

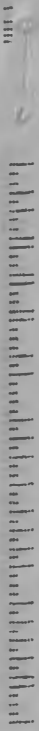
WHISPERS OF THE WOOD



GAME SYSTEMS
INC.

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forwarding & address correction requested



WORDS FROM THE WOOD

Aaahhhh, Fall. September is here and that means the start of brilliant bursts of red, yellow and orange adorning our trees; the crisp bite of oncoming winter cold first making its presence known; tank tops and shorts are put away and the sweaters and flannel are pulled out once again; long underwear, top coats, and . . . O.K., so maybe it's not quite like that down here in Miami. Maybe we're still dealing with 90+ degree heat. So our air conditioners will be running for another couple of months. A guy can dream, can't he? Thanks a lot. Go ahead and ruin my fantasy. Fine, see if I care. You want to be that way, I'll just take my newsletter and go home! How do you like that, huh? I bet you don't even . . . Sorry. Heat exhaustion. I'll shut up now.

I'd like to take a moment and address the topic of personals. I'm sure all of you are aware that the deadline for submitting personals is the 20th of each month. Once that day passes, we do not accept any more personals for that month. If we get any more personals, we hold them for the next issue. If you send a personal in which is close to the deadline and it does not make it into that issue, chances are that we received it after the 20th. Now if you send in another personal for the same game later on, we will count **BOTH** personals and, if the words total more than 40, you will be charged accordingly. If you do not want to run the "late" personal, please tell us when you send in the new one. Otherwise, we will run all personals that we receive.

A quick note about Whispers submissions. If you have sent in an article or story for publication in these pages, do not be discouraged if it has not shown up. We are limited by space considerations so it's impossible to tell when something will or will not be used. Many of you have asked to have a note sent if we plan to use a particular submission. Unfortunately, I don't know what will be used until after the "Personals" are put in and I see how much space there is left. This makes sending notes difficult because, while I might like a particular article, I may not be able to use it for awhile. All I can ask is that you are patient with me. I wish I could use everything as soon as it came in, but that is unrealistic. Thanks for your understanding.

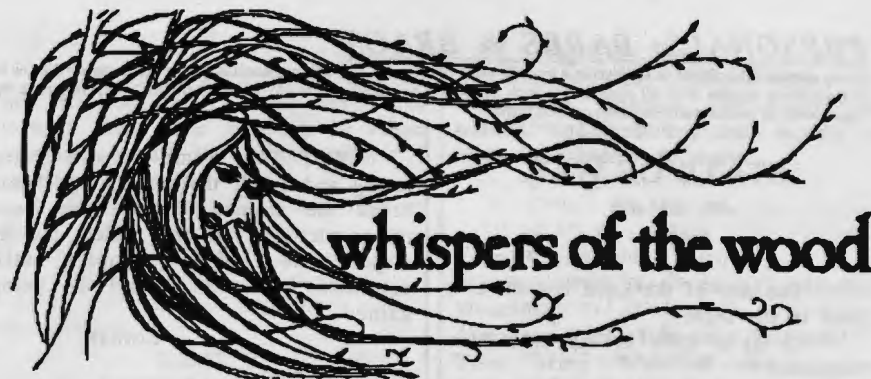
Here we are with yet another in a long line of items addressing faxes. If you have to phone-in or fax-in a turn and you have a choice, we much prefer that you use the fax machine. This is a much safer way to get your information to us and it is much more reliable. Because of the nature of the media, it is easier to have errors occur on the answering machine because of low volume or unclear instructions. A fax gives us a hard copy and lets you retain a copy of the orders you sent us. It's also cheaper--\$2 as opposed to \$3 for the phone-in service. So if you can fax your turn, we'd prefer it.

Well, you asked for it, you got it. Many of you expressed displeasure at our omission of the "Interesting Notes" portion in the Hall of Heroes. It's back--in force--as we had five games end this past month. We've had suggestions for publishing the names of the players who won as well as their positions. How about it? Do you want this information published or not? Let us know!

Finally, we come to set up needs. If any of you out there want to be involved in a three week grudge game, we are looking for a team of Free Peoples, as well as neutrals, to fill a game we have started. So if any of you Champions of Light want to take up the challenge, let us know.

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

Stuart



ALONG THE PATHWAYS

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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.

STATE OF WAR

GAME 82

The day of the Lord cometh as a thief in the night.

Or as a knife in the back from Colorado!

If only I could have figured how to work those damn nukes!! Run to the hills, my Children.

Jebidiah Jones

Middle-earth™ PBM

GAME 3

With the death of Fulla III, last of the seven fathers, the new leader of the Dwarves shall be nameless. We can help the assassins now, can we?

O.K. Harad, out of 22 deaths to assassins, you can claim 5. My few remaining characters will not be so easy to find. Tharagrond is not my only major town, so you won't win that way easily.

