

# THE COSMIC BALANCE



Issue # 235

February 2006

## PANAGEANEWS

We begin this month in the Western Region.... In the Tarakeen Forest, Shadowcat (Wicca worshipping Humans) and Northeaster (Wicca worshipping Humans) teamed up to defeat the fleeing Fletcher's Foragers (Lawful AIM Elves).

On the Illyrian plain outside the Gnoll city of Gildazar, Knight Riders (Lawful Terminator Centaurs) smashed the fleeing Dragon Children (CSA Gnolls).

In the Vaeld Mountains outside the Dwarf city of Thraegens Deep, Mutton Birds (Chaotic CSA Giants) defeated the fleeing Paladins Of Light (Lawful Dwarves). At about the same time Bengal Lancers (Wicca worshipping Humans) and Throbacs (Wicca worshipping Humans) teamed up to defeat the fleeing Stormhammer (Lawful Runeblades Dwarves).

In the region known as Aurumia outside the Human city of Athens, Rick's Reserves (Chaotic Kodan Raman Gnolls), 1st Kodan Division (Chaotic Kodan Raman Gnolls), Black Widow (Chaotic Kodan Raman Gnolls), and Black Scorpion (Chaotic Kodan Raman Gnolls) teamed up to destroy the fleeing Wanderers (Lawful Terminator Humans).

Moving to the Central Region.... On the island of Mycenea, Lomorian Wolf Pack (Chaotic Kodan Raman Gnolls) defeated the fleeing Plains Drifters (Lawful Terminator Humans).

On the Isle Of Medes, Lupine Legion (Chaotic Kodan Raman Gnolls) crushed the fleeing Smasher (Lawful Terminator Humans).

In the Grimwall Range we witnessed one of the most titanic clashes of all time when Wolverine Psychos (Chaotic Kodan Raman Gnolls), Vulture Legion (Chaotic Kodan Raman Gnolls), and Howling Winds (Chaotic Kodan Raman Gnolls) teamed up to defeat Wyraxian (Lawful Terminator Giants). A series of battles that involved more than 234,000 troops and nearly 24,000 casualties!

Finally, in the Eastern Region.... On the Crystal Plains, Hunter's Moon (Zraxxut worshipping LOOT Gnolls) smashed the fleeing Dragon Wing (Lo-kee worshipping CSA Lizara). Outside the Human city of Narga Thum, N.Y. Giants (Chaotic Kodan Raman Giants), Rogue (Chaotic Kodan Raman Giants), Jack Wolves (Chaotic Kodan Raman Gnolls), Silent Covenant (Chaotic Kodan Raman Gnolls), and Black Dog (Chaotic Kodan Raman Gnolls) teamed up to defeat the fleeing Black Raven Tuman (Lawful Avatars Humans).

## LORASIANEWS

In the Cambrian Range, Saboor (Cosmic Balance worshipping Gnolls of the New World Order) all but destroyed Dwarven Axes (Lawful HARM Dwarves). At the Giant city of Magdenheim, Sentinel (Lawful HARM Centaurs) destroyed Ti'ili Swarm (Ya-zii worshipping Xorg). At the Human city of Lofton, Frost Giants (Lawful HARM Giants) smashed Azala Swarm (Ya-zii worshipping Xorg).

On the Vardian Plain outside the Human city of Vardunon, Crossed Swords (Cosmic Balance worshipping Humans of ICON) and Coiled Serpent (Cosmic Balance worshipping Humans of ICON) teamed up to defeat the fleeing Foran's Axemen. At the Human city of Kaffa, Widowmakers (Cosmic Balance worshipping Gnolls) destroyed McGowan's Crew (Lawful Dwarves). At the Giant city of Angonheim, Killer Kroks (Chaotic ACE Lizara) defeated the retreating 1st Crimson Legion (Humans).

In the region known as Mertelwood, Elven Honor (Lawful HARM Elves) defeated the fleeing Oblivion (Cosmic Balance worshipping Giants).

In the Pryma Forest outside the Ogre city of Rockash, K-9 Knights (Lawful Gnolls of the Crystalian Warriors) defeated the fleeing Wee Beasties (Shhvoon worshipping Goblins). Shortly thereafter Tonatiah's Torch (Lawful Kobolds) finished off the remnants of the Wee Beasties. Meanwhile Maroczy (Lawful Kobolds) smashed Dark Tide (Chaotic Orcs).

On the Isle Of Quadro outside the Kobold city of Aztlan, Ez'zak Pochteca (Lawful Kobolds) defeated the fleeing Black Swan (Shhvoon worshipping KIL Kobolds).

In the Nadev Jungle outside the Lizaran city of Reeza'Nesh, Vlad's Avengers (Lawful Vampires of the Crystalian Warriors) defeated the fleeing Gozitens (Shhvoon worshipping Humans of the Akuda Combine).

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POST OFFICE BOX 214949  
SACRAMENTO, CA 95821  
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## PANAGEARUMORS

Chaotics, running short of food and targets, have begun to turn on one another.

Xanthor's head was seen on the end of a pike.

The Kodan Raman is poised to crush the Terminators. Next stop, world domination.

