

THE COSMIC BALANCE



Issue # 232

November 2005

PANAGEANEWS

This month we begin in the Eastern Region. On the Crystal Plains outside the Human city of Narga Thum, the mighty Lupine Legion (Chaotic Kodan Raman Gnolls) smashed the 1st Lysandrian Guard (Lawful Terminator Giants). At about the same time Ice Bowmen (Wicca worshipping SNAP Humans) defeated Distant Thunder (Chaotic Gnolls) in a close battle.

In the region known as Kythos outside the Human city of Trevington, Dark Warriors (Chaotic LOOT Trolls) defeated the retreating I.R.A. (Redeemer worshipping Humans of the RPA).

On the Vivatian Plain outside the Orc city of Steelgate, Kurrs (Wicca worshipping Gnolls) defeated 1st Ghermarken Guard (Chaotic LOOT Orcs) in a hard fought battle.

Moving to the Central Region. On the isle of Mycenea outside the Human city of Phoenix, Lomorian Wolf Pack (Chaotic Kodan Raman Gnolls) defeated the fleeing 1st Phonecian Imp. (Lawful Humans).

Finally we look to the Western Region. On the Illyrian plain, 3rd Regiment (Chaotic Kodan Raman Gnolls) defeated the fleeing T1 (Lawful Terminator Giants). At the nearby Human city of Andar, Rick's Reserves (Chaotic Kodan Raman Gnolls), S.F Giants (Chaotic Kodan Raman Giants), 1st Kodan Division (Chaotic Kodan Raman Gnolls), Black Widow (Chaotic Kodan Raman Gnolls) and Black Scorpion (Chaotic Kodan Raman Gnolls) teamed up to smash and all but destroy the fleeing Teldarian Troop I (Lawful AIM Humans). Outside the Gnoll city of Gildazar, Knight Riders (Lawful Terminator Centaurs) crushed and nearly destroyed Blade Song (Gnolls).

LORASIANEWS

We begin in the Pryma Forest where the K-9 Knights (Lawful Gnolls of the Crystalian Warriors) defeated the fleeing Foresters (Lyredh worshipping Satyrs of the Akuda Combine). Several days later and nearly 200 miles away at the Ogre city known as



Rockash, Frost Giants (Lawful HARM Giants) defeated the retreating Death's Head Company (Trimorph worshipping Trolls). Two weeks later the Frost Giants attacked again and Death's Head Company was destroyed.

On the Agerian Plain outside the Gnoll city of Kingston, 9th Diamond (Lawful HARM Humans) smashed Renders And Eaters (Shhvoon worshipping Goblins of the New World Order).

On the Verian Plain, Wolfhounds (Cosmic Balance worshipping Gnolls) destroyed Kobold Krushers (Chaotic Akuda Combine Gnolls).

On the Sammian Sea, Facilitators (Lawful Kobolds) defeated the fleeing Bad Blood (Chaotic Akuda Combine Humans).

In the Nadev Jungle, Sentinel (Lawful HARM Centaurs) smashed the fleeing Ziri Swarm (Ya-zii worshipping Xorg). More than a week later and fifty miles away Locusts (Miiya worshipping Xaati) defeated Nest-4 (Ya-zii worshipping Xorg).

In the region known as Malundia outside the Kobold city of Ez'zak, Goats R Us (Lawful HARM Satyrs) crushed the Tennessee Titans (Chaotic ACE Titans).

On the Nulean Plain outside the Gnoll city of Port Royale, Ricco's Roughnecks (Humans) defeated the fleeing Black Skulls (Trimorph worshipping Orcs).

On the Isle Of Quadro outside the Kobold city of Cosmopolis, Kobolds Of The Seize (Kobolds) defeated the fleeing Gnarlbud's Brigade (Cosmic Balance worshipping Gnolls of the Imperial Red Armies).

On the Vardian Plain outside the Human city of Kaffa, Foran's Axemen (Humans) defeated Scirocco (Cosmic Balance worshipping ICON Humans) in a hard fought battle. At about the same time at the Giant city of Angonheim, Ra's Raiders (Lyredh worshipping Humans of the Imperial Red Armies) defeated Chaotic Nightmare (Titans) in a well fought battle.

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PANAGEARUMORS

The Terminators are on the move again. Where will they strike next?

Has Xanthor begun his long hibernation? Of course he's hiding, we all know that.