Baaltroc

GAME 13

To: All JMSOF operatives.

The elimination of Tharudan and Orophin of Sinda--at Elgaer--was successful. Now, Marshal Amroth of Sinda, accompanied by Ohtar and a small navy, has invaded Elgaer to retrieve the corpses. Terminate with extreme prejudice.

Cormic

Yes! This game is still going strong and I felt that something should break the silence. There have been minor victories on both sides, but no major ones. Free Peoples still dominate, yet no ground is being gained.

Lothar

Question: What is the latest fashion for today's high-ranking elf?

Answer: Why, an "assassin necklace" across the throat, of course! Welcome to our nightmare!

Cormic
JMSOF Spokesman

GAME 14

Has the Ice King learned to gloat after the battle? Kick my butt? Not! Did the Duds feel suddenly lonely?

I feel ashamed, that it took so long to end the fools who were the Dark Servants of Game #14.

Mike McElroy

GAME 21

Well, someone found the One Ring. This forces me to proclaim that "All non-Gondor characters found at Barad-dûr will be killed." Lomëlindë and Shelab found out the hard way.

Baaltroc

GAME 28

Party at Larach Duhnnan. Unfortunately Urzahil, Dendra Dwar, Tormog, Ren, Uthmag, Valadan, Uklurg and companion orcs decided to crash. Fortunately Scatha was the bouncer.

The reports keep rolling in from my victorious armies. One theme runs through them. One line can be found common in all the battle reports I receive:

The Ruins of _____ now flies no flag.

Victory is sweet
Subedei Bahadur
Gondor

GAME 31

Farewell, comrades in the Light and Free Peoples. The time has come to make an end. The adventure was fun, instructive and will be well remembered! I appreciate the friends made and hope to meet soon in another game.

Rhudaer

GAME 34

It is done. Middle-earth has succumbed to the might of Sauron. All quake in fear of our dark approach. What a marvelous desolate land I oversee. Dire wishes continue on for Adûnaphel, Sauron's seventh.

GAME 35

For betraying the light and to avenge Southern Gondor, Harad shall taste cold Dunnish steel. May you always have someone to guard your back and may your population centers whine for freedom from your craven hand.

Notice to All:

It has been found.

Where, oh where, did the Cloud Lord go?
Blind Sorcerer--Are you still alive?

Sir, when will the offensive begin? Very soon, Captain. The troops are trained, equipped and fed; morale is high, and blades are sharp.

GAME 38

Crazy Dwarves--
Marshal Bulraker chops Marshal Meneldir!

Arthedain loses elite army in battle!
Your army whittled down, then destroyed!

Two Northmen invasions stopped!
Sauron ascendent in South Gondor!
Free Folks dying all around!

Who is winning handily?

--The Houndmaster

O.K....

The Northmen are now officially "pissed off"! There will be no more "pre-school" level coordination efforts. Mercy and fair play will no longer be tolerated. First order of business - eliminate the Dunlendings!

Field Marshal Fritz

GAME 43

So, the two mighty Gondor nations and the Corsairs have made "the demise of [the Haradwaith] a personal pet project." Three against one. Hmmm. I think that this speaks volumes about the quality of the Haradwaith player. But perhaps South Gondor should recalculate the odds. The Corsairs are dead, North Gondor is a walking mummy, and the Haradwaith have many friends.

#16 Hoarmurath

Eoder,

Your dog Ovatha died at Sturlurtsa Khand. Gaerandil met his maker at Lest. Shrel-Kain flies the Blind Eye. Esgaroth is not your new

home. How long can you hide behind Hithaegir's peaks?

Ji Indur
Corsairs, are you taking notes?

Bulletin--Buhr Mahrling:

The Horseclans ride to war once more, as nearly 3000 horsemen destroy a smaller Cloud Lord force outside the walls here. Warlord Mahrcared says, "We wasn't expectin' battle yet --but we was ready. Now come the assassins . . ."

Tarondor, I salute you for the very gutsy move of challenging Hoarmurath. Unfortunately, the luck of the dice wasn't with Hoarmurath that day. Actually, I expected Hoarmurath to be challenged sooner or later, but thought that the risk would come from farther north. In Hoary's absence I have formed a coalition of characters to lead the Ice Kingdom. The quest to subjugate the Free Peoples continues.

Celdrahil, my apologies for leaving your most generous hospitality, but duty calls me elsewhere.

Mahrcared, well met and good luck.

#16 Baltab

GAME 45

The battle rages ever-on with no end in the near future. This has been a really good game for my first and I want to thank all of my allies and opponents at the one year mark.

Cardolan

The Wandering Prophet asks:
Does it take a brain to Wander?

GAME 47

As was once said by the Great Bald Philosopher:
Eeyuuups!

You realize, of course, that we didn't have to actually eliminate any of the Free Peoples--they all gave up and left! Next time, I want opponents with more nerve.

