

# WHISPERS OF THE WOOD



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93

# GAME SYSTEMS INC.

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## WORDS FROM THE WOOD

Greetings once again from those of us here at GSI. It's that time of month again, and we have oodles and oodles of things to talk about. The first item on the agenda (oooh--sounds pretty impressive, huh?) is the announcement of the Origins awards. We're proud to announce that Middle-earth Play-By-Mail™ won both Best New PBM Game for 1991 and Best PBM Game for 1992. Since the voting was done by you, the erstwhile public, we have you to thank for our success. We're very proud of our game and we're glad to see our efforts are paying dividends (kind of sounds like we're at a board meeting, doesn't it?). Votes of confidence like these only make us try harder to make our products the best there are. Again, thank you for showing your appreciation.

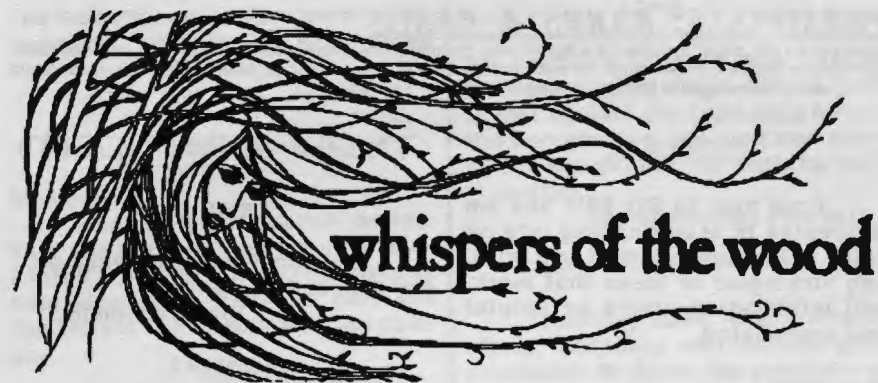
Speaking of changes and modifications, we have added a new element to the "Nation Messages" section of the ME-PBM turns. What you will see are rumors/reports of what other characters/armies are up to in the game. Items of various value will be divulged and reports of character activities may or may not show up each turn. These rumors represent the fact that your nation does not live in a vacuum in Middle-earth. We all hear things of importance in the real world about our nations' leaders, so why not in Middle-earth? These rumors aren't like the rumors found in the "Uncover" order, which deal primarily with nations; these will focus on character activities which occurred that turn. We hope you like it.

It's still summer and summer means conventions. Those of you at Origins got a chance to meet with Pete and Bill and chat about the game and meet your allies and enemies. Well, we're going to be at GenCon too, so those of you who either missed us at Origins or weren't able to attend will get another chance at GenCon. Our booth number will be 923, so look us up when you are on the floor. We will be holding another seminar on Friday, August 20th, at 8 PM. You will have to check the program for the location but we hope to see you there. Our seminar at Origins was a great success--we hope this one will follow the same path.

At this time, I'd like to talk a bit about phone-in and fax-in turns. The one item I need to stress is--DON'T WAIT UNTIL THE LAST MINUTE TO PHONE OR FAX IN YOUR TURN!! It is a good idea to give yourself a "grace period" to deal with any problems which might come up. We only have a limited amount of space (about 1 hour) on our tape and once this is filled up, we can't accept any more turns. The best thing to do is phone-in your turn two days BEFORE it's due--this way if there is a problem you still have a day's grace to try and get it in. It's also a good idea to include your phone number with faxes and phone-ins. This gives us a contact number in case there is a problem receiving your turn.

Two more items regarding faxes and phone-ins, respectively. Our fax line is open 24 hours a day. It doubles as a voice line, but we can receive faxes as well. I know some of you have had problems getting a connection with your fax machine during the evening. If there are any problems, fax to us during the day. Someone will answer the phone and will be able to provide assistance with your fax.

The other point is, if you are phoning in your turn, please SPERK UP!! If you are not loud enough, the machine may assume you're done and cut you



## ALONG THE PATHWAYS

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### Credits

Editor .....	Harold Ford
Staff .....	Jason Duerstock, Keith Fast, Michelle Heath, Sean Taft, Stuart Taft
Publishers .....	Pete Stassun & Bill Feild Jr

This Month's Cover: "The Rider"  
by Charlie McWhorter

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## PERSONALS: BARBS & BRAGS

Every current GSI player is entitled to a free 40 word personal in this column each issue, for each game they're in. Submissions require a \$2.00 charge for each additional set of 40 words (41-80 is \$2.00 etc.). GSI reserves the right to edit or refuse material deemed unsuitable.

### GENERAL

I am new to GSI PBM and am interested in acquiring any info on State of War and Middle Earth. Also, any strategies or ideas that work. Any information would be helpful and appreciated.

Ryan Davis  
17315 Guss Way  
Bend OR 97707

### STATE OF WAR

#### GAME 82

To The Whispering:

You will whisper no more. But you may gurgle as I slit your throat!  
Gen Grakious  
N.U.C.A.

Nation of Utah Christian Army  
P.S. Take a look to the sky before you die. It's the last time you will.

\*\*\*\*\*

Maine is no more, Maryland threats just make me sore. If anybody wants to be here at the end, You best become my friend. If not you must fall, But I say good luck to all.

