

THE COSMIC BALANCE



Issue # 229

August 2005

PANAGEANEWS

This month we begin in the East. On the Crystal Plains, Fedaykin (Lawful Terminator Humans) prevented an ambush on their allies by attacking Howling Winds (Chaotic Kodan Raman Gnolls) who fled the battle despite vastly superior numbers. Wyraxian (Lawful Terminator Giants) then gave chase and the Gnolls were again defeated after suffering heavy losses. More than a week later on the nearby human city known as Narga Thum, Hart Bowmen (Wicca worshipping SNAP Humans) defeated Distant Thunder (Chaotic Gnolls). Several days later, back at the starting battle site, Dire Wolf (Chaotic Kodan Raman Gnolls) and Howling Winds teamed up to defeat Fedaykin in a series of very close and hard fought battles. Casualties were heavy.

Moving to Central Panagea.... In the Grimwall Range outside the Groll city of Gulfport, Grey Shields (Humans) defeated Roadrunners (Wicca worshipping LOOT Gnolls). Two weeks later of the Isle Of Mist outside the Human city of Atlantis, Wolverine Psychos (Chaotic Kodan Raman Gnolls) destroyed Tsunami (Lawful Terminator Humans) while Lupine Legion (Chaotic Kodan Raman Gnolls) smashed the fleeing Saints (Lawful Terminator Humans).

Finishing in the West.... In the Vaeld Mountains outside the beleaguered Dwarven city of Thraegens Deep, Lions Of The North (Wicca worshipping Humans) and Puma Brigade (Wicca worshipping Humans) teamed up to destroy Hemlock (Lawful EGA Elves). Meanwhile Jaguar Brigade (Wicca worshipping Humans), Bengal Lancers (Wicca worshipping Humans) and Dragonright (Lo-kee worshipping CSA Lizara) teamed up to smash the fleeing Transcontinental (Lawful AIM Humans).

On the Illyrian Plain, Throbacs (Wicca worshipping Humans) destroyed Bjorn (Lopra worshipping EGA Humans).

LORASIANNEWS

In the Cambrian Range, Saboor (Cosmic Balance worshipping Gnolls of the New World Order) defeated the fleeing Dwarven Axes (Lawful HARM Dwarves). Less than two weeks later Saboor launched a follow-up attack and the Dwarven Axes were again defeated.

On the Agerian Plain outside the Groll city of Kingston, Demon Eyes (Chaotic Nemesis Gnolls)

defeated the retreating Gnolls Of Osiris (Gnolls). Days later Lucy's Legion (Lawful HARM Gnolls) and Goats R Us (Lawful HARM Satyrs) teamed up and all but destroyed Gnolls Of Osiris. At the Goblin city of Isengak, Fangs Of The Wolf (Lawful HARM Gnolls) and 509th Satyrs (Lawful HARM Satyrs) teamed up to defeat the retreating Rabid Hounds (Cosmic Balance worshipping Gnolls). Nearly two weeks later the two struck again, this time with the Satyrs going in first and Rabid Hounds were all but destroyed.

In the Anvil Mountains outside the Dwarven city of Balen's Deep, Stonestrikers (Lawful HARM Dwarves) defeated Triffid Attack Force (Elves) in a hard fought battle. Nearly two weeks later at Hilltop Haven, Widowmakers (Cosmic Balance worshipping Gnolls) defeated McGowan's Crew (Lawful Dwarves).

In the Nadev Jungle, Ziri Swarm (Ya-zii worshipping Xorg) smashed Maaka Swarm (Miiya worshipping Xaati).

On the Nulean Plain outside the Groll city of Port Royale, Ratt Skinners (Shhvoon worshipping Goblins) destroyed the retreating Clan McWhinney (Lawful HARM Centaurs). Meanwhile, 10th Virginia Inf (Chaotic Akuda Combine Gnolls) destroyed Battleclan McWhinney (Lawful HARM Centaurs).