Soon, very soon, the hunt begins anew . . .

GAME 48

We're knock-knock-knocking on Mordor's door! Hmm, other than Skargnakh's dead dogs, no one's home. Let's invite ourselves in, shall we?

So says Kurgan (7)

GAME 52

Now this is a balanced game! Eight good vs six evil with one neutral, but where is the One Ring? A sea--maybe.

The Last Neutral

P.S. Why are both Elves down here then?

To the Free People:

We have let loose the dogs of war. The wind is blowing East and the West is becoming shrouded in darkness. A special note to Threlin, we will throw your bones to our mounts to gnaw.

Dendra Dwar

GAME 53

Edhellond--

Haradwaith witch Fatima slays Dirhael of Arthedain. Lord Minastir leads 2200 heavy infantry in victory over 300 mercenaries, but fails to capture Haradan leaders--Fatima slays more soldiers than army does. Citizens

expect ultimatum momentarily, will submit meekly--again.

News Updates--

Edhellond defies first Arthedain threat; Minastir marches away frustrated.

Dunsûl and cavalry escort trampled after assault on Methir decimates ranks; Celdrahil's army stops Haradan march, delays Haradan armies for brief battle.

Castle Pelagir crumbles, city awaits visitors.

GAME 56

While Ji Indur's agents are away, the Easterlings' army shall play on Kâl Nargil. Where are the "much feared" dark armies? I've only met fearful towns upon our approach.

Zarendarger (25)

GAME 59

D&D, violence, devil worship,
Where did these come from?
Fair play is hip,
Not those other bums.

The Corsairs personified,
By a bona fide psychologist.
Your nation is deep fried,
Have you finally got the gist?

Dark Soul of "JI"

GAME 60

Wanted--Location of Dark Servant Camps!

Small army of cavalry based in Rhudaur seeks camp full of nasties to party with. Why should Éothraim have all the fun? Anyone spotting unidentified camps in west, please let us know . . .

Rhudolfo

Dear Galadriel,

Hope you enjoyed your stay; sorry we didn't get a chance to see you while you were visiting. Give our best to Celeborn!

Sincerely yours,
The Lords of Rhudaur
Let the Light Shine!

The Duns silly Mordor did trust,
Though they declared for the righteous and just,

For the cost of a spell
The whole campaign went to hell
Now the Duns chant "Barad-Dur or Bust."

Enion and his Merry Men

Wanted:

Nine Lords of Men capable of grasping basic military strategy. Immediate openings. Will throw in ring as sign-up bonus. Apply at Barad-Dur, Mordor.

Sauron

GAME 61

Mahrcared--

A touching account of Ren's defeat! Seems silly of Mahrcared to slay Uirdiks. You forgot to tell your readership of how you and North Gondor failed to take his capitol when you had the chance. We may be down, but not out. And there will be help in Mirkwood.

Evil Eye

GAME 62

Dragons are good,
Dragons are great,
I'm so glad
My dragons just ate.
We're coming for you, you nasty little elves and dwarves.
Those fun-loving guys from Angmar

Hallas looked haggard.
"How is it that we're not defeated?"
The hooded man considered, and then answered:
"Our first adversaries were incompetent; we may not be so lucky next time. Now Anquilon shall get his wish: a worthy contest."

O Elrond, so mighty and wise,
What're you doing in that ridiculous disguise?
A dress and high heels
(The mind surely reels)
This Noldo ain't one of the guys!
Agmarim Limerick Team

GAME 64

Aren't there any decent armies out here? Come on guys! My deficit is getting to be ridiculous.

Mahrcared

One Bored Éothraim

P.S. What in the leaping hells are the Woodmen doing in Mordor? How sad.

GAME 65

Ash Dag Nab.
Ash Urg Crumpleitup.
Ash . . . um . . .

Oh the heck with it. I have that silly ring everyone's so hot for. Can't win yet, so I'm going to transfer it to Tom Bombadil. Good luck getting it from him.

GAME 66

Rumors from around the Land:
Shadowhawk theft attempt 1825
Cloud Lord desires Kheled-nâla 3916
Charth had an encounter 3833
Ji Indur obtained the Ring of Wind at 2006 from the Witch King.
All Evil fleets in the world are now beneath the waves in Ossë's gentle care.

Belechael your time is running out!
Again you forgot your diapers. Your countryside looks worse than Don King's hair. Your commanders are showing up on tombstones next to what will be a dead country. And we'll feed you what a fat boy should have for lunch . . . Nothing!!

Shiek Alaa Kiljhyuman

It would seem that it is the Dark Servants who can't count: They have lost armies under Gothmog (1800), Uklurg (3600), and Angamaite (5400), and thanks to the Corsairs the navies of Southern Gondor are larger now than at game start. Adunaphel: Despite our agreement, you have at last come to the aid of your ally the Corsairs. I salute your loyalty, though not your good sense.

