

THE COSMIC BALANCE



Issue # 194

September 2002

PANAGEANEWS

Things quieted down quite a bit this month with only two major engagements. The first occurred in Eastern Panagea:

On the Crystal Plains outside the city of Narga Thum, Silent Covenant (Chaotic Kodan Raman Gnolls), Devil Wolf (Chaotic Kodan Raman Gnolls), and Howling Winds (Chaotic Kodan Raman Gnolls) teamed up to destroy Green Manalishi (Gnolls).

Moving to Western Panagea....

On the plain of Illyria, Wolverine Psychos (Chaotic Kodan Raman Gnolls) destroyed Light Brigade (Lawful Terminator Humans, Turn #124!) while Rick's Reserves (Chaotic Kodan Raman Gnolls) and S.F. Giants (Chaotic Kodan Raman Giants) teamed up to defeat Woodsmen (Lawful Terminator Humans).

LORASIANEWS

Correction: The following set of two battles actually occurred in mid-July and should have appeared last issue but were inadvertently left out (they were pulled from the battle file to answer a question and missed the write-up). Our apologies.

On the Isle of Quadro, Kobolds Of The Seize (Chaotic KIL Kobolds) bombarded the weakly held city of Aztlan (Kobolds). The defenders suffered heavily from the bombardment while only offering token resistance due to a lack of artillery and missile troops. Later Hellorin's Wrath (Chaotic KIL Gnolls) attempted to storm the battered settlement but were only just turned away (more from exhaustion than anything else) after facing fierce resistance from hordes of Non-warriors. Two weeks later, as reported in the August CB (Issue #193), Kobolds of the Seize captured the city, purportedly the first ever to fall to player assaults!

This month saw heavy fighting in Lorasias. We begin on the Nulean Plain where Clan Broadbelly (Lawful HARM Dwarves) defeated the leaderless Putrid Punks (Chaotic Goblins). Two weeks later Boulderdash (Lawful Titans) wiped out the remaining Putrid Punks. At about the same time, though 100 miles away, Sentinel (Lawful HARM Centaurs) defeated Headbangers (Trimorph worshipping Dark Elves). Two weeks beyond that, at the city of Port Royale, Tagma

Una Equitata (Lawful Harm Humans) defeated the now leaderless Headbangers. At about the same time Blood Lust (Humans) destroyed Colossal (Lawful Guardians Titans).

On the Agerian Plain outside of Isengak, Crimson Tide (KIL Kobolds) defeated Sapphyre Legion (Lo-Kee worshipping Gnolls) in a close battle. Two weeks later they attacked again, this time soundly defeating the already weakened Sapphyre Legion.

On the Isle Of Quadro fighting continued as Hellorin's Wrath defeated Rohirrim (Lawful Centaurs). Just over two weeks later the Gnolls attacked again, presenting another sound defeat to the battered Centaurs.

In the Anvil Mountains, Order Of Neptonics (Lawful HARM Humans) defeated the defenseless Hissssteria (Chaotic ROC Lizara). Two weeks later and 100 miles away Jaws Of Thirst (Lawful HARM Gnolls) destroyed Ebola (Chaotic Hobgoblins).

In the Cambrian Range outside the city of Reignhold, Kosmos (Cosmic Balance worshipping Gnolls of NWO) defeated Blackfoot Legion (Giants). Two weeks later Kosmos attacked again, this time destroying the remnants of Blackfoot Legion. At about the same time Val's Helm Whackers (Giants) defeated Rolling Thunder (Lawful HARM Dwarves).

On the Vardian Plain, Golden Pendulum (Cosmic Balance worshipping Humans of ICON) defeated Holy Graal (Lawful Humans) in a tough battle. Two weeks later Holy Graal defeated 1st Thunder Legion (Cosmic Balance Humans).