The Terminators will soon wipe the smiles off the faces of the Chaotics.

Another sage reports the New Blood is not as dead as it seems.

Friends of Nick Gnoll-tee report he's been seen carousing at night. What is he celebrating?

Valen of Mycene has gone completely mad.

The ruins of Luton are haunted!

## LORASIA RUMORS

The Akuda has-beens have been taken over by powerful new forces.

Javin Moonglum has arrived on the main continent and he is ready to rock your world.

All Lawfools must die!

I hear bugs impregnate dead foes with their Queen Bug! Xorg are insect Vampires! Xaati are just big candy roaches. Nothing to them!

Rumor has it that the city of Balen's Deep is soon to come under siege by powerful and evil forces.

Tlatoani sleeps with the fishes. Oops, I mean in fishnets.

Ratt Skinners are soon to be skinned, permanently.

Some old wacko is freaking out when anyone tries to explore a certain ruin. But is he as crazy as he seems?

The ghosts are gonna getcha.

Word is out that the Always Confused Chaotic alliance is more confused than ever now that it no longer enjoys the assistance of Ratt Skinners.

The Balance has shifted to Law — all neutrals take note.



## BULLETINBOARD

### LORASIA PLAYER NOTICE

"Sir Laydon," she said, "Have you seen the news?"

"Yes, Lady Elaina. Lord Moonbow of Sylvania makes a good argument, as does Lord Clifford. The armies of Chaos have many things to their advantage. Their low morals allow them to ignore the warfare rules. The use of communication among the evil armies is, to my knowledge, average at best. Yet it surpasses ours by leaps and bounds."

"Why do you say so?"

"After numerous attempts at communication, I still have not received a response. Why? Is it because we are not worthy of ink and paper? Perhaps because we are new to the land and the superior forces do not wish to have some whelp kingdom hanging off their apron strings? Perhaps we just aren't worthy of Law?"

"No! You can't be serious?!"

"I'm not, my lady, but when Lawful nations choose silence over diplomacy, Chaos wins. When those of good nature let evil run rampant, they are compliant in the acts of evil as if they had done it themselves. When the people choose to be slaves to themselves, democracy and the rights of man are cast aside in the name of Chaos.

"My only wish is that one day a nation that truly represents Law will rise with the sun and bring us together. Not as a few small realms, but as a large force of teamwork, communication, and Justice to bring down Chaos and evil to a level of equality at least, destruction at best. No, my lady, Chaos is not the true cause of the state of affairs, but xenophobia... that is a whole new beast to tackle.

"Ah well, what can we do by ourselves? Sergeant!"

"Yes sir!" The sergeant saluted.

"Get the men ready. We move north. This Lawful town does not want us here."

"Yes sir!"

And later, while on the trail, Laydon thought to himself... So many people on this world, so many lands. And yet I feel so alone.

Help Laydon know that there are others out there who feel the same way.

C#3068 Sir Laydon Nighthawk

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LORASIA PLAYER NOTICE

High in the forested mountains, below the city of Lofton, can be heard the steady beat of war drums as two arch enemies prepare to face off. As the battle lines are being drawn, word has leaked out that Ratt Skinners and 10th Virginia Infantry are beginning to show signs of fear over their imminent doom. For beyond the confines of the surrounding forest can be heard "Long live the Order of Law!" as Tonatiuh's Torch seeks to exact revenge for the demise of their brothers in arms, Jaws of Thirst.

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LORASIA PLAYER NOTICE

K-9 Knights has finally begun to show their mettle. Hats off for their victorious defeat. Oh, I forgot their opponent was fleeing.

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LORASIA PLAYER NOTICE

To: Gern Stonefoot  
From: M.I.

Please contact us via diplo.

C#3157 Heartseeker

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LORASIA PLAYER NOTICE

Can't tell the alliances without a scorecard?

- FRC - Completely Forgotten - dead alliance
- ROT - Rotted Away is a dead alliance
- KIL - Killed themselves dead alliance
- CW - 3 or more strong members
- HARM - Inner fighting feuds will destroy themselves
- GOD - 1 known member. Wow.
- TRIAD - 1 known member. New player.
- SOB - is busy crying - dead alliance
- Nemesis - one empire. How the mighty have fallen!
- ACE - 7 empires. Only strong Chaotic left
- ROC - Will they ever make a comeback? ROC sank in the Sammian Sea.
- Akuda - Boy those Goblins are dying fast, aren't they? Akuda been a contender.
- Trollva - Haven't seen any Trolls in a Vampire's age
- MI - haven't seen any - they don't fly banners anyway. They're assassins.
- SEX - Bugs. No banners yet

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LORASIA PLAYER NOTICE

To: Lorasias  
From: Dark Master CEO Murder Inc.

Due to the unfortunate death of Razor, I, CEO of Murder of MI have appointed C#3157 Heartseeker as MI Minister of Information.

Currently MI units are sailing from Continent 3 to Continent 1. We will fulfill our contract on Limp Paw for 25,000 gold. MI Open invitation to CW only, if you manage to destroy 10th Virginia to a gnoll MI will pay you 25,000 gold! If CW asks proof will be made we have that much gold and more.

