

THE COSMIC BALANCE



Issue # 162

January 2000

* SPECIAL COLLECTORS ISSUE *

This month we present a special issue of the Cosmic Balance. Not only is it the first of the new millennium [Ed: Actually that's next year but this is the first of the 2000's.] but it is also our second ever ALLIANCE SPECTACULAR in which many of the major alliances present special notices describing their organization, its goals and who to contact for more information — an invaluable resource for new and old players alike! Special thanks to all the alliance leaders for their contributions!

PANAGEANEWS

Starting in Eastern Panagea, on the Vivatian Plain outside the city of Amidship, the White Guardian (Lawful Terminator Centaurs) and Avenger (Lawful Terminator Centaurs) all but destroyed Maple Leaf (Shhvoon worshipping SWARM Kobolds).

In the region known as Kythos, outside the city of Trevington, the Trekkers (Lawful Terminator Humans) attacked and destroyed the Horda (Humans).

Moving to Central Panagea, on the isle of Mycenea, outside the city of Mycene, the Timber Wolves RCT (Chaotic LOOT Gnolls) defeated the Sea Rovers (Lawful Elves) in a close battle. Nearly two weeks later the Winter Wolves RCT (Chaotic LOOT Gnolls) crushed My Scouts (Lawful Humans).

On the Isle Of Medes the Flying Dutchman (Lawful Terminator Humans) ambushed and nearly destroyed the Cyan Corsairs (Shhvoon worshipping SWARM Kobolds). Shortly thereafter the 4th Legion Of Horror (Chaotic LOOT Gnolls) defeated the Flying Dutchman.

In the Grimwall Range outside of Revelwood, Hemlock (Lawful EGA Elves) defeated Pirates Of Panagea (Shhvoon worshipping SWARM Humans). Nearly three weeks later GROG! Guard (Chaotic Kodan Raman Gnolls) defeated Teldarian Troop I (Lawful AIM Humans) in a battle that involved nearly 19,000 warriors! Two weeks before they themselves were attacked, outside Mithral Hall Teldarian Troop I almost wiped out the Patriots (Lo-kee worshipping Gnolls).

In Western Panagea, on the plain of Illyria, the Jem'hadar (Lopra worshipping EGA Humans) defeated the Dragon Children (CSA Gnolls).

In the Tarakeen Forest, Red Troupe (Lyredh worshipping Elves) attacked the fleeing Moribushi (Lo-kee worshipping CSA Giants). Though defeated by

the Moribushi rear-guard the attacking Elves were able to capture a number of possessions from their fleeing foes.

LORASIANEWS

In the Anvil Mountains Graybeard's Raiders (Lawful Guardians Dwarves) smashed the Red Axe Clan (Chaotic Dwarves). Nearly three weeks later Graybeard's Raiders resumed their attack, inflicting heavy casualties on the now largely defenseless Red Axe Clan.

On the Vardian Plain, outside the city of Kaffa, the Lift Tail Legion (Lawful Centaurs) devastated the Skull Crackers (Humans). Nearly a week later the Knights Of Fortunes (Trimorph worshipping Humans) defeated the 1st Thunder Legion (Cosmic Balance worshipping Humans) in a close and hard-fought battle. Also on the Vardian Plain, at the city of Angonheim, the Jaws Of Thirst (Lawful Gnolls) defeated the Knights of Papert (Humans).

On the Nulean Plain, Burial At Sea (Lawful Vampires) made another "recruiting" call on the Freaky Punks (Chaotic Goblins) totally destroying the hapless defenders and adding a large number of new recruits to this powerful Vampire clan.

Correction: Last month we reported that Avoirdupois Stones was defeated in their attack on Sticks 'N' Stones. This was an error. In terms of casualties they were on the losing end but because they gained captures from their fleeing foes they are declared victorious. We apologize because of any inconvenience caused by this reporting error.

PANAGEARUMORS

KIL has established a secret base of operations as part of their master plan to seize control of Panagea.

Wow! It looks like someone got his Dangling Participle cut off! Could only happen to a SWARM.

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ADVANCED GAMING ENTERPRISES
POST OFFICE BOX 214949
SACRAMENTO, CA 95821

All the fighting has moved to Central Panagea because the Terminators got kicked out of the East — their HOMELANDS!

The great fleets are mustering and a new phase of warfare between the Kodan Raman and the Terminators is about to begin.

