

THE COSMIC BALANCE



Issue # 171

October 2000

PANAGEANEWS

We begin in Central Panagea where the heaviest fighting occurred in the Grimwall Range. In the opening round of fighting the S.F. Giants (Chaotic Kodan Raman Giants) and Lomorian Wolf Pack (Chaotic Kodan Raman Gnolls) defeated Roadkill (Lawful Terminator Humans). Two weeks later outside Mithril Hall, the Trekkers (Lawful Terminator Humans), Wyraxian (Lawful Terminator Giants) and Destroyers (Lawful Terminator Humans) eliminated Preparation H (Chaotic Kodan Raman Gnolls). Nearly two weeks would pass before Lupine Legion (Chaotic Kodan Raman Gnolls) would attack and destroy the pitiful remnants of the once mighty Meht Senob Knights (Lawful Humans). At about the same time Lomorian Wolf Pack, Wolverine Psychos (Chaotic Kodan Raman Gnolls) and S.F. Giants teamed up to devastate Les Palantri (Lawful Avatars Humans) outside of Gulfport.

On the Isle of Mist outside of Atlantis, Thunder (Lawful Terminator Humans) and Daredevils (Lawful Terminator Humans) teamed up to defeat Pirates Of Panagea (Shhvoon worshipping SWARM Humans).

Moving to the Eastern Region we see fighting on the Vivatian Plain where Jack Wolves (Chaotic Kodan Raman Gnolls) defeated Northern Lights (Lawful Terminator Humans). More than three weeks later Silent Covenant (Chaotic Kodan Raman Gnolls) and Jack Wolves teamed up to destroy Blue Knights (Lawful Terminator Centaurs).

In the region known as the Narga Moor, Brraalt's Brigade (Chaotic Kodan Raman Gnolls) bombarded Titans Run (Lawful Terminator Humans) and all but destroyed the city garrison. Three weeks later they resumed the attack and finished the job, in both battles at no loss to themselves.

Finally we find ourselves in the West where all of the battles occurred on the Illyrian plain. Starting off, Fedaykin (Lawful Terminator Humans) defeated Grog! Guard (Chaotic Kodan Raman Gnolls).

Two weeks later first Mental Militia (Chaotic Kodan Raman Orcs) and then Urotsukidoji (Lo-kee worshipping CSA Humans) attempted to capture Stormhold (Lawful Terminator Humans) but both assaults were unsuccessful. Another two weeks passed before Urotsukidoji launched a follow-up attack that succeeded in slaughtering the last of the city defenders.

At Andar, two weeks after their previous attacks, Trekkers destroyed K'Tinga T'Khan (Chaotic Gnolls) and Wyraxian all but wiped out Desert Knights (Chaotic Gnolls).

LORASIANEWS

This month saw continued fighting on the island known as Moloch's Folly outside the city of Half-Haven where Tonatiuh's Torch smashed the 10th Virginia Inf (Chaotic ROC Gnolls) in a massive battle involving almost 1,500 troops. While the battle was costly to both sides it would have been much closer had it not been for the Kobolds (with natural Magic Ability that boosts spell performance) casting a devastating Firestorm spell against a race that lacks Magic Resistance (Gnolls). The Firestorm accounted for approximately 25% of the Gnolls' casualties. Two weeks later Tonatiuh's Torch launched a second attack, this time against Blood Rage (Chaotic ROC Dark Elves), where they won another smashing, though costly, victory.

In the region known as Mertelwood, in two separate attacks that happened to have occurred on the same day (ie. was NOT a joint turn), Rainbow Guard (Cosmic Balance worshipping ICON Humans) and Wolfpack (Cosmic Balance worshipping ICON Humans) slaughtered the defenseless T'Alleen (Elves).

In the Anvil Mountains outside of Balen's Deep, Graybeard's Raiders (Lawful Guardians Dwarves) destroyed the shattered remnants of the Bone Patrol (Chaotic Humans) proving once again the folly of parking your army outside an enemy city with no gold with which to train troops (and the merchants won't trade with you). Three days later Circus Maximus (Titans) resumed their attack on Triffid Attack Force (Elves) and were again victorious.

PANAGEARUMORS

The large force of Lawful armies seen heading towards Gulfport were also seen heading away at top speed as an even bigger force of Chaotic armies approached. The inhabitants report severe cases of windburn and strained necks among those that witnessed it.

The Avatars are about to start a major offensive.

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ADVANCED GAMING ENTERPRISES
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Actually what the Terminators thought was the Chaotics yelling "Runaway!" was instead the vast Chaotic horde pursuing the Wyraxian and Trekkers yelling, "They're running away!"

The Balance begins to tip again as Chaotic defeats and casualties begin to mount.

