiya worshipping Xaati). Two weeks later Goats R Us returned to finish the job and Xeera Swarm was destroyed.

In the Cambrian Range outside the Human city of Lofton, Fear That Walks (Lawful HARM Lizara) destroyed Black Widows (Chaotic ROC Giants).

On the Agerian Plain, Demon Eyes (Chaotic Nemesis Gnolls) destroyed Shining Path (Humans).

In the Pryma Forest outside the Elven city of Lotheria, Gongylus Gongyloids (Ya-zii worshipping

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Xorg) defeated Zulu Swarm (Miiya worshipping Xaati).

At the nearby human city of Novograd, Hammer (Lawful HARM Dwarves) defeated the fleeing Long Knives (Lyredh worshipping Giants of the Akuda Combine). At about the same time Shadowmane (Lawful Centaurs of the Crystalian Warriors) crushed the fleeing Lean Green Mean (Goblins). Nearly two weeks later Fear That Walks (Lawful HARM Lizara) also defeated the fleeing Long Knives. Less than a week passed before the Long Knives were struck again, this time by the once more victorious Hammer.

Elsewhere in the Pryma Forest, Gongylus Gongyloids launched another attack against their fellow "bugs" this time defeating the all but defenseless Zooma Swarm (Miiya worshipping Xaati).

On the Isle Of Quadro outside the Gnoll city of Cosmopolis, Tonatiuh's Torch (Lawful Kobolds) destroyed Uluu (KIL Kobolds).

PANAGEARUMORS

Scouts say they've spotted Valen, the City Leader of Mycene, wandering the ruins of Luton and muttering to himself. What can it mean?

The Terminators: soon to be the Terminated.

How long will it be before the Kodan recognize that they're dead? Chickens always take a while to realize they're headless.

The New Breed have gone into hiding. But where?

New Breed is ready to rock. Coming to a city near you in early 2005.

Xanthor is a sloppy drunk.

Hey! Dat be Xanthor over inna corner wif dat sheep? Thought so.

LORASIA RUMORS

Two fleets were seen headed for Quadro. Oh boy, won't TT be surprised! There were over one hundred ships with both black and grey sails. Aztlan or bust!

A new invention to combat bugs by Lawful Dwarves: Giant Dwarven Fly Swatter Artillery! Elven druids have dented their efforts, too, with giant cans of insect spray.

Akuda Combine is about to be mulch!

If you play with a dragon you're going to get burnt.

Zahaduum lives!

BULLETINBOARD

PANAGEA PLAYER NOTICE

Nice CB notices, Xansnore!

I see you're still trying to re-write history to fit your warped sense of reality.

Time for your semi-annual reality check! All of my references in this article can be verified in past issues of the Cosmic Balance, starting about your power years of the early - mid '90s through '98, '99, and 2000, but it requires some reading....

But first, your comparison of relative size and power of our armies vs. yours, related to what you term "uncontrolled growth" specifically to what the outcome of you controlling my (our) armies vs. my (our) controlling your armies is lame. You control your armies, and I (we) control ours, and the relative differences in size and strength in itself proves that you failed to understand the principle of attrition in warfare. It is a proven principle to any that is a student of (Urth) history, and is a viable method in wearing down one's enemy.

Interestingly enough, you spin it to sound almost unfair, but in your power years your armies outnumbered your victims over 95% of the time, and after destroying, crippling, and/or devastating someone's army you gloated how pathetic and weak they were in the CB. I have many Battle Results (and corresponding CBs) showing this, and would be happy to post them on the Web for any doubters. So, in short, it was fine when you outnumbered your opponents, and now that it isn't going your way you're whining about it.

You also made the point that you think your front line battle armies should have been attacked while on "your" island, but fail to mention that every time you had the chance to fight my front line battle armies, you have Run Away! Even when you had an advantage!

Now for the history lesson. Back in '98, when the Wolverine Psychos (WP) and Mental Militia invaded the Crystal Plains, the Mental Militia was forced to retire early in the campaign, leaving the WP by itself against your 3 front line battle armies: Wyraxian, Trekkers and Bloodguard. You outnumbered the WP 3 armies to 1, and also in total troops in each army with the Bloodguard being around 1:1 with the WP. You tracked the WP for about 5-6 months, attacking with 4-5 series of 3 army train attacks for a total of 12-15 attacks on the WP, and you couldn't destroy them! You had superior numbers of armies, superior numbers of troops, superior quality of troops, and better morale, and you choked! Note also that while this was going on the Lupine Legion (LL) took your city of Aquilonia, and then your Capital, Hillsdale.