In other battles: In the Sea Of Varen, Dry Scales (Shhvoon worshipping ROC Lizara) attacked a fleeing Tonatiuh's Torch (Kobolds) but was repulsed with heavy casualties. In the Akrid Wastes outside of Garshank, Shadowmane (Lawful Centaurs) destroyed the fleeing Doomhammer (Chaotic Ogres). In the Grimwood forest outside of Ogton, Fareye Flyers (Chaotic ACE Gnolls) defeated Circus Maximus

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(Titans). In the Pryma Forest outside Morlok'ced, Stompin Jugulers (Cosmic Balance worshipping IRA Ogres) defeated Blood Rage (Chaotic ROC Dark Elves).

PANAGEARUMORS

What happened to Kodan Kohorts Gnolls? Did it die when Arty's Legion was sunk? Who cares!

The Terminators were right when they said "I'll be back".

The Kodan Raman has big plans for some big cities.

The Terminators are on the rise once more and the unholy alliance of Kodan and LOOT are running for their lives.

There seems to be a new power on Panagea, but who is it?

No longer will the One lay silent. His time has come.

LORASIA RUMORS

The Wizard-Queen of Azlaran will eventually rule all as her dark web spreads across the land.

Tonatiuh's Torch was called out bigtime. I'm betting he doesn't show.

Now that KIL is back in earnest what do you think will happen to Ez'zak?

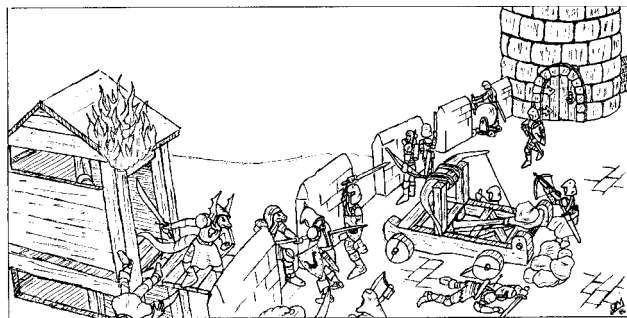
With Chaos now running rampant on Lorasias where can we Lawfools hide? NOWHERE!

HARM attacks Rohirrim! Lawful Centaurs? Who's HARMing who?

Why is HARM attacking neutrals on the Nulean Plains? Just Business, nothing personal.

Aztlan was first, who is next?

After the initial assault on Aztlan, several army commanders were captured fleeing the battle disguised as peasant women.



Tlatoani, just another victim of his own hype!

ICON has lost yet another member. Soon they won't have enough members to field a hockey team!

The IRA intends to attack the city of Isengak soon. "RED OCTOBER" is the operation's code name.

BULLETINBOARD

LORASIA PLAYER NOTICE

Greetings my fellow Lorasians,

I bring you glad tidings. The One True God Of Chaos has cast HIS wrath upon the terrorists! Know ye all that the city of Aztlan has fallen. As my scribes read this, the last remnants of the city are being removed. The surviving inhabitants are being drawn and quartered. Since the forces of KIL are actively pursuing the principal terrorist and City Leaders everywhere have lifted most bans and will resume normal trade and barter, minimal ERT's will remain active in terrorist hot spots. As KIL forces continue to hunt A188 Tonatiuh's Torch to terminate with extreme prejudice, a KIL spokeskobold had this to say, "With the destruction of Aztlan and forces in position to strike at her sister city in sector 11-11 TENOCHTITLAN, we expect terrorism will decline dramatically! Since the main terrorist is now under pressure for his own survival and there is no longer a place of refuge for him, we believe that terrorist acts will almost cease entirely. We believe that brash warlords who never considered the cowardly nature of their acts will reconsider how heinous their actions actually were and once again engage in honorable combat between willing combatants and not involve peaceful city leaders and merchants who have no desire for conflict."

In light of these new developments I make the following announcement. I, B. Guile, Homeland Defense Minister of CAT, do hereby resign my position. It has been a great honor to serve my beloved Lorasias. With the great threat now in check and KIL forces nobly picking up the gauntlet there is no longer a need for my service. I have done my job. To the many insignificant peasants whose lives were changed and have had the great pleasure to have known me, I say, "Get a job." To the numerous mundane warlords who have taken advantage of my brilliant tactics and noted my execution of deliberate and decisive command decisions I say, "Get a life." To the great city leaders and merchants whose prayers were answered for a hero to come forth, I say, "You are welcome." And finally to the many miscreants and malcontents who were never satisfied despite the noble efforts of your superiors, I say, "The pleasure was all yours." I leave you all with this thought, "All of Lorasias is a stage, and we but actors..."