Old Blood, new blood. They're all bloody. Now, the NeoStock! That's where it's at.

New alliances rise to challenge the old hands.

Mysteries abound in the Crystal Mountains. Seek out Baldron. He will know.

LORASIA RUMORS

I hear H.A.R.M. has begun evicting army members. Must be because they are afraid to face the truth.

Shortly the siege of Angonheim will begin... ICON... Artillery. Yes, soon a new ICON city. Giants move it or lose it. Run, Law-fools, run.

He who holds the key may hold the world.

A crazed mage of some sort, that's all I know. He was raving and rambling and practically foaming. He said something about treasure and danger in the mountains.

Last I heard Gern Stonefoot led his army to victory at least twice. Before being evicted from the H.A.R.M. alliance for being unproductive. What gives with that? I guess H.A.R.M. doesn't need a productive membership. Where was he when other members needed GS to train up for the war against A.C.?

The AC has fled the battlefield rather than face certain doom!

Neverammer the Bold challenges all who set foot in Morlok'CED!

Beware the prophecies of the Crazed Mage!

BULLETINBOARD

LORASIA PLAYER NOTICE

Lord Keryvian paces at the edge of camp, nervously awaiting his overdue scouting party. His loyal Squire, Quarian, sensitive to his mentor's mood, paces a step behind should his hero require anything.

Suddenly, Lord Keryvian stops his pacing and stares at a spot in the forest. Seconds later mounted scouts begin to appear from the spot where Lord Keryvian stares.

"...seventeen, eighteen... nineteen, twenty!" the Lord exclaims in obvious relief.

The scouts are all there and physically they seem no worse for wear, but their faces tell another story. They look... well, stunned.

When the Sergeant of the Scouts reigns his horse up in front of Lord Keryvian, he snaps off a salute. "Sergeant Luna reporting, Sir!"

"Report, Sergeant, and at ease."

"It was horrible, Sir. We witnessed A#412 Jaws of Thirst get totally destroyed by A#216 Ratt Skinners. It was a massacre, Sir. I followed your orders and got my men out of there and continued scouting sector 12-38. On our way back to camp, we passed by the site of the massacre. Sir, the Ratt Skinners had desecrated the soldiers' bodies. They had arranged them into all sorts of bizarre poses and used these to spell out the word HARM on the battlefield. Why would they do such a thing, Sir? These were brave soldiers just following orders. I'm not naive. I know war is hell and that frenzy occurs in the heat of battle, but this was an enemy defeated. The Ratt Skinners had won a long-going battle with a hated foe. What they did was cold and calculated and took time. This was not Chaotic. This was EVIL."

"Not only did the Ratt Skinners desecrate the brave soldiers of the Jaws of Thirst, Sergeant, but they desecrated our Lady's forest. I have a report that shows these Ratt's "who know not their mothers" are currently in sector 11-36. 11,000 Infantry, 2,100 Non-Coms, 1,300 Herd, 220 wagons and 190 artillery strong. Their do boy flunkies are there with them, too, A#147 10th Virginia Inf with 1,500 Infantry, 120 Cavalry, 2,900 Non-Coms, 60 Herd, and 50 artillery strong. We alone cannot punish this act, but spread the word, Sergeant. Tell our soldiers what you saw. Let them know the reason they are being trained so hard. Soon I hope to join together with others who are tired of these atrocities and purge Lorasias of such filth. Chaos is Chaos, but this is pure Evil. It MUST be eradicated before it spreads to even MORE armies. Go get some rest. We leave this area tomorrow. Maybe we can find some armies somewhere who are Lawful. It seems the Pryma Forest has become a Ratt infested cesspool."

Anyone who can suggest an action a young fledgling Empire could take to assist the causes of Law and order, please diplo me:

C#3121 Keryvian Moonbow, Warlord of Sylvania

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LORASIA PLAYER NOTICE

Want to join a strong Alliance? Want to enjoy the benefits of teamwork? Then we have just what you need to make your playing time more enjoyable and fruitful. Contact:

James Tillman
GDC #758255
P.O. Box 466
Alamo, GA 30411

or

Les White
30 Administration Road
Bridgewater, MA 02324-3230

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.

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.

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.

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.

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 Berserkers [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.). Check it out at:

<http://www.ageforfun.com>

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.



Happy Thanksgiving!