Gov. of New York

\*\*\*\*\*

Romulus,  
Contact Nimbus soon!

\*\*\*\*\*

Grakious: Hammer! Kill the beast!  
Hammer: Where? Behind the sheep?  
Grakious: It is the sheep!!

### Middle-earth™ PBM

#### GAME 6

'And the Road goes ever on...  
and on... and on... and on...

The 'Tired Noldo'

#### GAME 21

Rot N Bart is still here this day for those who are loyal to Sauron will pay in their homes and their families I'll rout by giving them the 1,2 knockout.

Rot N Bart of Rhudaur

#### GAME 18

As was said once before 'Aure Entuluva.....

Ruta-i-Lome'

#### GAME 27

Khamul,  
Only you can prevent forest fires and I plan on burning Mirkwood to the ground!

Meneldir

\*\*\*\*\*

Lord Lumahk,  
The Dragon Lord shall have some help putting out the candle flames' light near Mirkwood by Cardolan, Noldo and Arthedain forces. Darkness shall reign.

Unbright Lord

#### GAME 29

The other Free Peoples fight us, but the Noldo and Rhudaur hide in the Havens like Hobbits in holes. We will soon march there as well.

You will only go further west when our agents send you to "0000" to be reunited with Elrond.

Ashturg

#### GAME 31

Rhudaur-

Give up your foolish hopes. Soon the North will be crowded with Sauron's minions. A strong wind is now blowing in from the East and the Lidless Eye is now focused upon you.

The Dark Prophet

\*\*\*\*\*

"Liebe, things are looking grim for the Light."

"That may be," answered the king, "but some small victories lie within our grasp. We may yet be rid of that scourge Tonn Uarthkur and the Nazg0l Hoarmurath."

#### GAME 34

The Dunlending have fled the land. The Rhudaur are on their knees. How long can the Arthedain holdout? They'll be dead by summer's end!

Zarendarger

#### GAME 35

"Sir, our reports are that the Dog Lord capital has fallen."

"Excellent," Daonghlas replied. "We have other plans in store for what is left of his kingdom."  
A ring of steel is closing in on Mordor... occupants beware!

\*\*\*\*\*

Dragon Lord,

Beware!!! Your number is up!!  
Now we meet for the first and last time!!

Eg!

#### GAME 37

Do! Amroth's collapse was part of Evil's continuing reign. Others have fought against the Light long before the Corsairs, yet we welcome them as our equals, not our betters. So it is written.

The Wandering Prophet

\*\*\*\*\*

Standing upon the walls of Moria, Gothmog shifted his gaze westward. He knew the assassins of Arthedain and Cardolan would have to try for him before he led his troops out onto the plains. But Gothmog, being a Marshall/Spy with 15 score challenge ranks, was prepared.

By the end of the day seven of the rogues lay twisted and broken-- their blood and brains dripping from Rauzgnagli onto Gothmog's boots. Gothmog thought the number small until he found out that Tormog had been at work as well.

Azaro

#### GAME 38

It's 7 Free Peoples against 8 Dark Servants with one neutral still uncommitted. And we're winning handily!!! Evils, will you please show some true resistance?

Those Crazy Dwarves

\*\*\*\*\*

I still live! And I shall have my vengeance!

M0raz0r, the Witch-king

#### GAME 43

Northmen Braggart, Evil thoughts and evil doin'. All alone you hang in ruin. Thought that you'd escape the Reaper, You can't escape the Master Keeper...

The Man on the Silver Mountain

Well, well, well!

The Havens of Umbar are now mine! Northern Gondor shows up at one of my pops. and then turns tail at the first sign of one of my armies. Southern Gondor hasn't shown his face in the south in many turns. The Quiet Avenger, myself and many others are on the march. North Gondor and most of South Gondor are ripe for the picking and I plan on gathering basketful!! I hear that Elrond is dead! I can only hope it's true; if not, he will be soon enough. Things go well for the servants of Sauron!

Haruth Ramam

Lord of the Southlands

P.S. Hey Tony, how's it going?

#### GAME 45

Night is fallen upon the plains of Rhovanion.  
Sauron dares not show his eye lest it be taken from him.

The Harbinger of Doom

\*\*\*\*\*

False prophets are using my name falsely. I did not submit last Whispers' missive of lies. This is the work of cowards, prophesying false visions, divinations, idolatries and delusions of their own minds. So it is written.

The Wandering Prophet

\*\*\*\*\*

Q: One of my victory conditions is to kill 10 characters. I've killed 30, do I get triple the victory points?

A: No, but you get the pleasure of listening to the Corsairs and Dunlendings whine about you.

\*\*\*\*\*

The Wandering Prophet Asks:

Where is my beautiful house?

Well, well. Perchance, o' prophet, while pointing out facts, we should point out that a player such as Dunland (ahem - Corsairs?!) should remember that now he's good, not neutral! Why not get off your respective humps (ahem) and join the battle?

#### GAME 47

To each his own, boys... I like mine - AAW!!!

#### GAME 48

I shall avenge Bolvag's death a thousand times over! So sayeth Gothmog.

