

THE COSMIC BALANCE



Issue # 176

March 2001

PANAGEANEWS

This month saw what is probably a first — the entire month's battles occurred in the west. No other major confrontations were reported!

We begin in the region known as Aurumia where the heaviest fighting took place. In the first action, the Foresters (Lawful Terminator Humans) defeated A-Ko (Lo-kee worshipping CSA Humans). At about the same time Trekkers (Lawful Terminator Humans) and Wyraxian (Lawful Terminator Giants) teamed up to assault and capture the well defended city of Taikyo (Lo-kee worshipping CSA Humans). Shortly thereafter Bloodguard (Lawful Terminator Humans) nearly destroyed Steel Breeze (Braalt worshipping CSA Gnolls) outside the city. More than three weeks passed when Trekkers launched a second attack outside the newly renamed city of Troy. In this round of fighting the target was Silver Spray (Lo-kee worshipping CSA Elves) who suffered heavily in the exchange.

On the plain of Illyria, outside the city of Hampton, the Black Company (Trimorph worshipping CSA Giants) smashed into the Cobra Demons (Lawful Humans), a HUGE army that consisted primarily of Non-warriors. A couple of days later Urotsukidoji (Lo-kee worshipping CSA Humans) launched a devastating bombardment against the city of Stormhold (Lawful Terminator Humans).

In the Elderwood forest outside of Altheria, the Black Company (nearly two weeks after their previous attack outside Hampton) defeated Sun Blazor (Lawful AIM Humans) in a hard fought battle.

Finally, in the Vaeld Mountains outside of Thraegens Deep, the Disembowellers (Trimorph worshipping CSA Giants) defeated the Kyran Guard (Dwarves).

LORASIANEWS

We begin in the Pryma Forest outside of Lotheria where Wriggling Maggots (Chaotic ROC Hobgoblins) defeated the Praetorian Guard (Lawful Elves).

Next we move to the Vardian Plain where the Dark Knights (Vampires) defeated the Skull Crackers (Humans) in a close battle. The next day and more than 150 miles away, Wolfpack (Cosmic Balance worshipping Humans of the ICON alliance) destroyed Nemesis (Humans). Two weeks later the Dwarven

Axes (Lawful Dwarves) destroyed the battered remnants of the Windriders (Humans).

In the Anvil Mountains Shadowmane (Centaurs) defeated a reconstituted Angels Of Death (Chaotic ACE Orcs) in a hard fought battle. The next day the Angels Of Death were struck again, this time by Graybeard's Raiders (Lawful Guardians Dwarves). The previously weakened Orcs put up a determined resistance but were soundly defeated.

In the region known as Malundia the army known as Black Hand (Chaotic KIL Kobolds) defeated Skali's Raiders (Humans).

Finally, on the Agerian Plain the 1st Legion Of Fang (ACE Gnolls) destroyed Paranoia (Chaotic Orcs).

PANAGEARUMORS

The CSA is ready to take on the world! Again.

The Crack Of Doom is expanding! Already its length has increased by 50 miles and the accompanying earthquakes have changed the course of rivers.

L.O.O.T. will soon be looting Mycene.

AIM has set its sights on Gulfport.

Have you ever seen a one-eyed Ogre? Me neither until now.

There are many unexplored areas as yet! Who will be the first to discover their secrets?

LORASIA RUMORS

Why is the "Kaffa Free Trade Zone" now known as the "ICON Hunting Preserve"?

Tensions are increasing! As the Law-Chaos battles heat up neutrals have begun to strike targets of opportunity. To avoid being hit, keep mobile and develop a strong deterrence.

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The FTZ works! Kaffa has become the most popular camping site as a result.

A beautiful Temple to Lyredh overlooks a stormy strait high up in the forested mountains. Worshippers are welcome to feast and pray with the Satyr Cleric Miriam Whiteears!

A powerful Gnoll lord has bought himself a pet Dragon. Amazing!

The great Jeven Garthe has been spotted in Kaffa!

A new breed of riding beasts have been found in the distant north. For those who make the journey, powerful new classes of cavalry become available.

The scourge of all, Zahaduum the Ninja assassin, has been seen stalking the coastal cities of Continent I. Who is he after?

BULLETINBOARD

LORASIA PLAYER NOTICE

To: The On-Looker (Is that like The Watcher?)
From: Bentpaw - 10th Virginia Inf

What event happened "well over a year ago"? I was referring to attacks in September and November. If you are referring to the Guardians starting a war perhaps you need a refresher on ACTUAL events.

