

# WHISPERS OF THE WOOD



**GAME  
SYSTEMS  
INC.**

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## WORDS FROM THE WOOD

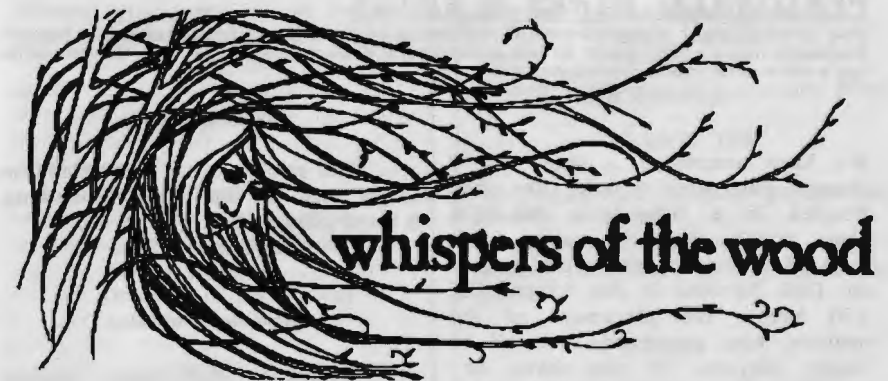
Greetings and salutations from the Land of Heat and Sweat, Miami!! Now that July is here, I'd like to reflect on the celebration of our country's birth 218 years ago. Now, I wasn't there when the Declaration of Independence was signed, but I'm pretty confident there were no clauses or sections stating that July 4th was a day to shoot firecrackers and fireworks off until 4 AM, or that beer was to be swilled until the imbiber was face down in a pool of his own choosing. I'm also pretty confident that polyester was nowhere to be found in any document relating to our fight for independence. And where in the Declaration does it state that barbeque is to be the birthday meal for the country? The answers to these questions are nowhere to be found and YET-- why am I confronted with these lovely predicaments every July 4th? Only those forces greater than I can answer that.

The first order of business is to formally re-announce GSI's ability to accept credit cards! That's right, we are now credit card capable (how's that for alliteration?). There are a few procedures that must be followed before we can charge your Visa or Mastercard account. In order to do so, we must first have a credit card authorization on file. This is to protect both GSI and you, the customer, from any misunderstandings. Once we have that authorization form on hand, however, we can charge the card any time you want. Please note, however, that GSI will not automatically charge your card when your account balance gets low. We prefer to have either written or verbal confirmation that you want your card charged. If you do want to use your credit card, simply write a note with your turn or give us a call between our normal phone hours of 2-5 EDT and we'll take care of the rest.

The recent change in fax-in fees has increased our fax traffic exponentially. With this increased traffic, problems are bound to surface. I will attempt to address some of those problems here. First, we suggest faxing at 9600 baud or less, especially if you are faxing in the evening or on the weekends. We have a new fax modem which we use during these times and the modem becomes temperamental when receiving faxes from other modems transmitting at more than 9600 baud. Some common problems we encounter are incomplete faxes, where one or more pages are missing; "hard to read" faxes, where the information is too light or obscured to read; handwritten faxes with incomplete information, such as game #, player #, due date and security code; and be sure and fax the printed side--you wouldn't believe how many blank faxes we receive. We highly recommend listing an emergency daytime phone number, as we will attempt to contact the sender of the "bad fax" if we have problems with the turn. If there is no contact number, we can not contact the player to try to correct the problem.

If you ARE having problems sending faxes during the evening or on weekends, try faxing us Monday through Friday during the day. We turn our fax modem off during this time and we have our normal fax machine on line. It may be easier to fax to a normal fax machine rather than to a fax modem and there is staff available if you do have problems. For the first couple of times, we also recommend calling the next day to verify GSI did, in fact, receive your fax. This will insure we received your information and whether or not there were any problems. If you do not run into trouble after the first two or three times, then it is probably safe to assume there are no incompatibilities between GSI's modem

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## ALONG THE PATHWAYS

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WHISPERS OF THE WOOD is a monthly publication primarily for the use and enjoyment of GSI players of STATE OF WAR and ME-PBM™. Subscription rates: \$15.00 for one year (12 issues) or \$25.00 for two years (24 issues). Individual issues cost \$1.75. GSI reserves the right to change these prices without prior notice of any type.

