

THE COSMIC BALANCE



Issue # 234

January 2006

PANAGEANEWS

This month we begin in the Eastern Region. On the Vivatian Plain outside the Orc city of Steelgate, Kurrs (Wicca worshipping Gnolls) defeated 1st Ghermarken Guard (Chaotic LOOT Orcs).

On the Crystal Plains outside the Human city of Narga Thum, Wolverine Psychos (a massive army of Chaotic Kodan Raman Gnolls) and Lupine Legion (Chaotic Kodan Raman Gnolls) teamed up to destroy Stone Fist (Lawful Giants). At the Giant city of Hillsdale, N.Y. Giants (Chaotic Kodan Raman Giants) destroyed the insignificant Gray Striders (Giants). Some time later in an unusual clash between Chaotics, Elite Forces (Chaotic SAVAGE Humans) destroyed Mopn (Chaotic LOOT Orcs). Elsewhere on the Crystal Plains, Hunter's Moon (Zraxxut worshipping LOOT Gnolls) defeated Dragon Wing (Lo-kee worshipping CSA Lizara).

Moving to the Central Region.... On the isle of Mycenea, Lomorian Wolf Pack (Chaotic Kodan Raman Gnolls) defeated the fleeing Plains Drifters (Lawful Terminator Humans).

In the Grimwall Range, Vulture Legion (Chaotic Kodan Raman Gnolls) and Howling Winds (Chaotic Kodan Raman Gnolls) teamed up to defeat Wyraxian (Lawful Terminator Giants) in a terrific series of battles involving more than 156,000 troops and resulting in more than 13,000 (mostly Gnoll) casualties!

Finally in the Western Region.... On the Illyrian plain outside the Human city of Andar, Knights Of Red Ax (Minotaurs) destroyed Varangian Guard (Lo-kee worshipping Humans). Outside the Gnoll city of Gildazar, 1st Amrothian Guard (Lawful Elves) defeated the Illyrian Plainsmen (Lo-kee worshipping Kodan Raman Humans). At the Human city of Hampton, Ogres Of White Hand (Chaotic CSA Ogres) defeated the retreating Mankillers (Gnolls).

In the Tarakeen Forest outside the Human city of Ravenwood, Shadowcat (Wicca worshipping Humans) destroyed Nite Eyes (Lawful Elves).

In the Vaeld Mountains outside the Giant city of Grandenburg, Puma Brigade (Wicca worshipping Humans) smashed the fleeing Terror (Lawful AIM Giants). At the Human city of Ferrous Mons, Lions Of The North (Wicca worshipping Humans) and Jaguar Brigade (Wicca worshipping Humans) teamed up to destroy Steel Ferret (Lawful EGA Elves). Meanwhile, Shadowcat Rangers (Wicca worshipping Humans) smashed the fleeing Cobra Demons (Lawful Humans). At the Dwarven city of Thraegens Deep, Mutton Birds

(Chaotic CSA Giants) destroyed Jade Clan (Lopra worshipping EGA Humans). Meanwhile, Dragonright (Lo-kee worshipping CSA Lizara) defeated the fleeing Movers (Lawful EGA Elves).

In the region known as Aurumia outside the Human city of Athens, Rick's Reserves (Chaotic Kodan Raman Gnolls), 1st Kodan Division (Chaotic Kodan Raman Gnolls), Black Widow (Chaotic Kodan Raman Gnolls), Black Scorpion (Chaotic Kodan Raman Gnolls), and S.F. Giants (Chaotic Kodan Raman Giants) teamed up to smash the retreating Wanderers (Lawful Terminator Humans).

In the Kolaan Basin outside the little known Human city of Kolaan Keep, 3rd Regiment (Chaotic Kodan Raman Gnolls) destroyed the fleeing Yakima (Lawful Terminator Humans).

LORASIANEWS

The Anvil Mountains was a busy place this month. Beginning at the Halfling city of Hilltop Haven we saw Widowmakers (Gnolls of the Cosmic Balance) destroying 1st Scout (Lawful Elves). The next day at the Dwarven city of Balen's Deep, Graybeard's Raiders (Lawful Guardians Dwarves) defeated Zeta Swarm (Ya-zii worshipping Xorg) in heavy fighting. Two weeks later fighting resumed at Hilltop Haven as Widowmakers destroyed Zamzummims Of Zyph (Lawful Dwarves). A week later combat resumed at Balen's Deep as Stonestrikers (Lawful Dwarves) won a small victory over Zeta Swarm.

In the Pryma Forest at the Ogre city of Rockash, Tonatiuh's Torch (Lawful Kobolds) and Maroczy (Lawful Kobolds) teamed up to smash the fleeing Wee Beasties (Shhvooon worshipping Goblins). Two weeks later Tonatiuh's Torch and Maroczy struck again, this time destroying Pryma Pyros (Shhvooon worshipping Goblins).

In the Nadev Jungle outside the Lizaran city of Reeza'nesh, Miiri Swarm (Miiya worshipping Xaati) defeated the fleeing Gozitens (Shhvooon worshipping Humans of the Akuda Combine).

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On the Agerian Plain outside the Groll city of Kingston, Deathlords (Chaotic Nemesis Gnolls) destroyed the fleeing Circus Maximus (Titans).