B. GUILLE
Former Homeland Defense Minister

LORASIA PLAYER NOTICE

AZTLAN — THE FIRST ASSAULT From the Battle Journal of Forral Hellorin

The sky darkened with missiles as the Grand Army of KIL, Kobolds of the Seize, let fly the last phase of their probing bombardment of Aztlan. Hundreds more of the once mighty city's defenders added their corpses to the growing heap of cadavers already littering the base of the crumbling walls. "The soil will be well fertilized this year," I thought to myself as I witnessed the action.

Suddenly a sunburst of brilliant light filled my eyes as I looked to my left and saw the Mighty Kobold Khan in his golden armor, riding upon his chariot of gold being pulled by four white stallions. The vision of Khan was more glorious than the noonday sun traversing the sky. I watched enthralled and inspired. Then the Khan gave me the signal. It was now time for my army, Hellorin's Wrath, to make the first probing assault upon the City of Aztlan.

Nearly a thousand defenders still held the city behind crumbling but still strong fortifications. Despite the enemy defenses, Khan had ordered our army to assault and we will happily spend all our lives at his whim. So I gave the order: "Let the assault begin... for the glory of Khan!"

As the Sappers began moving the Siege Towers, Battering Rams, Mantlets and Ladders into position, Paoluliani, the Battlemage of Aztlan, appeared on the city wall and began summoning a Firestorm. The magical fires swirled above us then rained down. It would take much more than a mere Firestorm to cause my seasoned warriors to flinch in the heat of battle. When the rain of fire hit, a total of 12 noble warriors gave the supreme sacrifice. Laughter ran gout through the ranks at this feeble effort from the city. "Death to Aztlan!" became the battle cry as the Sappers moved the multitude of siege equipment into place.

I then ordered the missile troops to let fly their weapons and give covering fire to the Sappers as they moved the equipment into place for the melee to begin. Bowman and Javelineers let their weapons go as the heap of defenders increased. Another hundred cadavers piled up. There was no missile answer from the city though. "They must be saving their forces for melee," I thought. "Well. They shall have all the melee they will ever want." With that I ordered: "Death to Aztlan! ATTACK!"

The first phase of melee was brutal. Hundreds of defenders died at the onslaught. City Fortifications fell as the pounding of the Battering Rams sounded the inevitable death knell of the forces of evil defending the city.

A second phase of melee ensued as more of my noble warriors climbed the ladders and Siege Towers to surmount the last of the city's walls. Hundreds more of the defenders fell at the awesome force of "Hellorin's Wrath".

Word then reached my command center. "All of the city's fortifications are fallen, Noble Forral, and only a few hundred defenders remain. The city is ours at your command Mighty One. What is your will?"

With only a moment's thought I sent the messenger back to my captains in the field with the order to enter one more phase of melee and kill all but a remnant of those who remain defending the city. "Leave the rest for Khan to do with as he will. Let the glory of the conquest of Aztlan be His Glory. We have done our duty." So the messenger returned and after one more phase of melee I gave the order for my troops to withdraw from Aztlan. We took only 14 losses through the entire battle. The number of defenders was easily counted. Only 68 remained. "The Glorious Khan will dispose of them with one breath."

"Regroup the army," I commanded. "Aztlan is The Khan's." With that my army withdrew from the conquered city. I looked and saw the handful of defenders upon the city walls crying out the The Khan for mercy. I rode my horse to before the Golden Chariot of the Glorious Khan, saluted from my mount, and said: "Great Khan... the fate of Aztlan awaits your whim. The remnants of their defenders plead for your mercy. What is your will Glorious One?" Kobold Khan, Undisputed Leader of the Mighty KIL Alliance, just smiled.