The KIL invasion force was ill-prepared for the scope of Panagean warfare and decided to back off and build up their strength.

A new alliance is in the offing known as the Riders of Rohn.

The Terminators' grand offense to reconquer the East is about to begin!

LORASIA RUMORS

Aldaryn is granting special favors to her followers who rid her beautiful forests of foul Hobgoblins!

ICON has grown too big and is no longer controllable by their leaders.

Where are all the bounty hunters? Lots of gold can be had by performing City Leader-sponsored attacks on known trouble makers.

Stelae are being erected in many local forests proclaiming the forests are under the protection of Aldaryn and her loyal followers. Chaotic races beware!

Lawful forces have at last begun to mobilize and can now challenge the growing dominance of Chaos.

A militaristic faction has established itself within ICON resulting in increasing dissent. If current trends continue, civil war may ensue.

A re-established KIL alliance has begun to hunt down and terminate rebel elements. Once the "cleaning house" is over, watch out!

A sacred order of Ninja assassins has been established. Its goal: DEATH TO CHAOTICS!

BULLETINBOARD

PANAGEA PLAYER NOTICE

Re: The Decrapitator and his much touted 7-0 record

War spares not the brave, but the cowardly.

— Anacreon

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PANAGEA PLAYER NOTICE

LAWFOOL LIIZ bii GROG!

Y fer lawfoolz gotta spred liiz
N sai dey iz duh good giiz
Wen dey skrew dem
wut did nuffin 2 dem
N den hiipokrisiiz

Wen did murdr b-kum ok?
Dis me kennot sai
But me tel u dis
Itz lawfool bliss
Wen innocentz dey duz slai

How kum dey ken steel
Uh newtrulz riitful meel
"Dey werk fer Kaos!"
Lawfoolz yell til tey haas
But newtrul get raw deel

Me haz bekum sad u c
Dunno how dis kood b
Me wooda bet me fer
But Crappy n Xanther
Dey iz bettr kaotik den me!

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PANAGEA PLAYER NOTICE

Every time a SWARM or Kodan Raman army is hit, loads of sheep and very few cattle are captured. Both alliances seem to be using cattle for food. No one will talk about how they use the sheep, but the sheep hang their heads in shame.

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PANAGEA PLAYER NOTICE

"A vision! I had a vision!" cried the Elven Cleric. When asked what it was, the Elf said that Elves would soon populate cities that are presently Gnoll. "It is the will of Aldaryn. Even Lorvina will again become an Elf city," he said.

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PANAGEA PLAYER NOTICE

Neil Peart and GROG! were sitting around a campfire when Neil said, "Decrapitator is showing his age; he sometimes talks quite stupidly." To which GROG! replied, "Dat gnot ayj. Crappy alwaaz ben stoopid. He juss loozin hiz uhabilitee 2 conceel it."

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PANAGEA PLAYER NOTICE

It sure is nice of those Orcs to give us SO much fodder, and so many sheep, on the Isle of Medes.

C#1858 Conan

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LORASIA PLAYER NOTICE

Greetings Lorasians from ICON

ICON is proud to announce, in cooperation with the City Leader, the creation of an Economic Trade Union at the city of Kaffa on the Vardian Plains. The Trade Union contemplates a trading zone, to be called the Kaffa Free Trade Zone, that includes the following sectors: 36-12, 36-13, 36-14, 37-12, 37-13, 37-14, 38- 12, 38-13, 38-14. The Trade Union's purpose is to promote trade in and about Kaffa. Any army within the trading zone may belong to the Trade Union. Armies already present in the trading zone and armies entering the trading zone will receive a communique from ICON inviting them to participate. There is no obligation to respond or to participate, but failure to do so will cause you to miss out on the benefits the Trade Union has to offer. We ask that alliance armies entering the trading zone communicate their intentions to us and give assurances of their peaceful intent. Armies participating in the Trade Union will be given information on the city markets, grey markets, character classes, and contacts known to be in the city, plus a list of skills, bonuses, and goods and services that armies in the zone are also willing to trade. The Trade Union may also be able to put participants in communication with members willing to trade more advanced information such as spells, character types, and troop types. The only requirement is that you come to Kaffa with an open mind and a willingness to trade peacefully. Aggressors will be excluded from the benefits of the zone. The city leadership may place additional restrictions on armies that conduct attacks too close to the city, or may even place bounties on overly aggressive armies. We will investigate any bounties so placed, and prosecute them when feasible. We look forward to peaceful trade at Kaffa and to ushering in a new era in Lorasian history.