Celdrahil

GAME 67

The Sinda Elves are now accepting applications for friendly traitors from the Dark Side. Just send us gold, mithril, and artifacts and I'll tell our group to destroy you last.

Thanks,

General Thranduil
Fashion Warlord

GAME 68

I am Samiel, the Desert Storm, and I have awakened . . .
I come for thee, Gondor, and where I pass the flesh shall be scoured clean from your bones . . .

Treachery is so sweet, especially when it festers among the Free. Your allies betray you, Gondor.

Sauron's Servants

P.S. Thanks for the mantle, Elrond.

GAME 69

Enion,

The time of suffering for your crimes has come. I and my allies shall break you, Now, to do it slow or quick. Hmmm . . .

Zarendarger (10)

GAME 70

"Goodbye, boys!"
"Have fun storming the castle!"
"Think it'll work?"
"It'd take a miracle . . ."

Mr. & Mrs. Ovatha I

"Your orders, my lord?"
"Withdraw," the grizzled warrior replied. "Our allies have abandoned us to the wolves. Let them fend for themselves against the hordes of Mordor."

Celdrahil,

I'm only glad your abuse of the Haradwaith contrasts so deeply with the heroics of such as noble Bain. It makes my service to Sauron easier, knowing you exist . . . you vomitous wretch.

Ovatha II

GAME 71

Neutrals,

The man who will listen to reason let him be reasoned with; but it is the weaponed arm of the patriot that can alone avail against battalioned despotism!!

Ovatha II

GAME 74

Scuttle their ships
Kill their mages,
Steal their gold
Baffle their sages,

Cripple their armies
Laugh at their agents,
In my soul
Sauron's fire rages!

Grimsay

Once again I am happy to announce a death in Vamag! Lord Comdla died after a short illness, once again believed due to bad wine! It seems Mordor's finest is a trifle harsh on Gondorian palates.

Grimsay

GAME 78

AHEM.

As I was saying . . .
Gondor seeks neutral compliance in its attack on Vamag while ever chivalrous, the Eothraim gallop west et cetera . . . Sinda Inc. won a pyrrhic victory. Khamul remains at large! The Host of Morannon has arrived!

(M) Q'b'd

GAME 79

Overheard in Mordor

"Hey, what's that pillar of smoke on the horizon?"
"The Fire King's capitol!"
"Wow . . . guess he takes his title kinda seriously!"
"Not really. Argirion just got carried away . . ."

Free People in Mordor:
Hope you didn't destroy the bridges you crossed on the way in. The refugees from your destroyed armies are going to need a way to get home.

So speaks
Sauron's Lady

GAME 80

Uirdiks and Atagavia stood on the city walls, grimly watching the Dog Lord's

army howl and gibber just out of crossbow range. Atagavia snorted, and glanced behind him at the green recruits stumbling through a basic maneuver in the courtyard below. He shook his head. "We're not going to make it through this one," he said calmly to Uirdiks. "Eothraim the proud will soon be but a memory."

"Well, it's about time we got back to our nomadic roots anyway," the mage said with a wry smile. "Besides, the sun is shining, the sky is blue . . . Today is a good day to die."

Atagavia laughed and started down the stairs. "Aye, that it is."

Rhudaer and the Corsairs follow the Lidless Eye. Easterlings are in anarchy. Dunlendings play it both ways. Haradwaith yet to declare. West of the Misty Mountains freedom increases; east, we are hard pressed. A! Elbereth Gilthoniel!

Ensam Haskare (5)

"Peace Loving", huh? 4 Free Peoples attacking? Oh, I forgot his own sneak attack on Noldo! He sounded like Hitler in last month's issue. And just like him his nation burns.

Bain I

Le mor snaga
Im anna hi amarth!
An I Eothräim, Naur!
An I Rûnedain, Lithr!
An fuin mí arda,
Hi na gurth!

I Caran Alph

To thee dark slaves
I gift this word!
For the Eothraim, Fire!
For the Easterlings, Ashes!
For the darkness in the earth,
This is death!

The Red Swan

Imladris fell on turn three,

The Dragonlord thinks it was due to he. He is wrong, though help he did. Twas the Rhudaer's hand, who does he kid. Savagely cruel the Rhudaer calls us now, but innocent neutrals, the Rhudaer has played the pipes for the Dragonlord and Witch King bands. Let the innocent, Broggha, cast the first stone . . .

Pretty silent in your corner now.

Elrond

No longer advisor of Imladris

GAME 81

Oh Witchy Poo. Guess who's here next to your belongings? Well Santa says you've been too naughty, so no more holidays for you . . . Permanently and of I'll oblige.

GAME 82

Mirkwood shall soon be free of the Dark Plague that call themselves servants of Sauron.