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LORASIA PLAYER NOTICE

To: The Onlooker
From: The Beholder

With so many blatant clues to topics of major significance appearing in recent issues of the CB, I'm going to have to start calling you the Overlooker! As you are so fond of saying, "In CB Issue 187, there was a very interesting player notice from Nostradamus."

As I read the predictions I found them childishly easy to decipher. I was amazed that the occupants of the now destroyed city of Aztlan didn't heed their warning.

The first line of the quatrain was an obvious reference to the now infamous CAT, while the second line clearly refers to HARM armies moving from continent II to continent I, specifically Dwarven Axes at Elmorin, while Shadowmane occupies the Nulean Plains.

The third line actually speaks of Aztlan as the reference to the fabled Atlantis rising and vanishing beneath the murky deeps yet a second time. As we all know that Aztlan is but another name for Atlantis. As for the cabal, I would assume it to be KIL. With their massive numbers of siege equipment assembled in the battle, one could assume it refers to their tact in change from traditional warfare.

I just am amazed that with your keen "neutral" eye for observation you could have missed that little tidbit. Actually we are all looking forward to your detailed "honest" observations on the whole Aztlan incident. And by the way, what do you think the other quatrains are trying to tell us?

LORASIA PLAYER NOTICE

Hear Ye! Hear Ye! As most of you know by now, the terrorist city of Aztlan which has harbored thousands of terrorists has been destroyed! Although the leader of terrorism TLATOANI MOCTEZUMA of the CUETZPALLIN Empire is still at large, KIL leadership informs you that orders have been given that ALL KIL armies are to engage this criminal whenever and wherever they encounter him regardless of loss or personal safety of the unit! KIL has declared they will spare no expense when it comes to this terrorist!

While the city of Aztlan has been razed and all its miscellaneous population were summarily executed, there is a more immediate matter which must be addressed. Although 1,080 terrorists were killed in the city assault, 14 Brave Gnolls and 2 Heroic Kobolds lost their lives while storming the stronghold. Many of you might be outraged at this loss and believe this too high a price to pay! KIL leadership believes that these individuals sacrificed their lives and fought and died for a just cause. KIL warlords were appalled by this large loss of military personnel and have vowed to improve their training regimentation as well as institute immediate changes in weaponry and armament so a repeat of this magnitude does not occur in the future. We expected casualties in an operation of this size and scope. We just were not prepared for so many deaths. I ask you all to bow your heads and observe a moment of silence for those brave "16" who gave all they had...

Oracle Roberts
Divine Seer
KIL

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LORASIA PLAYER NOTICE

To: Cult of Chaos members

I have spent much time and effort trying to contact the various armies that we have met at the cities of Morcresh and Rockash only to be rebuffed or ignored by all. Is this how the Cult of Chaos treats its youngest members? Is it in anyone's best interest to sit idly by while my Orcs waste their resources making the same mistakes that you have already made, or would the Dukes be better served by sharing your knowledge with the younger members of our order? Has Chaos grown so strong in these sacred mountains that my spearmen are considered to be unworthy of your notice? If so, then why have your hordes not stormed the cities of the Lawfuls like the plagues of old!? If not, then why do you ignore possible allies?

We return to our racial and religious brethren at Morcresh where we will feast and recruit, growing stronger and more skilled daily. We can be contacted there.

C#2339 Warlord Runefang Magekiller
A#312 Rune Tusk Raiders

LORASIA PLAYER NOTICE

TOP 10 REASONS TO BE A MEMBER OF K.I.L.

10. Endless hordes of mercenaries at your beckon call.
9. NPCs' reactions! They love you or they hate you, but they all fear you.
8. All army commanders "lead" by example.
7. No retirement dues. Dead armies need no retirement fund.
6. Not having to fight K.I.L. armies.
5. A meaningful acronym.
4. Badges? We don't need no stinkin' badges!
3. Hearing the woeful lamentation of your enemies.
2. Not having to learn useless commands for battle such as retreat or flee.
1. Kobold Khan! It's great to have a GOD as an alliance leader.

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LORASIA PLAYER NOTICE

Due to an uncontrollable mail disruption, some diplos sent to A#224 Scarlet Knights or C#2402 Hakkon may have been lost. If you have not yet received a reply to a diplo sent to those respective units, please diplo them again. Thank you.