In the Pryma Forest outside the Ogre city of Rockash, Jaws Of Thirst (Lawful HARM Gnolls) smashed Prime Cleavers (Minotaurs). Outside the Elven city of Lotheria, Tonatiuh's Torch (Lawful Kobolds) destroyed Akritiri Swarm (Ya-zii worshipping Xorg). Elsewhere, Ez'zak Pochteca (Lawful Kobolds) smashed the defenseless and fleeing Akaali Swarm (Ya-zii worshipping Xorg).

In the region known as Malundia outside the Kobold city of Ez'zak, Erin Go Bragh (Cosmic Balance worshipping Humans of the NWO) defeated the retreating Fang (Chaotic ROT Lizara). Meanwhile, some hundred miles away, Peaceful Traders (Lawful Kobolds) defeated Xeexa Swarm (Miiya worshipping Xaati). Two weeks later Peaceful Traders struck again and the Xaati were once more defeated.

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PANAGEARUMORS

The Terminators have pushed the Kodan Raman back into the sea!

Everyone has heard of Babs Binod, haven't they?

Who is Babs? I heard she was a great Warrioreess leader.

The New Blood is back with a vengeance. Oh wait, that's just another blood smear. My bad.

Nick Gnoll-tee sleeps with a teddy bear and a night torch.

Xanthor forgot to put on his pants one morning but nobody noticed.

LORASIA RUMORS

The softskins are at war and are killing each other in unprecedented numbers. Excellent....

Lord Clifford?! I heard he was dead!

Why do the Lawfuls keep destroying armies that are not their enemies? Oh yeah, they're Lawful....

Where have all the HARM warriors gone? South, about 6 feet under.

An outbreak of the dreaded plague is being reported by refugees fleeing the Anvil Mountains.

What do you get when you combine a Crystalian Warrior army and a victorious battle? Don't know, it's never happened.

Xorg and Xaati shall soon be exterminated by the warring alliances.

Is it true that all the AC is capable of doing is to be wet-nursed by the Ratt Skinners? Could that be because they fear to fight their own battles?

Knaps Uglot is taking a long nap, but not as long as the naps his allies have taken.

The male goblins have to "do it" with sheep because their females prefer other non-goblin males.

Tlatoani will be visiting with Akuda armies soon. He's going to teach them some manners.

The stump-sitters have finally fallen off their stumps. Now after they heal from their wounds they might actually do something.

What could the Gnolls Of Osiris have done to warrant being ganged up on by Lawful and Chaotic members of their own species?

BULLETINBOARD

PANAGEA PLAYER NOTICE

Hey Nick,

You could have informed me of your decision via email. I guess you're still not out of the dark ages. Let me know when you learn how to communicate by email. I'm putting this notice in the CB so that you can get someone else to read it and explain it to you.

Hell will freeze over before I ever surrender to you and your jokers. If you didn't get it before, let me explain it to you in monosyllables, OK? IF I quit, who do you fight? Get it?

From your really dumb response, I guess you're wanting to end this game. So it's really up to me to tell you when to quit the game. Well, I won't be doing that at all. You'll just have to guess whether or not I've left the game. I'll just leave and let you waste your time attacking inactive positions. Of course, I could just be pretending to be out of the game. So you'll need to spend a great deal of time and effort to completely eliminate ALL my armies in the entire world. If not, I may one day return and beat the hell out of your armies.

Knock yourselves out destroying my armies. It really breaks me up that the destruction of armies is a really sore point. Guess you and your allies shouldn't be playing in this world. Try joining a world where no one gets killed. How about a world called "Releasing all that pent-up anger through finger-painting"?

To date my forces have only fought eight major battles and have won FOUR of them. Guess Dire Wolf and Howling Winds are led by lily-livered, yellow-streaked wannabe generals. They can't even pretend to be generals. Really a pitiful sight.