Direct all communiqes regarding the trade zone to First Marshal and Minister of the Exchange, Sertorix Broadblade, A#298 Wolfpack.

So say we,

Prester John, Grand Marshal,
Knights of the Rose, ICON

Sertorix Broadblade, First Marshal
and Minister of the Exchange, Wolfpack, ICON

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LORASIA PLAYER NOTICE

To: Elves of Lorasia

Are you looking for information? Maps? Skills? Tips? Why not form a loose alliance with our own kind. Elven people the time to unite is now! We must present a united front in these dark Chaotic times. Let's help each other to build up the Elven race and increase our collective knowledge.

C#588 Moonknight
A#236 Grave Dancers Union

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LORASIA PLAYER NOTICE

To: Worshipers of the CB

I will soon be erecting a Temple to the Cosmic Balance. In fact, by the time this notice is published the Temple should be built and dedicated.

I will instruct my Chief Cleric to pray that the Balance deems it proper to send an NPC Character to serve at the Temple and teach the Faithful there.

The Temple will be the gem of a settlement to be known as Cosmopolis. Information regarding this endeavor will be provided upon request to Cosmic Balancers only.

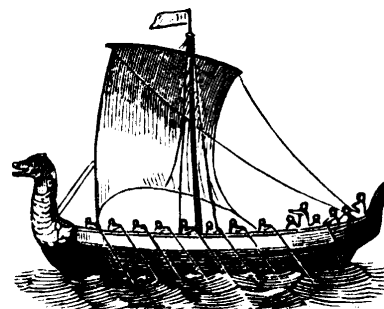
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PANAGEA ALLIANCE NOTICE

RUNEBLADES

Runeblades is a Lawfuls only alliance. We oppose Chaotics, Lo-kee, Trimorph and Verra worshipers. No other armies/cities will be attacked unless they attack an alliance member. Newer players who do not want to be pulled into old grudges are encouraged to contact me. Skills, bonuses and spells are free to Lawful players who ask. Once our homeland is established, any army not of the prescribed religions are welcome in our area.

C#3663 Mahal
Dan Waugh
2766 Rush Road
Norton, OH 44203



PANAGEA ALLIANCE NOTICE

L.O.O.T.

Attention all Panagean peoples. No more poems. No more jokesies. NO MORE FUNNY, HA HA! There be nothing left in the black heart of L.O.O.T.'s leader 'cept for vicious rage.

There be a new way now. A thing that Xanthor him start up — we gonna finish!

Mostly, me no care so much 'bout this "Alliance" or that anymore. WHAT, you say? Him no care 'bout L.O.O.T.? Naaaaa... its not like that. Me CARE 'bout L.O.O.T. but most Chaotics now in one BIG ALLIANCE — an' Xanthor helped create it, see?

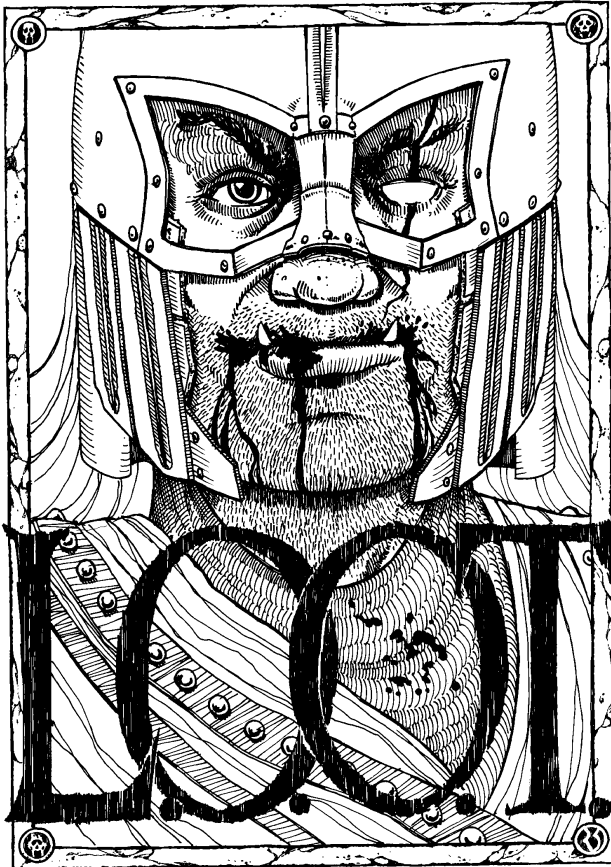
You gotta understand — NOT like old nights no more. Xanthor's time is at paw. Me not even have to TRY to recruit!