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LORASIA PLAYER NOTICE

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Such pretty acronyms you have. H.A.R.M., G.O.D., R.O.C., I.C.O.N., A.C.E., K.I.L., C.A.T.

Meaningless they are because amongst yourselves you squabble. Work for your common good should you.

nk nk nk

Dangerous some are. Eliminated from equation they shall be. Others peaceful are. Work with us in peace you shall. Or food you shall be.

nk nk nk

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LORASIA PLAYER NOTICE

The city of EZ'ZAK is no longer open to trade to non-KIL armies. Any army wishing to trade with this city must first acquire permission from the KIL alliance. Contact C#474 Oracle Roberts and if the proper supplications are made you may obtain a Temporary Trade Permit (TTP) which will cost 300 gold sovereigns. The TTP will allow the purchasing army to conduct normal trade with the city for a full month. Any army attempting to circumvent this decree will be destroyed. That is all. By order of "HE..."

LORASIA PLAYER NOTICE

As the Gnoll leader watched the Chaotic Lizaran army...

"That's right, prepare your army for night. I will be paying you a visit as you sleep."

With that thought he sent his runners to gather his leaders.

As the leaders gathered he said, "Lord Arkyn has allowed us to grow and prosper. It is time to make him proud and pay him back for all that we have. Tonight, my fellow Gnolls, we attack!!! Let the Lizara know fear! Let them know we own the night! We will attack in honor of Lord Arkyn. We dedicate all that we kill of these Chaotic scum to Lord Arkyn. Also we shall give some of the spoils to the Temple of Law. So, my clerics, lead us in prayer to Lord Arkyn and the Lords of Law."

Later as the Gnoll army regrouped after their victory over the Lizara their leader said, "I think Lord Arkyn will be happy with the results. We will leave the rest of that army to our brothers in arms. Tonight we celebrate our victory. Also we must bury our dead. We will toast our dead brothers tonight, for we know they gave their lives to defeat the Dukes of Chaos."

As the people began the celebration their leader said, "Feast and enjoy, for I know where there is a Hobgoblin army. It is time for the Dukes of Chaos to feel the wrath of the Lords of Law!"

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LORASIA PLAYER NOTICE

They want to put out our lights
So let's just keep on dancing
We give them the frights
So let's just keep on dancing
They say we have no rights
So let's just keep on dancing
We make them fill their tights
So let's just keep on dancing
We make them fear the nights
So let's just keep on dancing
The way they treat us really bites
So lets just keep on dancing

A Hero could save you.
But there ARE no Heros.

(From the Black Book)
Mantis

+ + + + +

LORASIA PLAYER NOTICE

WOW! I've never seen such a list of skills and bonuses!

OOPS — I'm not supposed to know that!

Just taking the trash out
The Garbageman

LORASIA PLAYER NOTICE

It's laughable that Skapegoot is making a mountain out of a molehill. He must have nothing better to do than finely scrutinize every word I wrote and gets really excited when he finds some dirt he could possibly use against me.

When I gave you the battle plan for attacks at Port Royale, I listed the armies to attack. The only general attacks were against Lyredh Giants, ROC armies, and Chaotic Armies. Imagine my surprise when I received your joint turn. You had blanket orders to attack neutral armies. Since I've already observed suspicious activity in certain areas, I decided not to arouse your suspicions by radically changing your action. Do I need to explain all my actions to you and others? As it turns you I was correct. You and your pals were already working against me for quite some time and were ready to backstab me in the near future. It's difficult to attack our primary targets at Port Royale when you've already warned them. Nice touch.

Do you know why I said that any ICON army hit by your army (Krull) would be collateral damage? Are you sitting down? OK. I knew your pathetic army wouldn't do much damage against any smaller army. Sad but true.

You may think you've learnt a great deal from me. Have you tried putting any of that learning into action? Do you know the song about the devil betting a fiddle made of gold against that fiddler's soul? If not, I'll tell you. After the devil played the fiddle, Johnny said, "Well sit down son. I'll show you how it's done" or words to that effect. In the end Johnny won that fiddle of gold from the devil and told him that "it may be a sin but I'm the best there's ever been."