So Swearth Beoraborn
Lord of the Wood

Far beyond these castle walls,
Where the distant harbor meets the sky.

There the battle raged like hell,
And every dove had lost its will to fly.

The Lothlorien Bards
And so it was that Dol Guldur fell.

Woodmen: BARF!!

GAME 83

We may be predictable, but we've destroyed every evil army that has arrived at Osgiliath over the last four turns. The victory you are smelling is ours.

Baaltrac

Listen up Dark Dudes,

It's time to step up the tactical air strikes on the Rhudaer--we'll show him what pain is all about.

. . . He chose poorly!

K-9 Prince

K-9 Jester,

With the Witch-King and Dragon Lord looking for a place to run, I'd say we're moving a little too fast for your nine buddies. You should've stayed at home.

So says Kurgan (8)

GAME 84

The Southwest remains quiet. After 10 weeks, the unguarded Hero Ingar finally escapes. Ice King (x1) and Fire King (x2) fall to the combined Gondors at Osgiliath. Unpressed on any side, we send aid to the Northwest.

Ensam Harskare (5)

GAME 85

The Easterlings have seen the light. We declare for the Free Peoples. All who oppose the powers of good will be destroyed. This starts with the destruction of Akhōrahil.

GAME 86

Rhûn has fallen; Rhovanion is next. The Lidless Eye rises in the East.

Il-Kahar

For the Lords of Khand

As the last sparks of freedom
Are washed away by the Sea
An evil wind blows across the Plains
Bringing forth a flood of darkness and despair.

Din Ohtar

Upon the throne at Shrel-Kain

Poor Northern Gondor,
Losing all his pop centers.
The Darkies opened the door
Long before onset of winter.
Rhovanion and Mirkwood,
Then Armor and the South.
All will fall as wheat should,
So proclaims the Mouth.

Dark Soul of Sauron

GAME 88

First, two Gondor armies are crushed on Turn 3. Then, Osgiliath falls on Turn 4. Now it appears that Southern Gondor may have dropped. What's wrong guys? Have the Free People decided to "take their ball and go home?" Hello? Hello? Bueller?

B'Kae

(Send all replies to the above alias)

GAME 89

The Gates of Mordor have fallen. Yet the tide of Darkness was turned back. The Gates shall be reclaimed and the Light shall pass into Mordor.

King Tarondor

There once was a bear in the wood
Whose motives were misunderstood,

In seeking a spot

To hunker and squat

He dumped a lot more than he should.

Finnian

GAME 91

To The Most Feeble Darien of Southern Gondor,

Ji Indur laughs at your feeble skills! Go back to your hovel and lick your wounds! Might I suggest you practice the Art of Assassination by pithing a few frogs? Better yet, talk with the ghosts of Elfhelm and Vinyaran--even now they assemble an army of the Dead who have fallen to Ji Indur and the minions of the Cloud Lord!

Take heed, Free People (Free . . . The price I pay for killing you?), the Cloud Lord cometh! We'll storm on your party soon!

Ji Indur

GAME 91

Sauron's Symphony in E Minor:
Oh where oh where could Elrond have gone, oh where oh where could he be?
Dead R.I.P.

Sauron's Music Minister

GAME 92

Hi, I'm the Sinda. No, I mean I'm the Noldo. Oh, I can't remember who I am? Need help? You're the most inept, craven, crass, credulous, inane and dim nazgul. You disgrace the nazgul name, Quiet Avenger!

Storm Lord

Does our Witch King and the Witch King in Game 96 have the same problems with "Hás"???

Elrond

P.S. When you play with the big boys, Rhudaur, you're going to get your toys broken.

GAME 93

The storm has come to Mirkwood! Prepare yourselves for death in the ways of your people. The Free People are led by incompetence! This shall be the blow that seals your fates. Sauron Rules.

Nosferatu

Free Peoples:

Please put up a fight! Every time I get ready to take one of your pop-centers, one of my brothers has beaten me to it. So give it your best and maybe I'll be able to burn something soon.

Akhorahil

GAME 94

His Flaming Eye crackled with rage at a pitiful servant cowering beneath the Shadow of Sauron.

"Take this fool to Durthang's dungeons! Leave him to the wrath of my Nazgûl. My Sixth finger cannot be served by incompetents! A messenger must be appointed to deliver the wishes of our dark souls to perfection, unlike this blithering idiot! Bring me the vampiress Thuringor. Henceforth she is the Voice of Winter, appointed to proclaim the desires of Hoarmurath to his servants."

Poor Feagwath . . . Brave Feagwath . . . Incompetent Feagwath. Lost his army to the city guard! Killed by the city guard! The Men of North Gondor mock The Dark Lieutenants and their army of fools!! That laughter you hear is from your own troops!!