#### GAME 52

Free Peoples--

As the command structures of South Gondor, North Gondor and the Eothraim disappear and their armies disband, we the Servants of Sauron rejoice! Now unfettered, our legions shall emerge from Mordor to liberate the peoples of Middle Earth from the yoke of oppression and tired rulership.

Revel! As Sauron shall be your new Master!

Hoarmûrath

\*\*\*\*\*

Harad--

Your bravado in these pages a few months back rings hollow now, doesn't it? You lie--you die.

Hasta la vista baby!

Hoarmûrath

#### GAME 56

I'm the lone voice in the wood. If it wasn't for me, 56 would be boring. So come on, Dark Servants, Free Peoples, Let your voices be heard now.

Zarendarger

#### GAME 58

All spring did Eribhen preach the Dark Region, recalling blood oaths sworn by clan-chiefs, many generations dead, and the power Dunland could yet possess. Then Enion gathered his people together and upon the hill of Lazach, cast their fate upon the fortunes of the Dark Lord. Where upon he bid his army arise and marched them southward. Down the long, dusty road...to Gondor.

The Chronicles of Enedwaith

#### GAME 59

Mortals,

Herudor, Warlord and Conqueror of Mirkwood prepares the way for his Dark Lord's coming. Glad to see the Sinda will put up a fight before his demise. Glad to reunite Amroth with his beloved (and deceased) Nimrodel. Soon, on to Lorien.

Urzahil

\*\*\*\*\*

So where are the Corsairs now? Going to crush Mordor, huh? We are incompetent, huh? More powerful than any 3 of us, huh? Doesn't fear our agents, huh? Well, now that Umbar is ours and all the dead Corsair characters have been fed to our dogs, I must say I am a little surprised. I had expected some fight but the Corsairs just ran away. I may not be Napoleon, but it is clear I was fighting against Saddam Hussein and, as usual, the mother of all battles was just a load of hot air.

An amused and satisfied Uvatha,  
Marshall of the East

#### GAME 60

Prince Celdrahil is dead, also his prize agent Javelin. Who rules

Southern Gondor now? Perhaps Angamaitë, the true ruler of Southern Gondor. Well, whoever rules Southern Gondor, prepare to step aside. In a few weeks all of Gondor will be ravaged. Rhudaaur, you have been unwise to launch a southern attack.

Queen of the Nazgûl  
Adûnaphel

\*\*\*\*\*

Dark Servants Master Plan  
(The Servants strike back)

1. Get butt thoroughly kicked.
2. Declare you have the Free right where you want them.
3. Commence with super secret, death to the Free Peoples, attack plan.
4. Win major battle against unarmed peasants at Dwarven village.
5. Sit back and relax, since your victory is assured.

Naurmegil  
Northmen

P.S. Pay no attention to the Free Peoples' ridiculing you, as it only appears that they are easily winning.

#### GAME 61

Khamul,  
From the eastern edge of Mirkwood, To Hithaeglir in the west,  
Down to Ered Nimrais,  
There is "but" one eye left,  
And it's dying time . . .

Mahrcared

There will be no help from Hoarmûrath or Urzahil since they are no more.

\*\*\*\*\*

Let's see, you burned one of my villages. I took two of your towns and burned a third. Cardolan lost a Major town to Dunlendings

when he wasn't looking but my strategy is bad. Interesting concept.  
Murazor

#### GAME 62

Free Peoples,

You are doomed. But pray, let us continue the fight, for I do so love watching you squirm . . .

Angûlion of Angmar

\*\*\*\*\*

The West Bank (of the Anduin) belongs to the Ice King. We will build settlements in the land we were driven from centuries ago. If I forget thee, oh Minas Anor, let my right hand forget its cunning.

Hoarmurath Ben-Zion

#### GAME 63

Update on the Frosty the Snowman situation:

With the onset of summer, Mordor was becoming too hot for our dear Frosty. We have begun searching the nearby puddles for Hoarmûrath's remains.

Tarondor

\*\*\*\*\*

Insults? My friend I do not recall insulting a single soul. Only fools underestimate their opponents capabilities. You slay my Northmen brother, and then expect me to welcome you with open arms into my court? Perhaps, it is you, Ovatha, who has a palsied mind. I would confirm this suspicion of mine with Hoarmûrath or Khamûl, but it appears my overly zealous assassins have done away with them. Do not be next Ovatha else all your wives shall be left widows and your children orphans. When those frosty winter evenings strike the plains and your clan gathers round

the fires for warmth if you are gone will tell them the horrific epics of...  
Blacksilver, Lord of the Shadows

#### GAME 64

Stupid Easterlings!!!

The Eloquent Eothraim

\*\*\*\*\*

A mighty thunder was heard over the plains of Rhovanion, An oft-heard thunder brought by the hooves of the Eothraim. But Lo! It is not the Horse Lords, but rather the New Northmen power.

Northmen

Vassal of Mighty Cardolan

\*\*\*\*\*

Dark Servants,

Just how badly do you want to lose? Why not drop now and let's get this boring game over with. I like winning, but not if there's no challenge in it.

Naurmegil

Sinda

#### GAME 65

Free Peoples backstabbing other Free Peoples, Dark Servants doing the same. Free Peoples and Dark Servants allying against their own alliances. Merricks and Miami Trio perfect the art of treachery. Are there any honest players out there?