By the way, did your pals find anything else besides herds at Aztlan? No? I wonder why.

I'm signing my army's name because some of you can't spell it correctly.

Revenge is sweet. DEAD CAT is best served dead.

Tlatoani
Tonatiuh's Torch

+ + + + +

LORASIA PLAYER NOTICE

We are what we are.
And that's all that we are.
And a bag of chips.

Mantis

+ + + + +

LORASIA PLAYER NOTICE

Let it be known by all that the Gnollish Empire #164 Riders of the Storm and its main battle group A#173 Stormspike are under new management. While Tempest Stormfist will continue to manage the Empire, he will do so at the direction of the newly founded Council of Elders.

LORASIA PLAYER NOTICE

To: Warlord Mac
From: Knaps Ughlot, Patriarch of the HARM Alliance

I am bothered by your misrepresentation of the HARM alliance. Though it is true you may have SOME issue of merit, it does not give you the right to misconstrue the facts to further your own political aspirations at the expense of HARM. Why you would so blatantly lie leads me to believe you have another agenda. Would it be that you're sitting with Chaotics? Have you relinquished your giant soul to the other side? I wish there were an exorcism rite that my cleric knew of so we could save your troubled soul.

Nonetheless, I shall set the record straight:

1. HARM did not attack you. (Good try.) The attack on Blackfoot Legion happened on May 10th in the year of our lord. HARM's Inaugural day was July 23rd. That's 74 days after the attack. STOP! Put your boots back on. You'll need to go round up at least 7 other giants and have them take off their boots before you have enough fingers and toes to count that high. (Just trying to save us some time here.)

2. I sent you 2 diplos 2 months prior to the attack. One to Blackfoot Legion and the other to Jolly Green. Both went unanswered. Why?

3. You also presented yourself as an Army Commander who had deserted his empire. Why would you park in a high traffic area just outside a city sector and not in the city? Why would you leave only 70 Hvy. Swordsmen guarding 2,600 herds in Blackfoot Legion and only 30 Hvy. Swordsmen guarding 1,000 herds in Jolly Green? What is going on in that empire? Why do the people continue to allow you to lead them after making such egregious miscalculations on military affairs?

4. I did think it was a good opportunity for my Dwarves to gain some battle experience and some gold. (I do so love the smell of gold in the morning.) However, I do apologize for wounding you in battle, Mac. It was purely an accident I assure you. When you came out of that tent with that evening dress and horsehair wig on, I was thoroughly confused. If that was your strategy (wink, wink) (trying to give you an out here), it worked. Because I thought I was looking at Lorasias's tallest and ugliest woman coming at me. I admit, Mac, I was scared. It was only by the good graces of the Order of Law that I was able to ascertain a glint of light from your sword, counter your attack, and wound you before you could do me some serious damage.

5. Once I realized you were indeed in camp and only in a tent playing dress up, I felt bad for you. So I contacted you and I offered to make reparations. You agreed and suggested a more than fair compensatory

package (probably didn't want me telling anyone about your little secret). Regardless, I still felt sorry for you. I then on my own accord felt it only right that I add to that package an additional 20% above and beyond the agreed upon price. On Aug. 11 and Aug. 24 in the year of our lord I transferred to Blackfoot Legion 380 cattle, 126 sheep (please be gentle), 114 horses, 621 g.s., 22 food, 6 trinkets, and 6 wagons. Are you suggesting that these commodities just appeared miraculously on your accounting lists? You should keep better track of your records, Mac.

I understand that your priorities may lie elsewhere (like in a tent doing who knows what) but it's not really my concern. My concern is your blatant attempts to damage a reputation that we don't even have yet. Are you that concerned about us?

If I were a warlord in your empire I would re-read CB#109 and pay particular attention to a Panagea notice regarding "HOW TO OVERTHROW YOUR WARLORD". I'm not trying to encourage anything, but...

I hope, Mac, you get your facts right the next time. Your attempt to damage the reputation of HARM is duly noted.