LORASIA RUMORS

Because of their high Magic Ability, Dark Elves cast the most devastating battle spells. Pray they never hit you with a full battery of Flaming Missile, Fireball and Firestorm spells — you may not survive the first combat phase! Unless of course you are Halflings who have the strongest Magic Resistance and are casting Resist Magic to further degrade the spell effects.

I thought the tax code was complicated but then I read the ICON Attack Policy.

The Stregi refused to relate...

Only the non-squeamish dare to step forward in the mystical alliance called the Crystalian Warriors.

The Chaotic rampage seems to have resulted in one too many foes. Valiant warriors have begun to turn back the Chaotic tide.

Is it true that a white dragon was seen with a rider who carries the Crystalian Warriors banners?

Lawfools have more sovereigns than courage and insist on battling the Chaos menace via mercenary surrogates rather than using their own cowardly warriors.

Look out Chaos. The Guardians now have an allied brother who carries quite a wallop. The C.W.

Has anyone noticed how the once peaceful ICON has evolved into a group of marauding tyrants?

BULLETINBOARD

PANAGEA PLAYER NOTICE

Terminated armies:

1. Neosurfer Fanatics
2. 1st Medes Reserves
3. Daring Dragons
4. Preparation H

Six more to go.

You can increase your chances of making the list by coming west and attacking Terminator forces. Don't wait too long.

Xanthor

PANAGEA PLAYER NOTICE

The destruction of Preparation H must have hurt in more than one way. I'll bet Grog! Guard was expecting "relief" from Preparation H because it's so full of it. Now that we've used up all the Preparation H available, you'll probably be feeling more pain than you can imagine. I'm going to kick you where it really hurts (without that Preparation H). Hope you don't make a big stink when you blow up.

Xanthor

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LORASIA PLAYER NOTICE

Well Duh! Of course a Cosmic Balance empire is going to host Chaotics. They also associate with Lawfuls. That's the beauty of being neutral. It can also be a big drawback since paranoid types (mostly Lawfools) tend to view most neutrals as being pro-Chaotic if they are even seen in the same sector.

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LORASIA PLAYER NOTICE

The Nation of Fang hereby declares their allegiance to the fighting ranks of A.C.E. Let it be known that Furro Halfear C#1742 has a long memory and will not forget those who have blatantly dismissed or snubbed his offers of allegiance.

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LORASIA PLAYER NOTICE

Observer:

First off get new glasses, the ones you have are kind of dirty and have a rose tint to them. We did not steal our map. The western portion of our map was put together by Fetid Flesheater who requested startup maps and sent the completed map out to everyone that responded. The eastern half came from contacts with ICON. We "borrowed" or stole NOTHING. As for the skills and bonuses, I collected them over the past 10 years and include several original bonuses and morale actions by me. I'm sure that some of them came from neutrals, which got them from Lawfools. I'm also sure you have Chaotic bonuses through neutral sources. Your accusation is old, groundless and disputed EVERY time you bring it up. Please stop whining at us with your paranoia.

As for "associating with unsavory characters", we'll do our own recruiting, thank you.

Layter C#1820, RoC Minister of Orgies, Propaganda, and Information

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LORASIA PLAYER NOTICE

To: Tlatoani
From: Bentpaw — 10th Virginia Inf.

Thank you for your warning about “something wicked” coming my way. However, you are too late, as something wicked has already come our way on at least two separate occasions. The first would be by the proven Guardian ally of Burial At Sea. The second would be by the Guardian Halflings of Sticks N Stones. Both of these “wicked somethings” came without warning or Declaration of War. My attacks have only been against Guardian armies. The herds and goods we have taken are spoils or recompense, not rewards, however they were taken justly. The Guardians attacked us and as they murdered my people they stole our herds and goods. We have done likewise to them. If you wish to justify further attacks against the RoC you had first better justify these two attacks. Otherwise, just shut up.

BTW — You can’t have someone else’s plan come out as you planned, unless you actually contributed to it.

LORASIA PLAYER NOTICE

From Yoshua Graybeard

Long have I read these pages and said nothing while others have let their tongues wag. Some have made untrue statements about Graybeard’s Raiders, others have called us cowards and challenged us to attack them. Be careful what you ask for....

Megalomania was one of these armies. They no longer exist. 1st Bloodsword used our name to justify its attack against Black Heart Mob. No Dwarf, let alone Graybeard’s Raiders, has ever consorted with Orcs. ACE, it seems, being unable to act for itself, has put a bounty on our head. Before you come to collect, make sure the moneys are held by a third party.

We are humble Dwarves. Though we’ve had some moderate success, I know fate is a fickle mistress. One day she will turn her smiling face from us. Also, there are armies out there that are more powerful than us. We make no claims to being all-powerful. Nor will we cry when someone hands us our head. But know this, though we don’t talk the talk, we walk the walk.

To armies like Megalomania I say “Don’t let your mouth write checks your ass can’t cash.”