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This Month's Cover: "Between A Rock And . . ." by John Kisse

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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

We have assembled a team of 10 players who wish to play the Free Peoples in a three-week ME-PBM game, and are currently looking for a team of opponents who wish to play the Dark Servants in this format. GSI will handle the placement of the neutrals, who presumably will all be single players. If you have any interest, please call George Martinez at (318) 837-5273 in the evening or call (800) 725-8710 during the day if that is more convenient.

## Middle-earth™ PBM

### GAME 43

Greetings friends and enemies,

Well, well, it looks like the "incompetent Harad" are doing fairly well under my rule. Things have been falling into place and I'm still "top of the heap."

To all my brethren, what's left of them, remember: "I am Evil, not Neutral. No matter how I started the game."

To Southern Gondor: "Harad has finally gotten their revenge on their hated cousins!"

To Arthedain: "Here's Johnny!" (said with twisted grin as face leers thru axe-hole (that's AXE-hole) in door).

To Witch-king and Dragon Lord: Thanks for the support, guys.

High King of the South  
Lord Ren the Unclean

### GAME 72

To All,  
gabba gabba hey . . .  
Ji Indur Ramone  
(a.k.a. Naurmegil)

### GAME 80

Still going . . . . . nothing lasts longer than the Red Toad Witch-king. It keeps going and going . . . . ."

The Crimson Toad  
Witch-king

\*\*\*\*\*

Ashdurbuk Zalg brings Angurth to Metriath. Too bad they will never leave.

Ensam Harskare (5)

### GAME 84

Uuuuuhhhh . . . . . who do I kill now???

The Crimson Toad  
Big Dunlend

\*\*\*\*\*

Dunland eliminates Angmar, he ends his quarrel with Sauron, and he ends his truce with the Free People. Yet he offers us sanctuary, "as long as you stay south of row 22." We ponder his words.

Ensam Harskare (7)

### GAME 92

To The Dark Alliance:

Thanks for an interesting game! Considering I came in as a standby . . . and that all 5 neutrals went Evil . . . I think I stayed in long enough to make things fun, eh?

Osric O' The Wood

### GAME 94

Let none mock us further and let Mordor and her servants be spoken of in dreaded whispers once again! The light fades within our realm and the

shadow will soon spread! Prophesize that, Demothenes.

Evil Eye

### GAME 99

"Evil is good."

Dûrthôl  
Minion of the Illustrious  
Emperor of Gorgoroth  
Sauron's Jolly Lackey  
Defender of some Pasty  
Little Free Peoples

### GAME 100

The end is in sight. Mordor is alight with the carrion fires of our fallen foes. Be warned, traitors to the cause in the final hours will be punished. There is still one enemy who is yet to fall.

### GAME 103

Celdrahil, Celdrahil . . .

You seem to have a problem . . . perhaps you should keep a closer eye on home and not disturb Harad? The pressure is mounting, and the full might of Angamaite, Haruth Raman, and Adúnaphel still awaits--

Ren the Unclean

### GAME 108

Tormog: Ahhh . . . I love downtime between missions. You get to rest, relax, drink a few cold ones . . . What about you, Marl?

Marl Tarma: Mmmpfh!!!

Tormog: Hey, watch your tongue or I'll tighten that gag! Wrath, bring me another beer.

\*\*\*\*\*

Forces of Darkness:

Submit now and accept defeat.  
Your hour of dread has passed. The

Light now shines upon Gorgoroth.

Prince Argirion  
Commanding  
Second Gondorian Expeditionary Force

### GAME 109

Kal Nargil lies in ruins--payback for thievery in Harad.

Corsairs--your time has come--prepare to follow your master to oblivion.

### GAME 112

As the last of the Course Hair elimination salve was passed out, across the now vastly expanded Harondorian empire all the peoples of the land sighed: "Ahhhhh . . ."

\*\*\*\*\*

"My lord, we are defeated! Our armies are destroyed, our people few. Less than half of the realm remains, and enemies walk our streets."

"We live yet. It is enough to have held the line; help is coming."

"It had better . . ."

### GAME 115

Greetings great ones . . . oh yeah, hi evils! All great leaders of the Free! Our brothers in Mirkwood ask for aid to drive the evil south to Mordor.