Gatherion, Master of the Garrison
Guard

Town of Minas Ithil

Enion and Arfanhil:

Your treachery will never be forgotten. We, the Free Peoples, consider your actions against Cardolan unforgivable. We turn deaf ears to your words now, and look forward to your destruction. Farewell Dogs!

Tarondor,

You have threatened me with death, yet you hide yourself . . . perhaps you are not as big a fool as I thought.

Ji Indûr

GAME 96

The loyalty of the Neutrals cannot be gained by aggression--they must be fostered, not bullied. The Dunedain do not condone attacks against the neutrals. We already have enough enemies in Mordor!

Argeleb of the Dunedain

Is it just me, or does the acronym "ME-PBM" make it sound like a game for egotists?

Uvatha

Neutrals!

Do not be deceived by the evil words of Sauron, they seek to make you thralls! You will always have the friendship of Arthedain, and with us you will remain FREE!

Argeleb II
King of the Dúnedain

Is it bad when nazgûl show up at one's capitol?

Enion

P.S. The Amazing Witch King? What, exactly, does that mean?

Barlin. Beawyn. Dudannis, and every other Northman. That soft touch on the back of your throat is not the breeze.

Din Ohtar

A letter intercepted in Mirkwood: Beoraborn, I have slain your only true rival for command of the Woodsmen, like you asked. Waulfa and his 2 armies fell at Buhr Widufiras. Hail Lord of the Woodsmen, King of the Beornings!

Khamûl

Neutrals!

Look in the glossary in the back of the rulebook under "Sauron" and you will know what the Dark Servants have to offer you. The proof is in their actions against the Corsairs and Harad.

Argeleb II of Arthedain

GAME 97

Neutrals:

Fence-sitting will not be tolerated. If you fail to join us by Turn 6, you shall be counted among Sauron's Servants and swept away by our righteous forces. Hesitate, and you will perish.

The Free Peoples

Fellow Dark Servants:

The treacherous Cloud Lord has traded critical information to the enemy in return for certain favors. Watch this serpent, for he will sacrifice even his brothers for Sauron's favor.

Scene at the Luglûrak Library:

Eight mages sit in quiet study of various tomes of ancient knowledge. A particularly ugly one named Ozzymodo shouts "Who can read this stuff?" Akhōrahil looks him over and glances at Naldurgarth. "Who recruited this guy?"

First to approach the podium was Broggha: hale and noble, leader of the Hillmen of Rhudaur.

Waiting for his time to speak stood Arfanhil, of the family Eldanar, leader of the few remaining Dunedain of Rhudaur.

Broggha began to speak . . .

GAME 98

Free People lament. Your towns make fine kindling for roasting your women. More will fall and be added to the feast.

The Dark Ones

Múrazôr:

Captured? By the Woodmen? You're no longer Sauron's favorite. Take your place at the end of the line behind Uvatha.

Khamûl
New #1 Nazgûl

Witness the madness! It surrounds and overcomes you. It cannot be understood or stopped. Foolish people-Doom is arrived!

Subedei Bahadur

Darkest Shade of Madness
P.S. Who is this Mithnyano that he can forecast the crushing of MY ego!?!)

GAME 99

Adunaphel:

Maybe you should consult your neighbors before proclaiming yourself "Ruler of the Southern Lands" I know that the Harad & I take offense to that remark.

Angamaitë

Dear Mr. Mahrcared:

It seems that your lease payments are past due. I and my lackeys have come to collect.

Herudor
The Landlord

P.S. These Mirkwood properties certainly are a hassle.

GAME 100

Salutations:

The cycle begins anew. Let us coordinate our attacks. Surprise to you Mr. Nazgul, I will not sit and wait for you to find me. You know who I am.

Midnight

Hail worthy friends and enemies:

Greetings to one and all! I have already spoken with some of you and will hold converse with all who drop me a card. I echo Argeleb II in my wishes for an enjoyable game for all involved. I also encourage all to use their 40 words to add spice and flair to the game. Until we meet upon the field then, salute!

Eothraim (3)

All kings need many things; one of these is humor. The need of the jingle of my bells, the screech in my laugh. The sight of my shiny bells, trimming the red and black costume I wear. I've come to tickle your ribs or maybe stick my blade between them.

Greetings from the Jester of Sauron

GAME 101

Hail to thee, mighty Lords!
I have returned once again.
Wielding my heavy sword,
Whilst leading my men.

Rhudaur stands proud, strong,
Powerful, tall, and Neutral.
Ready to right all wrongs,
Turning enemy armies into gruel.
Dark Soul the Neutral

The nation of Cardolan wishes all players, Free Peoples, Neutrals and Dark Servants, an exciting game.

Hallas

Múrazôr:

Your reign of terror in the North is drawing to an end. Soon there will be no shadow for you to hide in, for the light of freedom is shining from the West. The Dark Lord's minions will reap what they have sown, and it will be a bitter harvest.