Stay Out Of HARM's Way

Respectfully,

Knaps Ughlot

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LORASIA PLAYER NOTICE

It was a glorious day. The sun was shining brightly, a slight breeze from the north was a perfect compliment to the day.

The great seer Callie Clearwater took advantage of this wonderfully clear and beautiful day to meditate off in the meadows and search deep the visions of her crystal ball.

Her crystal ball began clouding up and Callie focused intently on the image her Seer's Orb was trying to communicate to her. The clouds within the crystal were swirling in a pattern toward the right. An indication of a future vision.

The clouds began to slow down and dissipated, and a battle emerged out of the darkness. Giants and Gnolls were battling ferociously. The edge of the vision where the mists had gathered revealed faint traces of buildings (a city sector perhaps?). The battle was clearly in the Gnolls' favor as the Giants were falling by the wayside as the Gnolls made their way toward the Giants' leader. A last revelation from the orb showed the Gnolls closing in on the leader. The vision faded and the clouds began to swirl backwards to their rightful place in time....

Callie returned to camp to report the images to her army commander.

LORASIA PLAYER NOTICE

It is with deep regret that the HARM alliance must report that a mistake was made by one of its members. 1st Pioneers regrettably erred in attacking Rohirrim. HARM accepts full responsibility for this unsanctioned attack.

The attacking army, 1st Pioneers, led by the young yet mighty elven warrior, Celeborn, who actually thought he was doing the right thing by attacking what he thought, and was told, was an undeclared "terrorist". Unfortunately, Celeborn being the passionate yet impulsive warrior that he is, did not find out from HARM if such an attack against Rohirrim was warranted. So with nary a worry for his own safety (he was in hostile territory) he attacked Rohirrim. I love Celeborn's youthful enthusiasm and desire to fix all the wrong things and make them right.

But this was an unsanctioned attack. For that, we have of all people B. Guile to thank. You see, B. Guile, using his talents of persuasion and manipulation, misled a fairly new recruit of Lorasias (Celeborn). B. Guile told Celeborn that Rohirrim was an undeclared "terrorist" on CAT's list. That, coupled with an offer from B. Guile to pay Celeborn 5,000 g.s. for the attack, apparently was too much for the eager young Celeborn. In his mind it was an opportunity to kill two birds with one stone.

My dwarven helm regrettably must acknowledge such a vile and despicable scheme. I tip me helm to you, B. Guile, with one hand. While at the same time me other hand sharpens me axe in anticipation of the many battles to come.

Knaps Ughlot
Patriarch of HARM

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LORASIA PLAYER NOTICE

To: Tlatoani

Ja'Kil try to understand Kobold logic, make no sense though. You get smacked by KIL, ACE, HARM, and me fine Ratt Skinners and you go add more to yer hit list. Bloodnguts (Giants) and Knights of Malta (round ears) be added cause dey raid a Gnoll army wit us? You threaten Goblins for no reason, we defend ourselves, and now you attack anyone we come across? Hmmm? Kinda like 7 degrees of separation? All of Lorasias be on yer list soon! Maybe you should put Kobold city of Ez'zak on list, too, cause dey trade and bless Ratt Skinners while we attack yer Ixataca. We Goblins hope enemies of Tonatiuh's Torch leave something for us.

Hope to see you on da battlefield.

Ja'Kil
A#216 Ratt Skinners

LORASIA PLAYER NOTICE

I, Gnarlbad, CL of Cosmopolis, the City of the Cosmic Balance, do hereby decree that due to the recent outbreak of war on the Isle of Quadro and in surrounding areas that the city sector of Cosmopolis, ie. 24-18, is declared to be a "SANCTUARY" from all hostilities. All empires are expected to honor this decree and all Cosmic Balance forces, including the Great Dragon of Cosmopolis, are hereby called upon to keep the peace of the Sanctuary and to punish any offenders not honoring this CB Decree.

C#1190 Gnarlbad

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LORASIA PLAYER NOTICE

To: Fluffy and the rest of the world

A#202 Ark of the Covenant can no longer SPY on ICON — all that great useful "secret" info will have to be found elsewhere. With all the armies leaving them (like myself) this should not be a difficult task.