To the members of ACE, your leadership has declared war upon us with this bounty. This in turn makes each of you a target. Is that in your best interest?

To those of you who struggle against Chaos, I say join with me.

LORASIA PLAYER NOTICE

To: Warlords on Continent 2 around the Kaffani Free Trade Zone (KFTZ)
From: Sertorix of the Kaffani Iconite Brotherhood (KIB)

We again make public our intent to manage a free trade zone in the nine sectors centered around the city of Kaffa. All are welcome to come and trade. All that we ask is that you relate with us. The KIB knows much about Kaffa and are willing to trade this information as well as skills, bonuses and goods. Moreover, we will do what it takes to ensure that what we view as sustained threats to the Kaffa market and the FTZ are removed. The KIB are a chapter of ICON and as such are members of the Neutral faction of Lorasias. That’s Neutral, not passive or seeking isolation. Here is to closing a deal with you...

Stefan Franz
12A Kenalcon Drive
Phoenixville, PA 19460
sertorix@aol.com

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LORASIA PLAYER NOTICE

To: The rumor writer in CB 170

Which ill-prepared Chaotic horde are you referring to? There are so many of them that we can’t always keep them straight. Unfortunately for Law there are also prepared, well-trained Chaotic battle armies out there.

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LORASIA PLAYER NOTICE

To: Forces of the Order of Law around the City of Kaffa
From: Sertorix of the KIB of ICON

I repeat my request to relate with you in regards to your activities involving our Kaffani Free Trade Zone. Despite my diplos and messages, I have heard no reply. Due to this silence, it is with a more wary eye that we watch your activities. We can tolerate no activities that we view as a threat to the markets of Kaffa. I request that we discuss these activities and not leave their interpretations by us to chance.

Stefan Franz
12A Kenalcon Drive
Phoenixville, PA 19460
sertorix@aol.com

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LORASIA PLAYER NOTICE

Hail Citizens of Lorasias

I, leader of Believers of the Way, C#1732 Warlord Craco Blackheart, am pleased to be in the company of so many great warriors and wise leaders as you must be to survive on our world. Excluding Lawfools and all manner of light-loving Elves.

As a new and proud member of the powerful and progressive ACE alliance I hereby announce to one and all my allegiance, by blood oath, to my leader, fellow ACers and our allies.

Know you now a call to arms from any one of the brethren is a call that **MUST** and **WILL** be answered, no matter time or distance, even unto certain death.

Looking for support without any pressure to perform, contact the ACE alliance by writing to the Decapitator C#713 at:

Scott Dykas
P.O. Box 3310
Oshkosh, WI 54903

HINTS FOR BETTER PLAY (COD I & II)

When occupying a settlement, either because you built the place or defeated the garrison, the rules are the same as if you are forming a new army. In other words you **MUST** transfer over at least 50 people and one character **AND** have at least 50 people and one character remaining in the transferring Army. If you want to totally disband the Army into the city it is a two turn process: one turn to setup the initial garrison and a second to transfer in the remaining Army population.

While this two turn process applies to occupying a settlement and having one Army form another, it **DOES NOT** apply when a Settlement is forming an Army (usually to run away or to change ownership). A settlement can, if it wishes, create a new Army and transfer in its entire garrison all in one turn.

When a new Army is formed by an Army, the new Army must wait ten days before doing its first turn (if you send in a turn at the same time it will be held until it can be processed). When occupying a Settlement, or when a Settlement forms a new Army a turn for the new unit can be done immediately. Note: No orders for the newly formed units, under any circumstances, can be done on the forming unit's turn. [Ed: This may seem silly and unnecessarily complex but these rules were created to address all sorts of problems that have arisen over the years in COD I. Avoiding problems makes the games run better for everyone.]

In COD I a settlement **MUST** form a new Army in order to attack other Armies in the sector. In COD II a settlement can launch a "sortie" which allows them to

charge out, attack an enemy force and then return to the Settlement afterwards thus avoiding the need to form a new Army for the attack.

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.

Lorasias (COD II)

A.C.E. — All Chaos Explorers

C.W. — Crystalian Warriors

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 Lorasias

R.O.C. — Reign Of Chaos

R.O.T. — Raging Odious Terror

S.O.B. — Soldiers Of Balance

SAMMI REPORT

A quick update: Sammi started Kindergarten in August — can you believe it? She is proving to be a very bright student even if she is one of the youngest kids in her class (under a new California proposal she should have started Kindergarten a year later). She has already learned the basics of reading and writing along with a host of other new skills which include rudimentary Spanish and American Sign Language which she is teaching to her dad (Duane). Not bad for a four year old (she turns five in October).

Over the summer she finally got the knack for swimming. Over a six week period she went from loving the water but hating to get her face wet to having swimming races with her dad both above AND below the surface. What a fish!