Thumper I

GAME 102

So what if Cardolan's a left-over backwoods province? So was Etruria. Ten bucks says Cardolan sweeps over Arda like lava through a mountain village.

Some Cardolanian

GAME 103

... nemo me impune lacessit ...

... no one provokes me with impunity ...

King Macbeth of Rhudaur

Don't you just love how a funeral brings everyone together a little more in these grave times? If you would like to share the feelings with someone else (perhaps) our professional staff would (like to) help. Plan that special gift for another today.

The Ji Indur School of Undertaking
P.S. Ask about our credit layaway plan.

The time has finally arrived! the shadows have risen and darkness will cover the land once again.

Dur Droug

☉☉☉ Middle-earth PBM Observer ☉☉☉

Head Lines from the Front Lines

DRAGONS. DRAGONS. DRAGONS

The Dragon Lord lives up to his name as Uruial joins the same army as Aivnec. Khamûl, while visibly excited, was heard to say, "I just hope they don't go into heat."

Throkmau decided to put aside his grievances with the Dwarves and joined their forces. How long this uneasy alliance will last is anyone's guess. Stay tuned for the fireworks.

BLOOD, GUTS AND GLORY

In the biggest news story of the age, Saruman the White was assassinated by the agents of the Cloud Lord. Radagast and Gandalf were said to be looking over their shoulders ...

Conflicting reports concerning Elrond surfaced recently. Some missives claim the leader was kidnapped while others say he was assassinated. We at the Observer cannot confirm or deny the reports, but suffice it to say that Elrond just had a bad day.

The Dark Lieutenants, in a show of power rarely seen, took out seven of their enemies in one turn. Stay tuned for more of "The Hit List".

A major free-for-all took place outside the walls of Osgiliath with 6 Evil armies going up against 5 armies of the Light. Rumor has it Sauron's followers may have prevailed.

OH, THOSE CRAZY ENCOUNTERS

Saruman the White, in a display of his power, caused confusion among the followers of Darkness. These reports were confirmed by Durkarian.

After lengthy negotiations in the mountains, the Dwalthohir Eagles assisted Bain I in his endeavors. One Dark Servant, who wished to remain nameless, was heard to say, "What goes up, must come down."

Hobbiton Square

An open forum for the exchange of ideas and opinions.

This will hopefully be the last time I will address the forum on this particular topic. "The opinions expressed by Mr. Walton and Subedei Bahadur in recent "Hobbiton Square" discussions dealt with good sportsmanship. I agree with both individuals nearly 100%, yet it is of utmost importance to understand when the players are generating a personal trust versus when they are making an agreement as leaders of their respective nations in a game of cutthroat. When one player telephones another and says, "Hey, John, this is Freddy, let's make a deal...", it presents a much different connotative meaning than when the same player calls (or writes) and says, "Hey, Adunaphel, this is Hoarmurath, let's make a deal..." In the first instance, a personal relationship and trust is in the beginning stage of being forged, while in the second case, there can be no doubt that the formulated deal is clearly within game play. For example, Subedei Bahadur rightly contends that the Dwarves can sneer at the Sinda and the Cloud Lord can target Gothmog since Middle@earth PBM is designed with victory conditions in mind, often times against your supposed allies. However, if you call someone on the phone or write a personal letter, and start talking about your other games, your dog, your significant other, and your respective jobs in order to generate a trust, and then just purposely lie to the other person, it is reasonable to understand that the victim will choose not to communicate or cooperate with the transgressor in future games. The trust is simply destroyed. It is impossible for the victim to know when the offender is so called "role-playing" in his own mind as opposed to just being himself. For this reason of misinterpretations, "role-playing" does not fit in a PBM game, unless all of the players are "role-playing", or the transgressor makes it crystal clear to ALL of the other players that he intends to "role-play" his position. If the offender fails to do so, the victim usually does not know the transgressor well enough to trust him as an ally in the next game. The offender must accept that risk and its consequences when playing in a fashion of cutthroat and double deals. When arguments of personal attack are given, everyone's hackles are raised. Because there is no mediator between the players for such circumstances, the only true way to avoid such events is for everyone to conduct their play with a high level of personal character and integrity at ALL times. Anyone unwilling to conform to a minimal code of conduct accepts the risk of being ostracized. In total agreement with Mr. Walton's statement, good sportsmanship certainly does mean to treat your fellow players with respect; not to demean them with falsehoods and breakage of faith. Play fairly, play honestly, play well, play with integrity."

Thank you.
Respectfully,
Aaron Cox/Dark Soul

CONTEST OF CHAMPIONS

We're close to filling the Contest of Champions, thanks to your response. For those of you who have not sent in your resumes, do so soon before space runs out!!! Remember, if you have won PBM games, have gaming experience or just think you're good enough, you can qualify. So send those resumes now.