I contacted the Guardian leader as a PLAYER. Since we both played COD I at that time and it seemed the two sides (Kodan/LOOT vs. Terminators) were dividing along the same lines I thought it would be nice to prevent COD II from turning into a separate battleground of the same people. He basically agreed it would be good to avoid conflict and that potential problems should be talked over first. He also agreed that neither side would make territorial claims. HE LIED. He never intended to live up to this agreement. There were no high and mighty reasons behind attacking the 10th Virginia. He did it because he knew he could win and even told me so afterwards.

I have Guardian documents from the time that showed that he NEVER intended to prevent war and actually expected it. This is a direct quote from the Guardian leader. "We are not the 'good guys'." and regarding the RoC "it is inevitable that we will eventually come to blows with them." The timing of this document showed it to be written while the plan to attack 10th Virginia was taking place. In this and subsequent documents the agreements to try to prevent war were NEVER mentioned which explains why you are so poorly informed of the events in question. Your leader LIED to you, blamed the whole thing on the RoC (even saying we "set-up" the 10th to start a war), and then told you "Don't believe any of the CB propaganda against us." No wonder you come across as a moron.

These discussions were player to player, not character to character. Just because this all took place 2-3 years ago doesn't change their impact. If I robbed your house would you expect me to say, "That took place over a year ago. Why do you want your stuff back now?" You're just upset that I constantly highlight your buddies for the hypocrisy and bald-face lying that they do. You'd rather that all your dirty dealings would just get swept under the rug and forgotten. When I bring up things from the past they usually relate to current events.

The Guardian players have shown nothing but contempt for role-playing and will even attempt to ridicule those of us that do place such a high emphasis on it. The Guardians players treat Crack of Doom as a board game with no moral or ethical restraint on their actions. Personally I try to role-play any major actions I take, especially warfare. It saddens me that I may have to abandon this aspect of the game in order to confront their threat.

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LORASIA PLAYER NOTICE

To: Tlatoani
From: Layter

I take it as a compliment that a lot of Lawfoolz want to silence me. History is replete with tyrants that used force to try to quiet the voice of the truth when it shows up their evil.

You're right. If you attack a friend of mine without just cause you will eventually fight me. It may take a while but I'll get there. The sword of justice has no scabbard.

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LORASIA PLAYER NOTICE

Donovan King can now be reached at:

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w_lash@hotmail.com

P.S. For those I've lost touch with, please get in touch, especially regarding the trading of mapping information!

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LORASIA PLAYER NOTICE

Another Lawfool Alliance is offering non-aggression pacts. I wonder if they'll at least wait for the ink to dry this time before they break it.

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LORASIA PLAYER NOTICE

So the Vardian "Partnership" wants to know which armies are active and which are inactive. They say this is for the good of all by removing potential marauders' targets.

I'm sure they'll tell you it's for your own good when they ask you to register your sword, too. Background checks, gotta have background checks as well. And why would anyone need armor-piercing arrows? Aren't sheaf arrows all anyone needs for hunting?

By the way, you don't need your liberty anyway.

Resist the tyrants!!! Burn your Diplo card!!! Move to Canada!!!

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LORASIA PLAYER NOTICE

Lyredh worshipers rejoice! A beautiful Temple to the Great Goddess of Beauty now stands majestically on a cliff, overlooking Lorasias's stormiest straits. At the southernmost point of the Grenel Forest, it is a sight to be seen! Generously sponsored by ICON and crafted by the most skilled Satyrs, the Temple is built of carved stone, has a magnificent altar, and is surrounded by lush and beautiful gardens. The head Cleric, Miriam Whiteears, invites all Satyrs, ICON members, and Lyredh-faithful to join her in fellowship, devoted prayer and contemplation, and all-night orgiastic festivals and revelry! All this takes place in one of the most breathtakingly beautiful and remote parts of Lorasias. A pilgrimage well worth the effort!

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LORASIA PLAYER NOTICE

Greetings fellow Lorasians!

As ICON's Minister of Mapping and Exploration, I welcome anyone interested in sector exchanges. ICON has the largest map in Lorasias, so may be able to provide you with sectors of interest. We generally exchange on a 1 for 1 basis, although sometimes will give 1.5 for 1. ICON's blank map (all the sectors we have) will be sent to all interested parties, either by e or snail mail. Individual players and alliances (GOD, KIL, etc.) are welcome to trade. Contact me!