Corsairs! Beware the treachery of the evils. They ask you to join. But they won't let you hold a top 3 spot. If you don't believe me, ask the Harad what he has gotten in the way of help as Southern Gondor pounds on him. Join us and I promise more aid to you (if it's not too late) if you join us. Good luck to you. Most of all, best of luck to us, the Free, the ones who will win! See Ya.

Mr. Talksalot

### GAME 116

Agnes Grizhbag had been a housekeeper in Barad-dur long enough to recognize the telltale signs--the scratching noises behind the wall, the missing tofu, the pointy little droppings in the corner, the stolen money, the dead Agents . . .

"Gothmog!" she cried out, "call the Exterminator! Elves, we've got elves again!"

\*\*\*\*\*

Who dares to mock my hamster?!?  
Akhorahil

### GAME 117

Boxing in Mordor has been very expensive. Kudos to a worthy adversary. Get ready, here come the waves of Light!

Argirion

\*\*\*\*\*

The Great Sea is seething for bloodshed. Unfurl the sails, Kingdoms of Light. Let us send the Sauron lackeys deep and out of sight.  
Celdrahil

### GAME 119

And so it came to pass, 17 days after Midsummer, T.A. 1653, that the 3rd Light Cavalry Brigade met its end in the sun-scorched south. Only a few stragglers survived to bring forth its wolf-head banner home . . .

### GAME 120

Correction: It should have been 1105 Dwarven appetizers, not 11050 as in last month's issue. Even I'm not that good.

Bulrakur

### GAME 121

All the starting FREE PEOPLES have dropped and the ones playing now are stand-bys. This grudge match should be over but a higher force has decided otherwise. No matter, the stand-bys shall fall.

Zarendarger (13)

### GAME 122

Selur Rodrom,

I am now on what was once your side of the Mistys. Thanks for the pop centers. Oh and Paddro squealed like the pig he was as he died!

Osric

Commander of the Elite Woodman  
Heavy Expeditionary Force

\*\*\*\*\*

"Rollin' rollin' rollin' . . . Keep those doggies rollin' . . ."

Well, ya know the rest. Sindal Wake up!!! Any kind of resistance would be nice . . . at least twitch a little . . . Geesh! Might-as-well be playing Space Invaders.

The Crimson Toad  
Dog Lord

### GAME 124

Veantur,

Excellent battle, oh Captain of Minas Anor's Dúnadan footmen! Alas, your 5000 men (and Alandur's 200) were no match for our combined hordes . . . perhaps Regent Telumehtar will fare better? No matter--more trolls, etc., pour through the pass . . .

Flamebringer

\*\*\*\*\*

Overheard at Mithlond-west:

"Well . . . now that little Rhudaur threat is behind us, where shall we march our forces?"

"Hhhhhow about some beach-front property?"

"Ooooh, good idea! Let's pay the Corsairs a little visit."

"Council adjourned!"

### GAME 125 CONTEST OF CHAMPIONS

The siege of MORDOR has begun? Horsemen at MORANNON and GONDOR troops massing at OSGILIATH? This is not a siege but a target rich environment. The killing has begun.

Zarendarger (15)

\*\*\*\*\*

Zarendarger,

Instead of speaking for Kurgan all the time, why not do something? I'll admit that by destroying Scari you did more than the Long Rider has, but if you don't act soon, I'll be marching against you.

### GAME 130

Be it known that the Haradwaith stand firm against the imperialism of South Gondor! Be it known that the Haradwaith stand with Sauron!

Haruth Ramam

\*\*\*\*\*

Let it be known to all Goods that the tide is turning. Sauron commands your destruction. Let his will be done!

Jí Indûr

### GAME 131

Here I come,  
walking down the pass,  
got the funniest looks from  
everyone I passed.  
Hey, hey it's the Ice King,  
Some people say I just goof around  
but I'm too busy stealing to put the  
Woodmen down . . .

NOT!

### GAME 133

Don't want to be no Nazgul

No way, Can't stay

If Mordorland's to make a stand

Why does Indur have them  
baffled?

Gone Away, Can't stay

Can do without the HASSLE!

Lord Darksider

### GAME 134

YO! Quiet Avenger, big words for someone about to be crushed! As the might of Southern Gondor pushes on your borders, the noose tightens. Selur Rodrom comes for you!