I think not . . .

\*\*\*\*\*

Murazor,

I have a bad feeling about this.  
Rngûlion

\*\*\*\*\*

With this message I would like to bid farewell to the two good

players--one, an ally and that brother who didn't have a chance, the other an enemy with style and a sense of humor.

Goodbye #2 and #12

Azaro

\*\*\*\*\*

Harad:

Your recent incursions into Southern Gondor will only result in the death of your nation and its characters. You should start to notice some of my characters in your pop centers soon, don't worry though I'm just passing through...

- Noldo

#### GAME 66

Hey Belchahill,

You count like a dumb boy in algebra class. You left Mordor twice by forgetting the diapers, and who lost--30 warships and transports? OOPS!! Mahrcares looks worse than a fat boy in a straight jacket. All troops, no \$\$ Too bad, so sad. We're glad!!

Shiek Alaa Kilthyuman

\*\*\*\*\*

To the Eothraim,

Mahrcares is dead with my dagger in his back. Your army has been routed with the death of your last commander. Proving the old proverb; Even bad leadership is better than none at all. Mordor is no place for children. My master is pleased.

Ji Indur

\*\*\*\*\*

The tide of war swings strongly to the valiant Bearers of Light. The thunder of thousands of galloping horses and the bright call of hundreds of silver horns echo from the West.

Whitefire

Report by Warlord Argirion to the Gondorian General Staff;

All remaining ships of the Corsairs' invasion fleet have been captured or destroyed at Edhellond. Some few bands of brigands continue to pillage the countryside, but they should soon be exterminated. For the foreseeable future, the Dark Servants no longer constitute a naval threat in the Bay of Belfalas.

#### GAME 68

The Southern Dragon awakes. Beware, treacherous Free Peoples; for the prey it hunts is you . . .

Haruth Ramam, Emperor of the South

#### GAME 69

Enion, that was a very foolish act on your part. You are surrounded by FREE PEOPLES, so you attack us. Fine! The time of the Dunlendings has passed.

Zarendarger

#### GAME 70

Yo, Celdrahil!

Must be nice to sport all that might, huh? Yeah . . . It's just too bad you had to turn bully. But that's cool! 'Cause I got something for you!

Scaramouche

\*\*\*\*\*

Yo! Santa's Helper! You can come destroy me if you really truly want! No, really... bring it on, bad boy.

Prince Celdrahil the Avatar

\*\*\*\*\*

Welcome to Barad Ungol, Tarondor! Too bad you just wore

outyour welcome. Say goodbye to those pitiful little armies of yours!  
Erigarion of the realm of Fire

\*\*\*\*\*

Kill and maim,  
Maim and kill.  
Just don't make us  
Drink that swill. -

Eothraim, when ya gonna learn to brew a decent beer?  
Dwarven and Disgusted

#### GAME 71

Neutral Harad, sitting back,  
Meets an unprovoked attack!  
Ashturg's army fights (and dies)  
Under Harad's peaceful skies.  
What a silly thing to do  
To provoke the Neutral crew.  
Let it now be understood--  
Haradwaith declares for Good!  
... Bravo, Quiet Avenger ...

#### GAME 72

Eothraim - tally in double digits.  
S. Gondor - forgot toll money, 7,000  
go back home, Celdrahil  
and Camlin get lost.  
Noldor - Elrond loses jewelry.  
Sinda - about to lose his tongue.  
Others - experiencing symptoms of  
Cloud Lord presence.

Naurmegil  
Cloud Lord

#### GAME 73

Angamaitë surveyed the  
destruction of Gondor. May the  
kinslayers rot below! Victory is  
sweet revenge.

#### GAME 74

Would all Dark Servants please  
drop me a card and advise me if you  
are still in this game.

Mûrazôr, Witch King

Southern Gondor,

You have taken Umag at  
great personal loss. For Ashturg's  
death two of your commanders will  
die! Was it worth it? Can you keep  
it? I THINK NOT! I shall be quiet no  
more!

Adunaphel

\*\*\*\*\*

Hail Dark Lords,  
I could use a little aid up here  
in the North.

Thanks,  
Mûrazôr, Witch-king #11

\*\*\*\*\*

I am happy to report Mystic  
Baranor has died of unnatural  
causes. He died quietly after a short  
illness believed due to bad wine.

Grimsay

P.S. - Angian #114 is for sale. Send  
in your bid now.

#### GAME 77

The Cloud Lord, was in a race.  
Upon his discovery Ji Indûr was  
slain in an unexpected duel. Uvatha,  
fumed in frustration as his armies  
dwindled, his conquests were taken  
back, and his capital revealed.

\*\*\*\*\*

Bye bye, Ji Indur, we hardly knew  
ya.

C'mon Free Peoples, join the party in  
Mordor!

Hey Cloud Lord - how is your  
economy doing?

The Quiet Avenger will soon feel the  
Free Peoples' wrath.

How long will the Dragon Lord last?

#### GAME 78

Mr. Taranchila, the beavers thank  
you for your donation to their  
homes. And we thank you for the

donations to our morgue. Special  
citation to Eothraim... Mahrcared  
give it up, we're healthy and you're  
----- I Take a guess.