Xanthor

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LORASIA PLAYER NOTICE

Be it known:

Although I understand every race has their preferences for food and drink, we cannot and will not tolerate further attacks in our city sector. The constant warfare upsets our peoples. Please take all animosities (that means hostilities, ill will, etc.) elsewhere. Failure to abide by these rules will result in swift action. We do not tolerate these outbursts like many of the older cities. Be warned!

Duke of Hound

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LORASIA PLAYER NOTICE

Some time ago, when first learning how to play the game, I was fortunate to be chosen as Ambassador of Diplomacy; and it is in that role that I now write. Reading past issues of the CB in those early months, I happened upon, in the rumors department, on at least two separate occasions, little tidbits proclaiming that within the ranks of the C.W. and H.A.R.M. alliances there were elements of dissension and dissatisfaction. Of course, being one who takes little stock in rumors based on conjecture and supposition, I concluded that what was being said was only negative propaganda being spouted by the enemy. But I learned in time that in some ways there was some element of truth being said in those rumors.

This led me to write, in the June 2003 issue of the CB, a scathing report which singled out in chastisement both alliance leaders for their inability to keep reign on their followings. Members had been, for quite some time previous, venturing out to the fields of battle with a single-minded purpose against a formidable foe in lieu of mutually cooperating joint efforts, only to seek meaningless glories instead of meaningful victories.

Which now brings me to the purpose of this diatribe (and if it sounds as if I'm a bit bitter and as if a rebuke is being made, then yes, I am, and yes, there is). For now comes the time when hard choices must be made if our alliances wish to enjoy their survival.

Over the past 3 1/2 years, while barely keeping my head above water, as I've managed 3 Empires (two Lawful and one Neutral), I have always been an ardent proponent to the destruction of Chaos. While championing the Order of Law in four separate battles (two of which were brutal) where I lost two of my armies, not to mention the loss of several major characters, I have nevertheless continued to advocate on its behalf.

As much as I have argued the need for joint efforts and mutual cooperation in the never ending struggle toward a final victory over Chaos for the progeny of the Order of Law and their allies, all that I've heard in return has been continual bickering, blaming, and excuses as to why we are losing so many battles. As members continue to seek out small victories unilaterally, our leaders lack the wherewithal to control them and their singular actions. Their ability to keep reign of the members is naught. To claim small victories in lieu of an undertaking which requires joint mutual cooperation in order to win the overall war is contrary to the purpose of an alliance.

The ability to wage a successful campaign against an enemy that is as formidable as the Ratt Skinners, who in its own right is relentless in its search for its own victories, requires a strong leadership, one that is capable of mounting a successful campaign with a viable strategy that will result in a positive thrashing of the enemy. As it stands now all that can be accomplished is numerous losses on our side while all the enemy suffers is a bee sting. This is the result of not allowing your left hand to know what your right is up to until it shows its ugly truth in the C.B. each and every month.

Believe me, I know, for I too have fallen prey to an ever increasingly distant victory, while the enemy grows stronger on a daily basis. An enemy that has shown time and time again that it is willing to work together to claim victories, not only in the small battles but also to claim its furtherance toward winning the war. It seems to me that even when they lose, they are able to proclaim themselves as winners. Can we make that claim? I think not; for as the enemy continues to gain strength our own armies continue to fall at their heels.

So, as mentioned earlier, hard choices need to be made, and to be made now. Our leaders must begin taking control over all of their member armies and learn how to mount an operation that will prove to be a mutual success rather than a singular failure. For if they continue on the path that they now travel they will find themselves losers in their singular quests toward a small win rather than glorious victors in the overall war.

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LORASIA PLAYER NOTICE

The Lorasian Wildlife Fund has added a few new animals to the endangered species list. The Bloodfang has suffered terrible losses since Goblins have hunted them. The Bloodfang is a mangy-looking creature. They are from the canine family and are very loyal, but of below average intelligence. These Bloodfangs have been known to travel with Kobolds from the Cuetzpallin family. However, they have been falling at disturbing rates across their native habitat, the Nulean Plains, and their migratory track through the Cambrian Range and Pryma Forest. We would ask for Big Game Hunters to please spare these poor creatures from a permanent extinction. We are also going to be adding several more creatures that are teetering on extinction. They are:

RiahKeridomites
The Jaded Falcon
Rhuidian Horse
Neexus Beetle

(All of the above species have one thing in common. THEY ARE ALLIES OF TLATOANI, otherwise known as catapult fodder.)