### GAME 137

Gee, Colonel Custer, that sounds like a great plan. Northern Gondor attacks at Larach Duhnnan. Dwarves attack at Tharbad. Arthedain attacks Metriath. This way we ensure there are no survivors.

\*\*\*\*\*

Hear ye all Free Peoples!

Death and Decay are upon you!

The Dwarves shall soon understand that they have caused too much trouble to Rhudaur. They will pay first, then the Sinda!

Arfanhil

### GAME 141

Why won't anyone come and fight me?

Some lonely Sindar

### GAME 142

The time has come.

We have made our choice.

Let those who are now numbered among our enemies tremble and moan; For the night comes, and the Warriors of the East come with it.

Helrazor

### GAME 145

Bain is dead! Who will be next? Only I know! Even guards are no help, as Bain found out. So eat your berries, keep your blood sweet for soon I come for you and your blood to drink!

Vampula

\*\*\*\*\*

As Tormog wiped his still bloodied blade on Atagavia's cloak, he wondered just how many Eothraim commanders could be left alive. At the rate they were dying, they will soon be rare indeed.

\*\*\*\*\*

Sindar,

Did you think to assault my nation with impunity? Fools!

It will take more than a few lesser wives to cause a glint of anxiety in my eye. Meanwhile, your leaders die at the wave of my hand.

C

### GAME 152

In a bold move, 3400 Long Rider and Cloud Lord troops arrived in Pelargir. Unfortunately for them, they met the combined forces of the Gondors. We hope the Fire King's troops prove to be as good at raising our command, training and morale ranks. See you in Mordor!

Tarondor & Celdrahil

### GAME 153

Most Baby Woodmen:

My dearest friend Urzahil just informed me that he is having trouble getting Beneoracer gore out of his clothes. Do you have any suggestions?

The Crimson Cleaners

\*\*\*\*\*

Rhudaaur over Dunlend as neutral strikes neutral in the Northwest. Witch-king and Dragon Lord intercepted on their way to Maethelburg, orc carcasses burned to cleanse the Greenwood. Next, we will eliminate local DS recruiting bases.

Ensam Harskare (1)

### GAME 154

To play, perchance to war.  
A passion that drives onward,  
To battle potentially more powerful foes,  
And put up with whining allies.  
To find the One Ring or conquer all others,  
And win the certificate to play again!  
Bosimytas Reval

\*\*\*\*\*

Ten Nations of Free Peoples went out for a ride

One got himself strangled and then there were nine.

Nine little Free People plotted in great haste

One overextended himself and then there were eight.

Eight pious Free People hoping for heaven

One got sent there and then there were seven.

Seven greedy Free People feeling mighty sick

One was poisoned off and then there were six.

Six ignorant Free People searching for a scribe.

The scribe Cursed one of them and then there were five.

Five silly Free People assailing Mordor. One became Dragon Chow and then there were four.

Four witless Free People sailing out to sea.

They swallowed a red herring and then there were three.

Three feckless Free People frolicking in the dew

A sneaky arrow through the heart and then there were two.

Two rich Free People buying up some bonds.

A rogue robbed one blind and then there was one.

One defenseless Free Nation left all alone.

Sauron had him for dessert and then there were none!

by  
Ag'tha Xy, chief storyteller  
of Shiva

\*\*\*\*\*

### Overlooking Lest

Bells of alarm rang out in the town below as Pochak's army approached.

"Our arrival seems unexpected, commander."

Pochak disagreed. "Unexpected perhaps, but still anticipated. Not all the men below are militia--BEGIN THE ASSAULT!"

\*\*\*\*\*

"Hay Grog."

"What?"

"Watcha get when ya cross a South Gondor donkey an' a chicken?"

"I dunno, what?"

"I dunno either but his hat says 'Dunsul' and he was delicious! Ha ha ha--urp!"

"Mmmmm--tastes like chicken."

"Grog, take that stupid hat off!"

The Scarlet Pumpernickle

### GAME 158

Independent, neutral Rhudaaur, Corsairs and Easterlings. HA. My stomach is still sore from laughing at your demands. Here's some GOOD INTEL. You're in a team game. You three against the world. You're but a thorn in everybody's side.