Mr. Freeze

\*\*\*\*\*

Cops and Riders play ring  
around the Ahun Sea. Gondor seeks  
neutral compliance in its chivalrous,  
the Eothraim respond to yelps for  
aid and gallop west into Mirkwood  
and Doom.

Morbid Mike of Mordor

\*\*\*\*\*

"What a touching scene.  
Dwarves, Humans and Elves uniting  
together at Dilgûl (4217) to fight for  
the common Good. It's enough to  
warm your heart...or cause you to  
lose your lunch."

#### GAME 79

Whoa! I take a few years' nap  
and wake up to find "Venom" axed!  
Now I gotta be mortal again. Swell.

Hey, Reginald! Psycho Pirate!  
Either of you still kicking?

Zotbringer

P.S. What's with these "Dark  
Servant" jerks?

\*\*\*\*\*

Shogmog, even against such  
odds, your army fought most  
ferociously! I salute you.

Have the armies of Mordor any  
other such noble commanders to  
throw against King Tarondor and I?  
We eagerly await you!

Argirion

\*\*\*\*\*

#### Overheard on the Anduin:

"Sir, we're running aground!"

"Relax, men. That's just the Quiet  
Avenger's fleet scraping by  
underneath us."

"There sure must be lots of them  
down there!"

"By their standards, perhaps..."

#### GAME 80

The "peace loving" Emperor of  
Rhudaur is being violated by 4  
"savagely cruel" Free People  
nations--yet his throne still stands.  
Atrocities and cultural vandalization  
abound... you other innocent  
neutrals must take heed of these  
crimes!!

Prince Broggha of Rhudaur  
Current Living Heir

\*\*\*\*\*

Metriath stands. Yet the  
Dunlendings prefer not to choose  
sides. Do they intend Evil? Will they  
be Free? The choice they make will  
greatly affect me. Come, let us  
counsel together how to cleanse  
Enedwaith.

Ensam Harskare (5)

\*\*\*\*\*

Ride forth the Nazgûl, hither,  
dither and yon. Their homeguard  
awander, their income all gone.

Their capitols empty all  
soldiers aflight. Hear armies a  
coming, that come bearing light.

Seeking a vengeance, that  
arrives this turn. Not seeking  
treasures, come only to burn.

\*\*\*\*\*

Cerin Amroth, Caras Galadion  
and Imladris have all fallen before  
me. Let none stand in my way.

Khamûl, The Dragon Lord

**GAME 81**

"Our armies routed, the Witch King's minions and dragons pursue us..."

Earnil

"Fear not, even a wounded lion turns to attack when pressed..."

Imiach

**GAME 82**

Dragon-fall, Witch-Hunt, Elf-Dance, Dwarf-feast it's little wonder Sauron's minions are being routed.

\*\*\*\*\*

I would like to express my sincerest apologies for my uncalled for belligerence towards the Free Peoples. Next turn I will transfer back all pop centers to their rightful owners.

Naurmegil  
Rhudaur

P.S. Just kidding

\*\*\*\*\*

A leprechaun once said, "Who's got me gold?!"

\*\*\*\*\*

Pot-Bong merrily on high!

\*\*\*\*\*

Khamûl,

You take my pop centers, that makes me mad but don't let it make your fat head swell. We attack Dol Gûldor. We may lose bad but even the heat of battle can't disperse your smell. HA!

Woodmen

\*\*\*\*\*

The trumpets shall sound, and the dead shall be raised. Be raised

incorruptible and we shall be changed.

- The Bards of Lothlorien

Dragon Lord,

Fear the Elves, for we shall one day rule the Wood!

Thranduil - Lord of the Sinda

**GAME 83**

Hey Free Peoples,

You guys need to pick up the pace a little bit . . . I want to get my money's worth out of this one.

The K-9 Prince

\*\*\*\*\*

NG Times Opinion Poll:

63% of the residents of Osgiliath questioned believe that their town's name should be changed to Bloodland, in consideration of the 25,000+ troops, Gondorian or otherwise, that have died there over the past couple of months.

**GAME 84**

Hero Ingar is in Lord Dunsûl hands. Damag also flies the Dunedain flag. Two strikes against the Quiet Avenger. Armistice with the Corsairs. Southern Gondor flourishes. Though evil armies prowled Harad, they have not asked for help.

Ensam Harskare (7)

**GAME 85**

Oh Haradwaith:

Talk time!

Help to stay alive!

\*\*\*\*\*

Congratulations Khamul,

You have my little trinket. I really don't want anything made by Sauron anyway. When I miss it I can always look at the stuffed Duran or

Thergor while sitting in my easy chair at Goblin Gate.

\*\*\*\*\*

Ethics Question: Is playing both sides of the fence wrong?

Haruth Haram

**GAME 86**

Stupid Eothraim!!

The Eloquent Easterlings

\*\*\*\*\*

Gothmog,

What are you doing in Mirkwood? If you are here then who is watching Mordor's back door?

Amroth

**GAME 88**

Dunland,

Kash-takh-uish wa ram losh shad khoogh shij-lakh ket-bogh lod.