In the region known as Malundia, Goats R Us (Lawful HARM Satyrs) defeated the retreating Xeexa Swarm (Miiya worshipping Xaati). At about the same time at the nearby Kobold city of Ez'zak, Cursed Temple (Cosmic Balance worshipping Lizara) defeated the all but defenseless Xama Swarm (Miiya worshipping Xaati).

On the Vardian Plain outside the Giant city of Angonheim, Chaotic Nightmare (Titans) was repulsed in their ill-conceived attack on Ra's Raiders (Lyredh worshipping Humans of the IRA).

PANAGEARUMORS

Nick Groll-tee broke his toe kicking a statue of Xanthor.

Could it be? A Chaotic civil war!

The Kodan Raman is on the run!

The New Blood has decided to return. What's with these guys?

City Leader Valen of Mycene has gone completely mad! He thinks demons are after him!

Xanthor was spotted sneaking out of the Mycene sheep pens with a couple of hot ewes under his arms.

The balance of power is shifting again... but which way?

LORASIA RUMORS

Giants are fleeing Angonheim in record numbers. Why?

A massive earthquake has rocked the Manga Dor region!

We didn't know Akuda was so strong in the magic ability of making prophecies. Foresters are now part of the forest flora.

Xorg have mudflaps as they "flee" their battles. To keep the dust down as they run.

The Widow Makers are in league with the forces of Chaos!

I hear bugs are on the rampage in Reeza'nesh, pushing the dung around. We know "she must be fed".

I hear West Veldt is still looking for their village idiot.

The insect infestation has been stopped.

Who are these marauding upstarts? And why are they getting away with it?

Did I see Tlatoani slinking around the latrines at Cosmopolis? What is he looking for?

The Great Dragon has left a little "gift" in its former Cosmopolis lair.

BULLETINBOARD

LORASIA PLAYER NOTICE

Any Law-abiding Citizen that wishes to join the H.A.R.M. Alliance to rid the world of all evil and Chaotic doers: you can be a hero or a raving maniac as you destroy the hated Chaotics.

Please contact:

Duke Bean
30 Administration Road
Bridgewater, MA 02324

or diplo:

C#1673 Siringo Ironheart

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LORASIA PLAYER NOTICE

Quarian Moonbow,

It was very heartwarming to read what you said about me. Thank you. However, you must realize that you've made plenty of righteous Chaotics and other dissenters very upset (to put it mildly). I won't be surprised if one of them has written in to suggest that you're a Lawful lackey or even someone I "bribed" to write that notice.

I try my best to support Lawful armies as much as possible. However, I sometimes don't have reciprocal support from other Lawfuls. Currently I don't have plans to form a new Alliance. Who knows what I'll do in the future?

Tlatoani
A#188 Tonatiuh's Torch

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.

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.

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://www.hypercon.net~lanza>

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 Berserkers [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@yahoo.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@yahoo.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.). We have a number of changes planned for the new year and of course feedback and suggestions are encouraged. Check it out at:

<http://www.ageforfun.com>

GAMEMASTERNOTICE

Lately we have had a lot of interest from players in picking up NPC positions. For those unfamiliar with this, an NPC position is a formerly player created/run position that is currently under GameMaster control. These are generally well-developed and larger than the regular starting positions — which makes them popular. However, COD is a role-playing adventure and by making these positions available we are looking for someone with experience to continue the role. This is important in two ways:

1) You need some experience with the game! The GM does not have time to write and explain what everything is related to the new position. If you don't know anything about advanced rules (troops, skills, spells, items, etc.) it's going to be difficult to run the new position. If you have something you don't understand you will need to do a research action to gain the information: "Jartan will review with his Craftsmen how they acquired Ceramics Level 1" or "Dumluk will order troops to explain what our Infantry Bonuses are for". Remember, the GM knows everything about the position's CURRENT status but may not know much about its history. Questions like "Where did I get this magic sword?" or "Who are my friends/enemies?" may be impossible to answer.

2) NPC positions are available to those willing to continue the role playing — we are not simply selling bigger positions! We do not want to see a long time Chaotic position suddenly become Lawful or well-known armies being disbanded into newly formed positions just to change the names. Naturally the position can be expected to evolve over time but players should be willing to embrace its past while working toward its future.

To request an NPC position just write us a note and give us some idea of what you are interested in. Be as broad as possible as the number of positions available are limited. If you ask for "Lawful Ogres outside Balen's Deep" you are likely out of luck. If you want "Anything Chaotic" or "Any Humans or Gnolls" you will likely get something. ALL NPC positions that we select (you can also request a specific position you think is NPC) will be bigger and more developed than a new position, however we will ignore requests for the "biggest", "most powerful", etc.

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.

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.

POSTAGERATEINCREASE

Beginning January 8th 2006 the Post Office welcomed the new year with a price increase. The first ounce (about three pages) is now 39 cents (up from 37 cents) and each additional ounce is now 24 cents (up from 23 cents). The Priority Mail Flat Rate Envelope has gone up from \$3.85 to \$4.05 (as a result the charge for our Priority Mail Return Service is being raised from \$3.00 to \$4.00). The one ounce rate to Canada and Mexico remains at 60 cents while the one ounce rate to the rest of the world (excluding APOs & FPOs which follow the domestic rates) is 80 cents.

20thANNIVERSARY

It's 2006 and this marks our 20th year in business a milestone of which we are understandably very proud. We plan a year long celebration but if you have any suggestions for changes or improvements for the games, newsletter or website let us know. Thanks for your support!



Happy New Year!