To alla you Lawfoolies, I remind you that the OLD SCHOOL L.O.O.T. is still alive and more fanatic than ever. May your dreams be filled with the image of our name in flames.

Long live L.O.O.T.!!

Ranger Lord Shadowlore
L.O.O.T. Grand Gnoll
(aka Shady 2000)

'Consume thine enemies and their strength shall become yours.'



PANAGEA ALLIANCE NOTICE

TERMINATOR ALLIANCE

Our alliance is the strongest Lawful alliance in Panagea. It was formed in 1991 in response to the unwarranted incursion by Chaotic forces into the Crystal Plains. We fight Chaotics and their ilk (so-called neutrals) wherever we find them. If you believe the only good Chaotic is a dead one, you're invited to join us.

We have tried forging peace treaties with the Chaotics. However, they have broken each and every one of them. Each time they broke a treaty, they stupidly believed they had the upper hand. All of their foolish endeavors were quickly terminated. The current conflict is lasting a bit longer than previous ones due to the size of the armies involved and the area of conflict. Nevertheless, the end result will always be the same. The Chaotics will once again be defeated. After losing each war, they will blame us for starting it. The whining is getting to be very annoying. Apparently, the Chaotics are masters of BS but when it comes to performance (fighting) they're a joke. Also, they really enjoy the punishment. Chaotics have weird tastes.

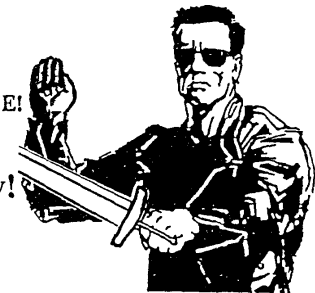
Join us today and shape the "new" millennium. Together we'll usher in the true millennium (Jan 1, 2001) where Chaotics are no longer a threat. Law will finally prevail!

Let's celebrate our 10th anniversary partying over the graves of our enemies.

Xanthor
A#172 Wyraxian
Leader of the Terminator Alliance
Hasta la vista, baby!

Greetings from
The TERMINATOR ALLIANCE!
And now,

Hasta La Vista, Baby!



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PANAGEA ALLIANCE NOTICE

KODAN RAMAN ALLIANCE
aka: Kodan, KR

100% Chaotic at this writing, but also accepts Neutrals (who usually become Chaotic after joining).

Started during the CODI Playtest as a brotherhood of raiders, mainly interested in "shopping for groceries" (attacking other armies and taking their stuff). Moved on to bigger warfare in the early 90s

using massed light and medium infantry. We made such an impression that Xanthor of the Wyraxian Giants started an alliance called the Terminators in '91 to combat us. The war still rages today.

The Kodan no longer has any official treaties, but has a brotherhood of arms with L.O.O.T. and SWARM, and many other non-aligned Chaotic and Neutral armies.

The Objectives of the Kodan Raman are to have fun and dominate the world (with our allies).

The Kodan is a world wide alliance, with major concentrations in the East (Playtest Area).

Current leader of the Kodan Raman alliance is Nick Gnoll-tee, Commander of the Wolverine Psychos.