Cardolan,

Bati da-kow-loo-takh

Herunolë

**GAME 89**

I could've sworn the Easter Bunny was up here somewhere! Oh, well, I guess I was wrong.

The New and Improved  
Nation of the North

\*\*\*\*\*

Is that the best you can do Hallas? Cower behind your walls if you wish, I have a war to win!

Murazor

**GAME 90**

The time of gifts is ended. The faint-hearted collapse before our

might, and those who have not aided the cause of the Dark Lord shall not benefit at the expense of those who have.

Mûrazôr, first among the Ulairi

\*\*\*\*\*

Khamûl,

We begrudgingly congratulate you on your brilliant maneuvering. You may have outsmarted us this time, but we will retaliate in full.

The Free Peoples

**GAME 91**

Free Peoples may boast of victories in Western Mordor, but they're losing many cities in Rhovanion and aren't doing a whole lot anywhere else. The big picture is that they have given the advantage to the Dark Servants!

Why Boast?

**GAME 92**

Hey,

Let's get some communication going. Some 3 X 5's and personals in Whispers and this could be a bit more fun.

Muvazz de la Noldor

\*\*\*\*\*

Foolish elves. While you waste time at Sarn Goriwig, I will burn Lothlorien to the ground!

Khamûl, Lord of Dragons

\*\*\*\*\*

Ha ha ha ha ha ha ha!  
(Maniac laughter) What's a matter Arthy-Pooh? Witch King got you down? Where's your idiot ally Cardolan? Where's the inbred dwarves or useless elves? Cowering, no doubt! Oh well, you're dead!

Er-Mûrazôr

### GAME 93

The Dark Servants are united under the Lidless-Eye. Free Peoples despair! You will soon feel the wrath of Sauron.

Grimsay

\*\*\*\*\*

Argeleb,

Rest assured that I will not allow you to be bored--that is, until I enslave your nation and take your head as a trophy.

Murazor

Lord of the Nazgul

\*\*\*\*\*

I want a plan--an interesting plan . . . Cross the desert and hit the Corsairs . . . Ride through the snow and smack Th Noldo . . . Charge through the back door at Mordor, keep going and take Minas Arnor. All suggestions welcome.

Easterlings (Azaro)

\*\*\*\*\*

Yes, Master, I hear and obey. They shall all rue the day they turned their back on the lidless EYE!

Nosferatu

### GAME 94

Free Peoples:

His Evil Eye has been pierced through. His evil thought is in naked view:

"My ring survives! And when my might it does renew, the Night shall start anew."

Now war is to ensue: you against this sudden doom. But you can't undo what is already true! You'll pay your due . . . for I am Fate and I decree, that by Night's dawning you'll be set free . . . of life. I am Fate and thus speak true.

Prophet Icetongue

Will not the Free People stand and fight? How many undefended pop centers will we take and how many will you retake? The answer is clear. We thank you all.

The Dark Servants

\*\*\*\*\*

Some of us on the Dark Side are so confident in our game that we voluntarily took service turns in hopes of making the game somewhat challenging.

So, you heard the bell, now let's see those fists!

### GAME 95

The nations of the Corsairs and the Haradwaith have entered into a mutual defense pact. An attack on one will be considered an attack on both.

Haruth Ramam

### GAME 96

I saw a neutral player perched on a fence, the man who attacked him would truly be dense, I'd like to see one side convince him to join, and that would make the other side tense. Do you know what I mean? Well, I tell you that we'll all be looking for changes, Changes in the way we treat our fellow neutral.

McCartney the Easterling

\*\*\*\*\*

The Free People threatens against the Neutrals have begun before the game is even underway. Please, Free Peoples, continue your "diplomacy". I believe your immodest boasts of quick victory will soon be revealed as the short-sighted rantings of a fool.

Murazor, Lord of Angmar

I, Mûrazôr, will slay you all!!  
Ha ha ha ha ha ha ha.

The Amazing Witch King

\*\*\*\*\*

Lament Gondor:

The flesh of your wenches is tasty. Fire is on the horizon and coming your way.

Dendra Dwar

\*\*\*\*\*

Angamaitë, Carlon, Enion, Arfanhil, and especially Ovatha II:

'Tis true, Elrond's gang overpowers our own. 'Twould seem folly to join our struggling alliance. Nonetheless, I beseech you all! With your added might, we can turn this merciless tide.

I, for one, shall respect your Neutrality. And with each day's passing, I pray to our wise Lord that compassion, defiance and a simple sense of fair play shall encourage you to join our cause.

Respectfully yours,  
Ovatha

### GAME 97

The aged counselor approached the lectern and began to speak.

"After the manner of both our peoples, the destiny of Rhudaur will be decided by the Council.

"The two opposing sides will be argued by Arfanhil and Broggha."

### GAME 98

His illustrious majesty, the Emperor Ovatha II of Khand, is pleased to announce the long-awaited union of the Easterling peoples. We welcome contact with all nations and offer a special gift to those who prove most worthy.

Chancellor Gorouod

Greetings from the Corsairs,

My Lord Angamaite is currently accepting ambassadors from both sides. Any attack upon our nation will bring immediate discussion to join the other side.

Don Carnauge,  
Voice of the Corsairs

\*\*\*\*\*

Mirkwood is mine! Neither Elves mindlessly frolicking nor Woodmen heedlessly toiling will stop my relentless offensive.