The Hall Of Heroes

Middle-earth Play By Mail

Game #34 - The Dark Servants: #19, #14, & #15

The Lidless Eye stares out over a desolate, Light-less land as Sauron's minions howl with delight at the destruction of their enemies in 30 turns. Final standings are as follows:

#19 The Long Rider - 2350
#14 The Cloud Lord - 1950
#15 The Blind Sorcerer - 1933

Top Free People: #4 Arthedain - 750

Interesting notes:

Highest Challenge Rank - Urzahil/Dark Lieutenants: 212
Highest Net Commander Rank - Grasty/Cloud Lord: 182
Highest Net Mage Rank - Urzahil/Dark Lieutenants: 196
Highest Net Emissary Rank - Phaedra/Arthedain: 100
Highest Net Agent Rank - Lomëlinde/Long Rider: 139
Most Artifacts - Long Rider: 19
Most Kills - Cloud Lord: 32

Congratulations to the Dark Servants!

Game #41 - The Dark Servants: #11, #20 & #17

The servants of the Dark dance to the shrieks of their vanquished foes' souls howling in eternal Damnation. Final standings are as follows:

#11 The Witch King - 2083
#20 Dark Lieutenants - 2008
#17 Quiet Avenger - 1950

Top Free People: #7 Southern Gondor - 1500

The Hall Of Heroes

Interesting notes:

Highest Challenge Rank - Dûran/Cloud Lord: 185
Highest Net Commander Rank - Ashdurbuk Zalg/Witch King: 157
Highest Net Mage Rank - Mûrazôr/Witch-king & Slûcrac/Dark Lieutenants (tie): 120
Highest Net Emissary Rank - Tamra/Witch-king: 106
Highest Net Agent Rank - Tormog/Dark Lieutenants: 109
Most Mithril - Dark Lieutenants: 3643
Most Artifacts - Dark Lieutenants: 23
Most Kills - Cloud Lord: 46

Congratulations to the Dark Servants!

Game #46 - The Dark Servants (plus one): #22, #21 & #13
Eternal Night has fallen over Middle-earth in only 21 turns. The Dark Servants revel in the glory that is theirs. The final standings are as follows:

#22 Haradwaith - 2000
#21 Corsairs(still neutral-did not declare) - 2000
#13 Dog Lord - 1900

Top Free People: #8 Dwarves - 1233

Interesting notes:

Highest Challenge Rank - Dendra Dwar/Dog Lord: 187
Highest Net Commander Rank - Gothmog/Dark Lieutenants: 134
Highest Net Mage Rank - Dendra Dwar/Dog Lord: 130
Highest Net Emissary Rank - Ar-Gûlar/Cloud Lord: 90
Highest Net Agent Rank - Dîn Ohtar/Long Rider: 185
Most Mithril - Dwarves: 839
Most Artifacts - Blind Sorcerer: 13
Most Kills - Cloud Lord: 4

Congratulations to the Dark Servants!

The Hall Of Heroes

GAME #47 - The Dark Servants: #21, #18 & #15

The final vestiges of Light, Life & Hope have been wiped from the land as Darkness sweeps the land, scouring it with the shattered remains of their foes. Final standings are as follows:

#21 Corsairs - 1850
#18 Fire King - 1717
#15 The Blind Sorcerer - 1700

Top Free People - #4 Arthedain - 1442

Interesting notes:

Highest Challenge Rank - Urzahil/Dark Lieutenants: 195
Highest Net Commander Rank - Ashdurbuk Zalg/Witch King: 152
Highest Net Mage Rank - Urzahil/Dark Lieutenants: 166
Highest Net Emissary Rank - Urzahil/Dark Lieutenants: 94
Highest Net Agent Rank - Ohtar/Arthedain: 140
Most Mithril - Corsairs: 720
Most Artifacts - Arthedain: 20
Most Kills - Cloud Lord: 21

Congratulations to the Dark Servants!

GAME #51 - The Dark Servants: #19, #21, & #14

In a month dominated by the Dark Servants, the denizens of Mordor cackle with malice and Evil sweeps clean the followers of Light in only 20 turns! Final Standings are as follows:

#19 The Long Rider - 1967
#21 Corsairs - 1717
#14 The Cloud Lord - 1625

Top Free People - #7 Southern Gondor - 867

Interesting notes:

Highest Challenge Rank - Uvatha/Long Rider: 188
Highest Net Commander Rank - Uvatha/Long Rider: 145
Highest Net Mage Rank - Fëagwath/Dark Lieutenants: 166
Highest Net Emissary Rank - Angûlion/Witch-king: 112
Highest Net Agent Rank - Tormog/Dark Lieutenants: 147
Most Mithril - Haradwaith: 888
Most Artifacts - Dark Lieutenants: 21
Most Kills - Cloud Lord: 14

Congratulations to the Dark Servants!