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LORASIA PLAYER NOTICE

Hey Clan McWeenie,

You dead! Me sorry it take so long tu kill yu. You be good enemy an sit 'n Port Royale fer looooooong time, me just nevr git round tu ataking yu. Yer allianz betrayed yu n left poor centerds all alone. We appreshiate da herds, dey will go along way in building up our forces even more.

Ja'Kil
uv da Ratt Skinners

LORASIA PLAYER NOTICE

To: C#1320 Razor
Re: Murder, Inc. CB #227
From: The On-Looker

My, my, my. The past 2 years haven't changed a thing. Did anyone not read the player notice? Murder, Inc. is by no means a neutral party group. They do lean heavily toward the Chaotic way of thinking. Correct me if I'm wrong, Razor, but didn't you exclude Lawfools? But it's ok to take their money? Yet you are not a Chaotic sympathizer. All I can say is "Step lively Kobolds and Dwarves. The cow chips are piling up. Save the lanterns."

Then you give that wonderful hypothetical situation. Why would anyone give you 25,000 gs? If they had that much, don't you think they could do the job themselves? Do you feel you are the only one who can try to assassinate someone? If you fail, do you offer a refund? I noticed you didn't guarantee your success.

I'd say Murder, Inc. is in need of money, food, and fodder and wants others to foot their bill. Didn't you say, "Virtually anything can be used as payment, even extra food and fodder"? And of course you did mention that you had 2 battle armies. Somebody has to feed them. Why not let everyone else? It is a shame you are not true neutral because I'd be down 100% with you. Make the Lawfools and Chaotics pay for it. Sell information and mapping sectors to both sides. I'm down with that. Yes sir...

I do ask you to elaborate on how Murder, Inc. is suited for small empires looking for role playing, not battles. Let me see how this works. You hire out to kill. Do you think the other army is not going to fight back? Thus my question. If I do not want to get involved in a fight, why should I join you?

Don't complain because I am listed as the On-Looker. Call me a coward or whatever. That still won't get you any closer to me than you are now. I just ask questions on what YOU wrote.

The On-Looker

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LORASIA PLAYER NOTICE

This is a reminder that any Chaotic army on the Isle of Quadro and adjacent sea sectors is subject to attack by my armies. Any neutrals may be attacked if you're not part of a friendly alliance. If you're a non-hostile neutral, you need to let me know well in advance when you plan to visit Quadro. Please give me enough info so that I know you're not pretending to be a friendly neutral. If you have nothing to hide, you certainly know what type of real-world info I'm looking for.

Tlatoani

LORASIA PLAYER NOTICE

Melfus — Birds of Prey have been stricken form the sky. Ratt Skinners killed 1400 of them! I heard they put up a valiant fight by killing 2 Goblins. Boy, those Crystalian Warriors sure are tough. We are still awaiting this offensive that you promised. You know, the one where you ranted on about your only goal in life is to hunt us down and destroy us? Well as usual, you are still the hunted. Does the Crystalian Warriors even have any armies left capable of fighting? Shadowmane was crippled by the Ratt Skinners and K-9 Knights are ineffective. I guess that only leaves your Gnolls. If it makes you feel any better the real target was the Falcon's Eye, but they had just scurried out of West Veldt before Ratts and 10th arrived, lucky for them.

Corvallis
Akuda Combine

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LORASIA PLAYER NOTICE

Recruits needed to join in strong Lawful Alliance. If interested please contact:

James Tillman
GDC#758255
P.O. Box 466
Alamo, GA 30411

or

Les White
30 Administration Rd
Bridgewater, MA 02324-3230

SPREAD THE WORD

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