Khamûl

\*\*\*\*\*

Middle Earth must be made more accessible for those of us with impairments! All hindrances must be removed: mountains, forests, fortifications, armies, Free Peoples...

Naurmegil  
Blind Sorcerer  
Shades of Madness

\*\*\*\*\*

The Evil team, "Shades of Madness," face an inexperienced Good team. But the Goods will, with neutral help, crush the Evil's egos. Good luck Free People!

Mithnyano

### GAME 98

The Lidless EYE cast its gaze upon the land and spoke:

"Let those who oppose me quake with fear, for they shall soon be crushed like the maggots they are",  
The Age of Sauron is upon you.

Ovatha

### GAME 99

3116 East Rhovanion Avenue is mine. I am come. AND THE RENT IS DUE.

Herudor, The Landlord

"Good and Evil. There is never one without the other."

"Where hides Evil then in Middle Earth?"

"Always where you never expect it. Always."

\*\*\*\*\*

This space for rent.

Naurmegil, Long Rider

\*\*\*\*\*

A missive from the Quiet Avenger; I hope I don't die soon! Adunaphel, Ruler of the Southern lands, smiter of goodies, eater of bad Mexican food, unfeeling wench and reaper of the seven wards of filarial worms.

#### GAME 100

Rot N Bart is here to say, I'm alive this very day. For those who doubt my pun, I'm experienced

before Game 21. Beware and weary by using force, for you'll regret it with remorse. I'm neutral and allied with the Corsairs.

Rot N Bart of Rhudaur

\*\*\*\*\*

King Argeleb II sends greetings to worthy opponents, allies and current neutrals! I wish you all luck for a long, interesting war. The reason I write to you at the present is to remind the Free Peoples (my allies) to please deal with the Neutral nations as fairly and truthfully as possible. Swords, threats and subterfuge are the tools of the Evil One! We are the good guys, let's act that way (with honor)! I send an open invitation to talk with all Neutrals. I want to work closely with you, exchange information, etc. Send me a card with name, number, address, etc.

Luck,

Argeleb II (#4)

### Hobbiton Square

An open forum for the exchange of ideas and opinions.

In response to Mr. Cox's comments on my submission to the May "Hobbiton Square," I'd like to correct a couple of misconceptions that he (and possibly others) seem to harbor concerning both the game and what I said about good sportsmanship.

First off, Mr. Cox stated that there is no such thing as a game persona. As we used to say in the army, he's wrong - dead wrong. I regularly prove him incorrect each time I enter a new game. Sometimes I like playing treacherous, vile leaders capable of stooping to any misbegotten scheme to seize victory; at other times, I'll play a nation that's stalwart and faithful to its last loyal breath. It all depends on whim and circumstance, and this approach to gaming is as 'correct' as any other. I'd like to point out (possibly to Mr. Cox's dismay) that I'm far from alone in adapting different styles to different games, in trying to make ME-PBM 'come alive' as something more than an exercise in number juggling. Maybe this is 'role-playing', maybe not; but it isn't up to anyone to tell me that my approach isn't the 'right' way to play (unless they want to pay the turn fee).

Second, I reiterate my primary point: it's just a game, nothing more than simple entertainment. The way I or anyone else plays in the game has

no bearing on how we conduct ourselves in our personal lives, or what ethics we hold dear. Assert otherwise and you join the ranks of those who claim that D&D, for example, fosters violence and devil worship. Discussions concerning personal integrity (or anything at all personal, for that matter) have no place in an activity whose sole purpose is to amuse its participants--unless some of those participants begin making personal attacks on others. Good sportsmanship means treating the other player with respect, not necessarily the other nation, so long as they do the same. And that was what I was trying to say all along (which Subedel, Freddy and friends so aptly summed up).

Think of ME-PBM as wonderful entertainment and you can't go wrong. Confuse it with reality and, speaking as a bona fide psychologist, you've got a problem in serious need of real-world treatment.

Tom Walton

## ☉☉☉ Middle-earth PBM Observer ☉☉☉

### Head Lines from the Front Lines

#### Dragons, Dragons, Dragons...

Lamthanc and Culgor fought along with the forces of Khamul against the forces of the Sinda Elves. The battle was intense and it resulted in neither side being victorious.

Urgabul with the assistance of Throkmaw wipes out the forces of the Woodmen, but Urgabul was then killed in an assault on the population center and his forces destroyed.

Throkmaw saw eye to eye with the nation of the Sinda and joined the army commanded by Nimrodel. Film at 11:00 pm.

Continuing his rampage, Throkmaw sided with Glorfindel of the Noldo, who, with Meneldir of the Arthedain and Lanaigh of Cardolan, fought and defeated the forces of the Witch King, led by Dancu, Durkarian and Ashdurbuk Zalq. Stay tuned as the Throkmaw watch continues.

#### Blood, Guts and Glory...

The remains of commander Ashturg were discovered along the shore of Harnen bay. It is thought that he was killed in naval combat. More at 7:00 pm.

Scuttlebutt from other battlefields found Shagrat dead after attempting to force his way into an unfriendly population center. Rumor has it that the incident occurred at Minas Ithil. More details soon to come...

