

THE COSMIC BALANCE



Issue # 218

September 2004

PANAGEANEWS

This month we begin in the East where virtually all of the fighting occurred in the Lorian Forest outside the Titan city of Featherwood Lodge. In the initial engagement, Fedaykin (Lawful Terminator Humans) and Wyraxian (Lawful Terminator Giants) teamed up to destroy the Pirates Of Panagea (Shhvoon worshipping SWARM Humans). Meanwhile, Bloodguard (Lawful Terminator Humans) and Clan Thaxton (Lawful Terminator Humans) teamed up to defeat Reynard (Chaotic Kodan Raman Gnolls) in heavy fighting. A week later Howling Winds (Chaotic Kodan Raman Gnolls) and Dire Wolf (Chaotic Kodan Raman Gnolls) launched a retaliatory attack on Fedaykin and defeated them in a fierce and bloody battle. Apparently Fedaykin was not finished yet as they ambushed and defeated Luna Brotherhood (Zraxxut worshipping LOOT Gnolls) two days later.

Moving to the West we see the heaviest fighting in the Vaeld Mountains outside the Giant city of Grandenburg. The battles began with Lupine Legion (Chaotic Kodan Raman Gnolls) destroying the fleeing Tree Lords (Lawful Elves). Next, Rick's Reserves (Chaotic Kodan Raman Gnolls) and Wolverine Psychos (Chaotic Kodan Raman Gnolls) united to destroy Brazos River Belars (Lawful Giants). Shortly thereafter S.F. Giants (Chaotic Kodan Raman Giants), Lomorian Wolf Pack (Chaotic Kodan Raman Gnolls), 3rd Regiment (Chaotic Kodan Raman Gnolls), 1st Kodan Division (Chaotic Kodan Raman Gnolls), Black Scorpion (Chaotic Kodan Raman Gnolls), and Black Widow (Chaotic Kodan Raman Gnolls) teamed up to defeat and very battered though still capable Tree Masters (Lawful Elves). Several days later Puma Brigade (Wicca worshipping Humans) arrived and applied the coupe de grace and completely destroyed the remnants of the once mighty Tree Masters.

In the Tarakeen Forest outside the Human city of Lions Den (formerly known as Azure), Lions Of the North (Wicca worshipping Humans), Shadowcat Rangers (Wicca worshipping Humans), and Bengal Lancers (Wicca worshipping Humans) joined together to defeat the fleeing Birch (Lawful AIM Giants).

LORASIANEWS

On the Vardian Plain outside the Human city of Vardunon, Knights Of Fortunes (Trimorph worshipping Humans) defeated the retreating 1st Crimson Legion (Humans) in a hard fought battle.

On the Agerian Plain outside the Gnoll city of Kingston, Fareye Flyers (Chaotic ACE Gnolls) smashed the fleeing Circus Maximus (Titans). The next day Fangs Of The Wolf (Lawful HARM Gnolls) and 509th Satyrs (Lawful HARM Satyrs) all but destroyed We Gotchya (Chaotic Nemesis Kobolds).

In the Nadev Jungle, Ziri Swarm (Ya-zii worshipping Xorg) defeated the fleeing Maala Swarm (Miiya worshipping Xaati). Two days later outside of the Lizaran city of Reeza'nesh, Shadowmane (Lawful Centaurs of the Crystalian Warriors) all but destroyed Gornucopia Embassy (Chaotic Lizara).

On the Verian Plain outside the Gnoll city known as the Duchy Of Hound, 10th Virginia Inf (Chaotic Gnolls of the Akuda Combine) destroyed Blood Riders (Lawful HARM Elves). Three weeks later and about fifty miles away 10th Virginia Inf smashed Rangers Of Elvoria (Lawful HARM Elves).

In the Grimwood forest outside the Ogre city of Ogton, Tonatiuh's Torch (Lawful Kobolds) and Ez'zak Pochteca (Lawful Kobolds) teamed up to destroy Werewolves (Chaotic KIL Gnolls). Two weeks later Tonatiuh's Torch attacked again, this time destroying Harold's Comitatus (Chaotic ROC Humans). At about the same time Ez'zak Pochteca attacked and destroyed Seahawks (Cosmic Balance worshipping IRA Gnolls).

In the Cambrian Range outside the Human city of Lofton, Veritable Quandry (Lyredh worshipping Satyrs of the Akuda Combine) and Stink Stank Stunk (Shhvoon worshipping Goblins) united to defeat the fleeing Neexus (Miiya worshipping Xaati).