Padraig Goathoof

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LORASIA PLAYER NOTICE

I, Chief Uth-Gar, leader of the 1st Legion of War, swear my loyalty to the Alliance of All Chaotic Explorers. Born to battle, I shall die in battle to the ring of steel in my ears. Hear my battle cry! Let all who stand for A.C.E. come take up arms against the Lawfuls of the Anvil Mountains! May we purge ourselves of this thriving menace. Believe me, Brethren, when I say Graybeard and his companions are a threat to all Chaotics not just A.C.E.

C#1070 Chief Uth-Gar
(AKA Daniel Stepp)

WHAT'S NEW — COD I & II

* A Reminder From February *

We have some exciting new features for both games that were first announced on our website (www.ageforfun.com):

COD I & II: We have added a great new character class to both games. This new class is most commonly found in Elven or Dark Elven settlements and while handy in tactical situations (quests, adventures) for dealing with difficult adversaries it is of particular value in mass combat for cutting down numerous foes. We can't tell you more as the details must be learned through play (knowledge is power!). This brings us to 11 Character Classes in COD I and 19 in COD II. Can you name them all?

COD I: Thanks to a persistent suggestion from Raymond Doo we have expanded the Empire Possessions Totals section of the Monthly Status Reports to include Gold Sovereigns and Non-warriors as well as two additional categories. Since the number of Armies/Cities in a large Panagea Empire can be quite numerous this information can be handy for keeping track of assets and resources not to mention saving players the trouble of counting them by hand.

COD II: While making some minor changes to the Battle Book options in response to suggestions from our UK affiliate we went a little overboard and actually added a host of new options to help manage your troops' behavior both during and after the fighting. Some of these new options can be used to help counter some of the sneakier tactics originally developed in COD I. So what are they? We can't tell you (knowledge is power!) as they must be learned through play.

All told these changes help to add to the already considerable depth of both games. Most came from suggestions provided by others rather than solely developed internally. So, as we have always encouraged, send in your feedback and suggestions! You may be the instigator of the next great game enhancement.

COD II RULE CHANGES

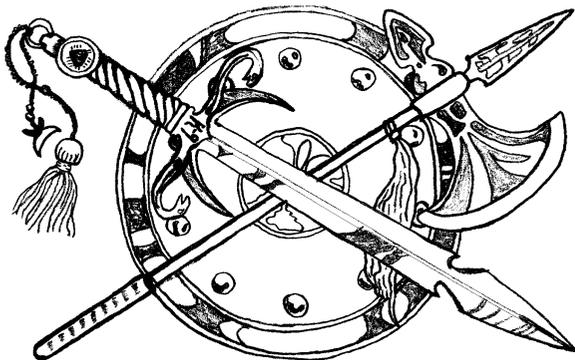
As you may already know each Empire can have a maximum of fourteen different troops types. Three of these are fixed (ie. everybody has them, these are Non-warriors, Foragers and Craftsmen) and the rest are determined by the controlling players. Previously, once a troop type was selected, it could not be removed. An Empire was essentially locked into that decision for ever. Thanks to suggestions from Dan Waugh (and others) that is about to change....

Beginning March 1st, it is now possible to "disband" an unwanted troop type and remove it from your Empire freeing up space for something more useful. The three "core" troop types (Non-warriors, Foragers and Craftsmen) cannot be removed but any of the eleven others your Empire may have are fair game. To remove a troop type from your list you must do an action ("Warlord Gork orders that the infrastructure for Medium Axemen be dismantled and permanently removed from the Empire...." or some such). You will NOT get a refund for GS spent to originally set up the infrastructure and the action will fail if you have even one member of that troop type anywhere in the Empire (ie. retrain all the Medium Axemen as something else BEFORE trying to get rid of the troop type).

Due to an unfortunate processing error, players were for a while allowed to build Ballista (with the appropriate skills) using 20 Craftsmen and 2 Lumber. THIS WAS AN ERROR. The correct totals are 40 Craftsmen and 4 Lumber. No corrective steps are being taken. If you were able to build these half price Ballista then congratulations — you lucked out. There weren't very many but we wanted to make sure everyone was clear on the correct amounts and that this isn't a rule change, just a correction of an error.

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.



James Willman
06/01/98

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

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 Lorasia

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

It looks like the popular COD (I & II) Message Board located on "Inside The Web" (www.insidetheweb.com/mbs.cgi/mb144455) is shutting down March 5th. No, not just the COD portion but the entire site (another dot-com casualty). This is certainly a disappointment as the COD portion of the site was very popular. Though never an official AGE site it garnered enough attention that we are looking into an alternative and perhaps will even set up something similar as part of or www.ageforfun.com site. If anyone has any experience with this or the necessary scripts to run it please let us know, we would appreciate the assistance.