The ARK will be held back no longer. We have found the... oops.

Lord Sir Tricks, oops sorry, Sertorix — we truly enjoyed the new dance steps that you taught us (the half-step). In all — no hard feelings — don't have time.

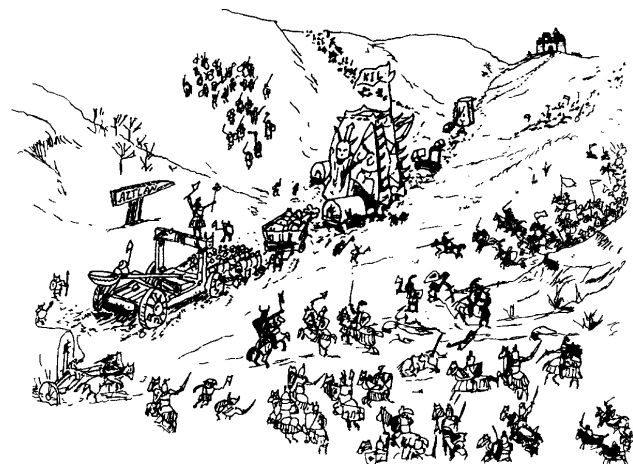
C#1817 Paladin Saul

P.S. Prestor John — Thanx for never sending me ANY mail in the past year plus. Great way to run an alliance.

P.P.S. Don't bother to respond.

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LORASIA PLAYER NOTICE



LORASIA PLAYER NOTICE

Whoever started the rumor that the I.R.A. is the militant neutral army of H.A.R.M. was partly correct. The truth is, the I.R.A. is the militant neutral arm of all alliances. The I.R.A. will help or be helped by any alliance. That is what I call aggressive neutrality.

C#2402 Hakkon

COD ON-LINE

Our presence on the Internet is growing rapidly with a number of resources currently available.

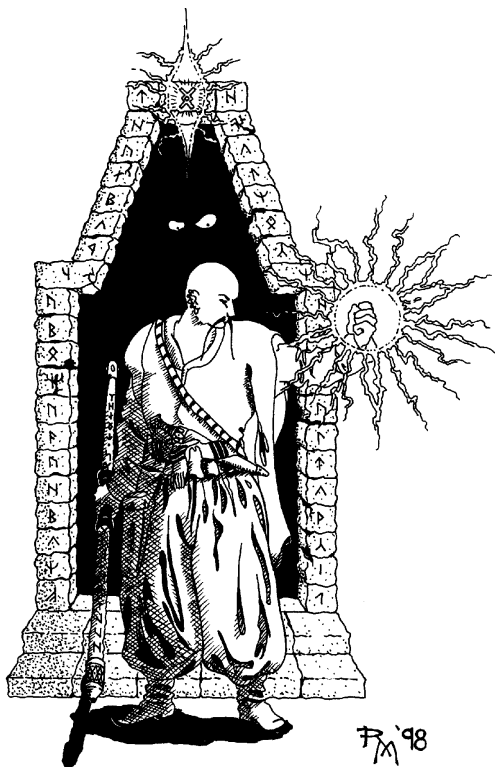
If you want to learn about the happenings in the CRACK OF DOOM (I and II) check out the following message boards:

<http://groups.yahoo.com/group/conclavecodiichat>
<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.neosoft.com/~lanza/Main_Page_ICON.htm



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.
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.
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.

COMPANY NEWS

August was a bad month. At least two sets of turn results went "missing" in the postal system and we had a number of computer problems. First we lost a power supply (a top of the line PC Power & Cooling model, died right after the 3 year warranty expired) and almost immediately afterward we had a memory chip go bad (the two are probably related). On top of that our primary printer is acting up and may have to be replaced (it appears to be a problem with the fuser roller resulting in intermittent streaks and frequent paper jams). Naturally these problems resulted in a significant amount of down time and had an adverse effect on turn-around-time. Things are back on track as of the end of August and should be running smoothly until late September when we plan to take our first (short) vacation in three years.

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.