On the Nulean Plain, Ziri Swarm (Ya-zii worshipping Xorg) defeated the all but defenseless Cold Stream Guards (Lawful HARM Elves). A week later and two hundred miles away, Gongylus Gongyloids (Ya-zii worshipping Xorg) defeated the fleeing Golden Scales (Kobolds).

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PANAGEARUMORS

Those that truly support the Cosmic Balance support the underdogs and not the overcat in an effort to maintain the balance between Law and Chaos. To do otherwise is to commit a great evil.

Fedaykin lost nearly 12,000 warriors in four battles over the course of ten days — ouch!

New forces are entering the realm. Will they join with the existing powers or unite together to form their own?

The Wiccans are allied with the forces of Chaos! Blasphemy!

Mercenaries are nice to have around — if you can afford them!

LORASIARUMORS

We know who you are. You may think you are in disguise and hiding, but in reality you are projecting a mirror image.

It's strange that the neutral assassins for hire only offer their services to Chaotics. Are they truly neutral? I know who you are.

You can run but you cannot hide. Your actions will betray you.

Akuda Combine — Arsine Cowards

No more bounties are being paid for attacks on the Werewolves, They've been whacked.

ROC — Really Obnoxious Cowards

The Lords Of Lofton have declared Veritable Quandry to be oathbreakers and are not to be trusted.

ACE — Another Cowardly Excuse

Xaati heretics? What the heck are Xaati heretics?

KIL — KILLED again and again

ICON see the HARM they are doing. AKUDA told you so.

Looks like HARM has entrenched in ICON's backyard. What now, Akuda?

They say Akuda Combine fears the huge Island of ICON.

BULLETINBOARD

PANAGEA PLAYER NOTICE

In reading notices in the Cosmic Balance and on the several bulletin boards I have come to a conclusion about what the different groups believe are their keys to victory. First the Lawfuls, then the Chaotics.

The Terminators have lost their original cities on the eastern continent and a couple of large armies, but have remained an effective fighting force and are able to keep sending their forces into the Chaotic territories on hit and run raids. As long as he can do this, Xanthor sees himself as unbeatable and victorious. Whatever his long term goals, the number one goal for Xanthor's armies is to remain alive and to continue to beat whatever forces they fight. That is how he achieves his victory.

Obviously the Chaotics et al see things differently. The Chaotic leaders define victory by the cities and land under their control, plus the amount of Lawful armies that they have destroyed and battles that are won. Their overriding goal is to destroy the Terminator armies and take over their cities. That the Terminators refuse battle with large armies and attack small Chaotic armies and unaligned armies proves to them that Xanthor is an opportunist and a coward.

Then the Chaotics accuse the Terminators of cowardice for not standing and fighting and the Terminators claim that they are winning the fight over the Chaotics, they are both correct as far as each one can see.

In the end what it boils down to are the mechanics, the way that Panagea works. Any army must have a safe haven to operate from, whether it is a city that its empire or alliance controls, or, at the very least, a neutral city that they can trade at. As long as the Terminators have a means to support themselves, they will be able to continue the nuisance raids and keep mobile enough to avoid a pitched battle. When the Chaotics are able to conquer or isolate any city that the Lawfuls can trade at, they will then be able to force the major battles that they have been looking for and we all will see, once and for all, which side has what it takes to win.

A Neutral Observer?

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LORASIA PLAYER NOTICE

Seems to me that there has been an awful lot of double-talking gibberish by the wimpy Akuda freaks lately. I don't see you (if you can be seen at all) backing up all those words against real warriors. All I've see in Brain F__t after Brain _ar_ in feeble attempts to do real battle. Maybe you really do fear confronting the truth. That you are all just a bunch of low down bullies that can only function if you are beating up on innocents trying desperately to show off, what we already know as, your undersized manhood to women, children, and oh yeah I can't forget sheep. No wonder all of your peanut-sized brains are so disease ridden. 'Bout time you jumped off the innocent little lamb, strapped up your codpiece and started acting like real warriors. Unless of course the sheep are more to your liking.

Melfus-Star

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LORASIA PLAYER NOTICE

Akuda, the great thing about mass suicide is that it's not one of those things you have to do now or lose your chance. I mean, you can always do it later.

Love,

Krayler

Your secret admirer

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.

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 Beserkers [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@yahoogroups.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@yahoogroups.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.). It is still in its infancy but is expected to grow and evolve rapidly over the coming months and of course feedback and suggestions are encouraged. Check it out at:

<http://www.ageforfun.com>

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.