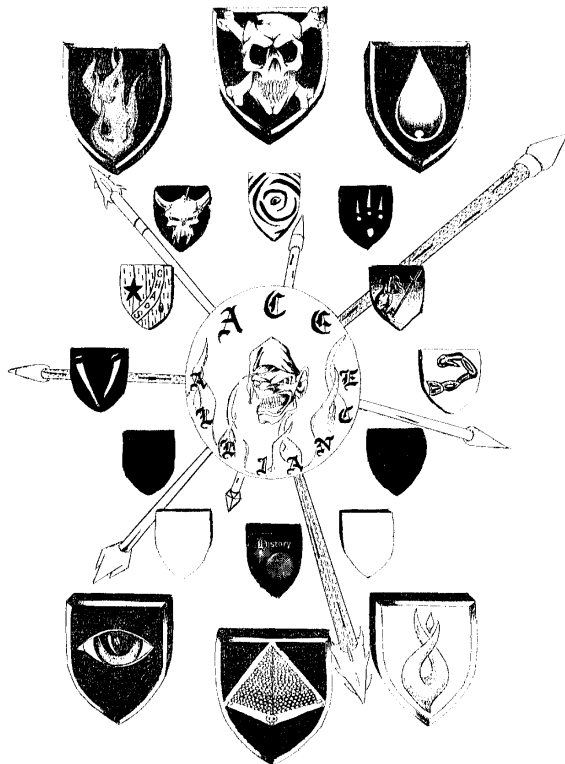
New members are accepted via application through Nick Gnoll-tee.

Anyone desiring contact can try one of the following:

3 x 5 diplo to: A#755 Wolverine Psychos
email: kodan@usa.net

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LORASIA ALLIANCE NOTICE



A.C.E., otherwise known as the All Chaotic Explorers, is a Chaotic only alliance.

We are also a player-friendly alliance that will NOT tell you what to do with your position(s)!

All A.C.E. members work together as one body to ensure the success of each empire within our alliance. All information learned by one member is made known to all others; strengthening the entire alliance.

Once you join A.C.E. you'll be informed of alliance activities and projects. You'll decide if you want to help or do your own thing.

You'll also have a place on our "Wall of Chaos". Create your own crest and have it added to the wall.

No matter what your individual goals are for your Empires(s), A.C.E. will help provide you the best information to succeed.

If you have more questions please contact me.

C#713 Decapitator
Scott Dykas
3947 S. Lipton Ave.
St. Francis, WI 53235



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LORASIA ALLIANCE NOTICE

REIGN OF CHAOS

Reign of Chaos is an alliance founded upon a single premise — Freedom. We are a group of empires that work together to achieve the goals of its members. There is no pressure to pursue goals and objectives not in line with your own. Our membership is composed of veterans with decades of experience. We welcome new members and offer as much or as little help as one might desire. As with many other alliances, we possess over 30 skill levels, 60 bonuses, and a map with no less than 8 land masses. For additional information contact Fetid Flesheater Commander of the A#157 Wriggling Maggots at jmingii@aol.com or by diplo.

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-#152 (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.

COD I RULE CHANGES

REMINDER: Based on the success of COD II (though COD I is STILL our top selling product!) we have decided to make some changes.

1) First of all we have added two new character classes based on the success (and player requests) from their popular COD II counterparts. Of course these will be classified as Advanced Character Classes that must be learned through play but at least you now know they are out there. [Ed: Actually we are working on a revised COD I rule book and they may appear there as well.]

2) Second, in an effort to make characters more valuable we have improved their effectiveness in mass combat, again based on the COD II model. Obviously Clerics, Sorcerors and the like will remain largely ineffectual but the more martial types such as Warlords, Rangers and Paladins will have a bigger impact in battle though casualty rates will likely increase as well.

We have other changes in the works as well but they weren't available at press time. The above changes went into effect December 1st, 1999.

COMPANY NEWS

Coming soon... an AGE website. With the dawning of the 21st Century, Advanced Gaming Enterprises has taken the plunge and at last begun the process of setting up our own internet website. While little more than a shell at the moment it should be fully operational by the end of the month.

Our initial plans are to make it a valuable resource for information on our products which will include PDF files (downloadable copies that can be read on screen or printed out on you computer/printer) of all our major forms (and perhaps rule books), game announcements, industry news and special offers. The site is expected to expand and evolve as we get a handle on this new technology and what you, the players, would like to see — so send us your comments and suggestions!

The Advanced Gaming Enterprises website can be accessed 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. when Gnolls are included.

P.T.L. — Panagea Trade League

R.P.A. — Royal Panagean Alliance

S.W.A.R.M. — Shhvoon Worshipers And Respected Mariners

Lorasia (COD II)

A.C.E. — All Chaos Explorers
Guardians — Guardians of Destiny. Sometimes referred to as G.O.D.

F.R.C. — Fourth Reich of Chaos

ICON — Independent Confederation Of Neutrals

K.I.L. — Kobolds Invade Lorasia

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.



HAPPY NEW YEAR!