Then LL linked up with the WP to fight your armies at a disadvantageous 2 armies to 3. Did you fight them? No! You "advanced" to the East and attacked smaller armies. Then you ran North, and then West. My armies took a short-cut, caught up, attacked the Trekkers twice, and defeated them twice while your all mighty and powerful Wyraxian army just sat and watched. Then instead of counter attacking, you fled West at full movement ability, leaving behind a sacrificial rear guard army that died so you could Run Away again without fighting. Then when my armies got to the West, you fled to the Isles of the Sea rather than fight.

This brings to light another principle you don't seem to understand. That is siege warfare. While on the islands, you were in fact in a self-imposed exile akin to a siege. You had limited resources, so I figured on waiting it out and you would either starve to death or would eventually return to the mainland for food and herds, the latter of which has recently come to pass. The little invasion of "your" island was simply to check your strength, and keep you busy so we could build up more for your probable return. Note that it is pathetic that you brag and boast about destroying the armies we sent to "your" island, as the armies sent out there were one 2nd line battle army, a tertiary battle army, and a couple of raiders. Hardly a match for the 3 front line battle armies you had there.

The most recent time you Ran Away was just a few months ago when your best navy took a beating at Featherwood Lodge. Again, your mighty Wyraxian just sat and watched over the course of 2 battles, and instead of counter attacking, boarded ships and sailed to sea.

So when you claim how pathetic the Chaotics are, don't you hear the laughter ringing in your ears? We have walked our talk and fought the battles. Where the Wyraxian has avoided the Chaotic front line battle armies time and again.

So run away, fall on your sword, whatever.

Nick

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PANAGEA PLAYER NOTICE

Hey IDIOT,

Since I'm already visiting you and your Chaotic degenerates in Eastern Panagea, it would be convenient for me if we chose that area for a showdown. Will that work for you? If not, I really don't care at all.

Xanthor

+ + + + +

PANAGEA PLAYER NOTICE

Kahn of the Gutless wonders has proclaimed that Aurumia will soon be overrun by Chaotic scum. Go ahead and knock yourself out. Hope you find small targets so that you can stroke your pathetic ego.

Xanthor

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LORASIA PLAYER NOTICE

Found in the burned out remains of an encampment outside Novograd, clutched in the hands of a dead Goblin:

Journal of the Lean Green Mean Goblins, A#771

Turn 4: Our scouts report a human city ahead. Trading should be good and will give us the opportunity to sell some of our initial wagons and trinkets.

Our herds are just now starting to reproduce and perhaps there will be a market for our excess animals. The tribe camped in the forest outside the city and traders spent time exploring markets. Morale was high. Our scouts report a large army of Centaurs massing just over the rise from our encampment. There are thousands of them, all heavy troops. They fly banners of Law and the Crystalian Warriors. Our 70 Light Swordsmen and the tribal Battle-Mage form a rear guard as the women and children prepare to flee. Suddenly a Fire Storm rains from the sky directly onto the baggage camp. Dozens of women, children, and the few Craftsmen we possess are incinerated. The Centaurs charge, their 400 Heavy Mounted Bowmen taking a toll on soldiers and nonwarriors alike. The 1,350 Centaur Heavy Lancers accelerate and strike the thin line of the rear guard. Their wedge formation blasts through it in an instant and they assault the baggage camp. Hundreds of women and children are trampled to death in the ensuing melee. Centaurs viciously attack everything that moves and the ground is stained red from their passage. A Goblin mother, child strapped to her back, leaps from a wagon and lands on the back of a rampaging Centaur. She deftly butchers the horse-man with her cooking knife and jumps off as he crashes into a heap of hooves and armor. She spits on the corpse in disdain and runs off into the gathering darkness....

The passage ends here as additional words are stained and unreadable.

Postscript: Lean Green Mean, Army #771, not in an alliance, undeclared as to religion, with no patron deity and not a splinter army of some other Empire, was summarily executed by A#446 Shadowmane on turn 4 of their existence. The reason for attack by these four-footed thugs is unknown but is surmised to be simple greed or mistaken identity. A#771 lost 250 (of 310) Non-warriors, 83 Foragers, 16 Craftsmen, 70 Light Swordsmen and the BattleMage Mean. A#446 lost 1 Heavy Lancer in the melee phase.

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.

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.

COMPANY NEWS

Since the first of the year our email box has been flooded with spam (junk email). Despite our best efforts it usually fills up within an hour of being cleaned out and any email we receive after that gets bounced back to the sender. We are currently with our ISP to resolve the problem but we wanted everyone to know what's going on and to remind them that if you need to contact us in a hurry we have, in addition to email, a fax machine (916-683-2436) and a phone (916-683-2431, M-F 2:00-4:00pm or leave a message. See House Rules for more details and restrictions.

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.