#### Encounters, encounters, encounters...

The Thorngrim Eagles have favor in the heart of Cirdan and joined the forces in which he commands. He hopes that they will be of great benefit to his army and nation.

During the night, the Bein Com Woses left the army commanded by Meneldir. No one in their camp saw them leave. Meneldir could not be reached for comment. More details will be given as they are uncovered.

The Tawar Woses, however, sided with North Gondor in their battle with the Ice King and helped pull the victory from Hoarmûrath's forces. When asked for comment, Hoarmurath was heard to say, "Nobody knows the Woses I've seen."

## **News From The Front Lines**

### **"Unsung Hero Award"**

by Douglas Bergstrom

Recently an unusual report has filtered back from the battle to retake Minas Ithil. A Northern Gondor "mole" had been trapped behind enemy lines while trying to single-handedly sabotage the famous Minas Ithil winery. As the full account is told, this agent was awakened to the sound of thunder. It took him five minutes before realizing that it wasn't his hangover but 2000 ironclad lancers charging down the cobblestones. This army was lead by Warlord Mahrcaed responding to a challenge posted by the Fire King in a recent copy of the "Whispers Gazette".

As the story unfolds the Eothraim charged into town demanding the Fire King to immediately leave the premises. The Fire King commander stood up to Mahrcaed (almost reaching his shoulders) and tossed a gauntlet to the ground. In response Mahrcaed simply picked up the glove and tossed it into a steaming pile of horse dung. Combat immediately commenced-warsword against warsword. After seventeen minutes of spectacular swordplay Mahrcaed ended Uirdiks life with a devastating two handed swing.

After catching a quick breath it is noted that Mahrcaed dusted himself off, raised Herugrim high in the air and simply said, "Next". This proved to be more than the 1200 orcs and trolls could handle and they promptly surrendered in mass. Mahrcaed then ordered Minas Ithil to be cleansed by fire as the only way to kill all the lice that the evil horde had brought with them.

This is the point where things get a bit sketchy. Evidently the Fire King had feared the worst and sent not one or two but three assassins to take out this much hated enemy. By now the "mole" had recovered his senses (sobered up) and went into action. The first agent was felled when he went to throw a dagger and the mole threw first. The second agent just happened to "trip" while moving into position and fell face first in front of the 2000 lancers parading down the main street. And the third one is reported to have taken a drink from a foul tasting bottle of wine wrapped in a paper bag offered to him by a dingy looking stranger.

Upon hearing of this clandestine activity going on behind his back, Mahrcaed ordered this mole to be located. Unfortunately, by now this highly accomplished agent had again disappeared. But an Eothraim outrider did report seeing a scraggly man way off in the distance. He was headed East into Mordor with what looked to be a keg of wine on his shoulder....

off. Avoid pauses of length, as this may also result in a cut off. If these guidelines are used, it will make the whole process that much easier.

While on the subject of turns, the matter of mail delivery comes to mind. If any of you know your 4 digit zip code extensions, we ask that you notify us. This makes the delivery of your mail easier on the Post Office and should result in faster service. If you don't know the 4 digit extension, ask your postal carrier. He and/or she should know what it is and if they don't, they can probably find out. So let us know those extensions--it'll help us all out.

Segueing to the next topic, I'd like to talk about how best to fold your turns. What the heck are you talking about, Stuart? Turn folding? I know it seems a small matter, but since we process all games on the morning of the due date, it is important that we can readily identify the due date. Very simply, we ask that the return date is **VISIBLE** when the envelope is first opened. We receive many turns with the due date covered, usually within the turn itself. We've found that the best way is to fold the turn so that the return date is on the outside fold, facing the top of the envelope. If you want to mail more than one turn in an envelope, no problem--just fold each separately so that their due dates are showing.

On our Contest of Champions--I get the feeling, talking to some of you, that you think this is only for game winners. This is not true! We're looking for players that are any of the following: 1) Former game winners of any PBM games; 2) Experienced with ME-PBM; 3) Experienced with PBM in general; 4) Or simply good enough to beat the above! So the field is wide open. If you are interested in participating, simply send us a resume of your gaming qualifications. We have received a number already--let's keep them coming. Remember, the format for paying for the game is up to you - normal, or pay once at game start. Do you have what it takes to be King of the Champions? Sign up and find out!!

One last item before I sign out. We'd like to know whether you would like the idea of being able to drop your turns off at your local hobby shop/game retailer and let them take care of getting it in to GSI. We're experimenting with such an arrangement and we want to hear your thoughts on the matter. Basically, we would arrange for some reliable stores to serve as PBM mail-drops. You would be able to fax your turn to GSI from such a store, leave your turn with them to be mailed Overnight, or something similar. We are also considering having them receive turns for you in a similar fashion. We are also considering having such stores supply PBM player aids and offer PBM player services. Drop us a line and tell us what you think. If it's feasible, we'll work on implementing a program to handle this. But we won't know if you don't tell us!!

That's the news. Talk to you next month.

*Stuart*

## **HALL OF HEROES CORRECTION**

There was an error in May's Hall of Heroes. The Corsairs' victory point total should have been 2084, not 1884, as was reported. Our apologies to the Corsairs.