We have tentative negotiations for non-aggression treaties with CW, ICON, and ACE. On-Looker take note: one Lawful, one Neutral and one Chaotic.

If any of the following alliances wish non-aggression treaties they must do so publicly in the CB. ROC, Nemesis, HARM, Triad, GOD. We believe KIL, ROT, FRC dead alliances but if someone should pick them up they must do so publicly in CB.

Murder Inc scouts believe all Vampires and Trolls are extinct. Trollva?

MI now has 9 Empires in our evil corporation. One is Lawful, one Chaotic, 7 are neutral. Take note, On-Looker.

We have four 2,000+ Infantry battle armies now, and several more 1,000+ Inf armies. Lorasias be warned in future attack on the Minister of Information will be dealt with swiftly. We also have 3 navies of 50 ships each. So don't even go there either.

Murder Inc declares open warfare against the Akuda Combine. Do come visit again on Continent 3. We triple dog dare you to. No, quadruple dog dare. Those HARM Elves didn't even have a chance before you axed them. Even though you had advanced warning that they were ex-KIL and becoming neutral. Nice try. You had advancement diplo in time. 100 troops 2 battles. No wonder you killed so many so easily! Too bad you didn't destroy 456 Rangers of Elvoria. Where do you think we got the gold!

Any non-committed Empires are subject to attacks at any time. Tonatiuh's Torch is the only exception as they share goal of destruction of Akuda. They must contact us via diplo. Any other Empires in Akuda war must do so too.

Murder Inc is now accepting new members. Come to one of our preferred common stockholders meetings soon. We will elect our Board of Directors soon. Several Vice President positions are yet to be filled, too. We also have common stock holders. Anyone wishing to keep goods safe may contact our evil banker. Yes we have a city. In fact, 2. Both are well-protected.

CEO Presidento of MI  
Dark Master

## LORASIA PLAYER NOTICE

ICON has been in negotiations with the Lawful Alliances of HARM, CW and the Lawful Alliance unto himself, Tlatoani. It seems the "Balance" has overly shifted to LAW! The following message is in response:

ALL of Continent 1 is hereby declared for the Order of Law. This will include a 2 sector sea/ocean buffer around said continent. Any Chaotic army currently in this "No Chaos Zone" that will now be known as UTOPIA, shall immediately place a Player Notice in the next CB asking for Amnesty and Safe Passage to a nearby port for immediate deportation to Continent 2, where ICON can coddle you until you grow up. UTOPIA prays ICON will enjoy their new sucklings' Chaotic rampages as much as they did. Neutral ships will transport said armies at no charge. Chaotics wishing Amnesty may want to diplo any Lawful armies in your area with your intentions, less be attacked. Any army still on Continent 1 after the next issue of the CB is published and that has not requested Amnesty will be destroyed.

City Leaders in the cities of Rockash, Morcresh, Morlok'Ced and Garshank are hereby notified that you have 90 days to negotiate the peaceful hand-over of your cities to Neutral or Lawful parties or your cities will come under siege and will be taken by force. Get what you can for them peacefully and start over with your spoils.

As to other islands and continents, the Order of Law agrees not to initiate any hostilities upon any Chaotic armies contained therein. If any Lawful army is attacked by a Chaotic, it is expected that ICON punish said army. If they do not, or cannot in a timely fashion, then that army is fair game for extermination by Lawful forces without fear of violating any truce.

Any army wishing to negotiate Amnesty or that have comments or questions may diplo C#733 Don Emilius, supervising attorney for the peaceful transition of UTOPIA with the prestigious lawfirm of Willie, Chatham and Howe.

## COMPANYNEWS

Well it took a while, quite a looong while as it was, but we finally sorted out the problems with our email. Things finally came to a head when recieved 40,000 pieces of spam in one day and our email provider contacted US offering to help because all the junk was slowing down their server — too bad they weren't as helpful when we were contacting them....

Anyway, contacting AGE by email is now reliable. Normally email should be sent to customerservice@ageforfun.com but we also have email boxes for DUANE, DEBBIE, CTF, CD1, CD2 and COD (just replace "customerservice" with the indicated names to reach the box). What a great way to start off the new year!

## 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.

## POSTAGERATEINCREASE

\* Reminder & Revision \*

Beginning January 8th 2006 the Post Office welcomed the new year with a price increase. The first ounce (about three pages) is now 39 cents (up from 37 cents) and each additional ounce is now 24 cents (up from 23 cents). The Priority Mail Flat Rate Envelope has gone up from \$3.85 to \$4.05 (as a result the charge for our Priority Mail Return Service is being raised from \$3.00 to \$4.00). The one ounce rate to Canada and Mexico has increased to 63 cents while the one ounce rate to the rest of the world (excluding APOs & FPOs which follow the domestic rates) is now 84 cents.

## 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.

## 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.

## 20thANNIVERSARY

It's 2006 and this marks our 20th year in business, a milestone of which we are understandably very proud. We plan a year long celebration but if you have any suggestions for changes or improvements for the games, newsletter or website let us know. Thanks for your support!