C. Vik

Blind Sorcerer

\*\*\*\*\*

Free Peoples and Neutral Nations be aware that some unknown Dark Servant nation is circulating bogus messages signed (supposedly) by Free People characters. My own good name has been forged on at least two message cards. If you receive a message card that appears too odd to be real, it probably is. Neutral neighbors: are people capable of such low, immoral, and stupid tricks really the type of friends that you would like to join and support?

#7 Prince Celdrahil

### GAME 159

Once more Sauron calls his faithful servants to war. Come, Chosen Ones, let us lead the world to our master.

Doombringer (11)

\*\*\*\*\*

Ouch!! Argg! Where's my horse repellent? I wonder if wolf \*@%\$ would work . . . . . What's Dwarf's number???

The Crimson Toad  
Dark Lieutenants

### GAME 160

Poison? . . . Check.

Garrote? . . . Check.

Concealed dagger? . . . Check.

Remember Free Peoples: Ji Indur strikes without warning and is always prepared. Do not get too attached to your "heroes."

\*\*\*\*\*

cLOud LoRD . . . dOG LoRD . . . DraGOn  
LoRD . . . daRK LIeUTeNantS . . . mE  
KInG . . . ME ouTranK LoRD and  
LIeUTeNant . . . me NuMBer oNE!!!  
nAUrMegiL tHE UNcLeAn

\*\*\*\*\*

I'm being attacked.  
Oh My.  
Mûrazôr  
King of the Hill

GAME 161

TWIMC--  
Play Misty for me . . .  
Jí Indûr  
P.S. Neutrals . . . please choose wisely!

GAME 163

I tell ya what. I'm glad that  
there is all this food around. What ya  
didn't know . . . dogs love horsemeat.  
Dendra Dwar

\*\*\*\*\*

7/1/94

Dear Players,

Many players have inquired recently about how GSI handles mishaps and mistakes that occur with their game turns. There are a variety of different answers to this general question, covering a wide range of circumstances, and we felt that perhaps it would be best to cover as many of the factors and issues involved so that any confusion can be minimized.

First of all, the number of problems that occur on game turns is relatively small, given the huge number of turns and the amount of entries on each turn. Many players go an entire game without a single error or problem happening to them. However, because we are all human here at GSI, mistakes and problems do sometimes occur.

**What does GSI do to minimize mistakes?**

First of all, GSI does two daily reviews to ensure that all turns that are received (either by fax, e-mail, phone-in, or regular mail) and are filed correctly, pending entry into the computer system for their game. All corrections and changes are also checked to be sure they were filed away correctly. These checks are done first thing in the morning and the last thing before turns are mailed out. This is to ensure that the chances of GSI receiving a turn, but not processing it, are minimal. Next, GSI does a double-blind data-entry, with the second review being done by a different staff person, in order to minimize the number of data-entry mistakes. This is to ensure that the orders and entries going into the game processing program are as accurate as possible. Additionally, the data-entry process includes a multitude of internal verification checks that ensure that mis-types and mis-spellings are flagged, corrected, and thus minimized. Finally, after all the results are printed, the staff reviews each and every turn to ensure that all the information is correct. This includes player name/address, account balance, and a list of the orders that are most critical/unusual and that are hardest to correct afterwards. If the data-entry was done correctly, 99%+ of the time the program that processes the orders will generate correct results.

**What does GSI consider an error and what is not an error?**

Problems fall into three general areas - 'player oversights', 'other problems', and 'GSI errors'. The first two kinds of problems generally have

little recourse in terms of modifications to turn results. The last case is the only instance where GSI can make corrections, and there are some limitations to how much can be corrected in some circumstances.

**What can GSI do in the case of a 'player oversight'?**

If the problem is a player oversight, then there is nothing that GSI can do to modify results generated from such oversights. Even in cases where the oversight is "very slight" and "would not affect the game", our responsibility as game moderators dictates that we can make no modifications to the turn results for such errors. Otherwise, GSI places itself in the un-enviable position of having to determine what oversights do affect the game and what oversights do not, and this determination would be both time-consuming (expensive) and difficult. Such problems are simply 'part of the game'. Player oversights cover a wide variety of problems, including but not limited to:

- 1) Orders left blank.
- 2) Orders with misplaced/missing 'required information'
- 3) Order codes and order numbers that do not match
- 4) Invalid 'order codes', 'order numbers', and 'required information'
- 5) Duplicate skill orders
- 6) Mis-spelled id's, hexes, spell numbers, etc..
- 7) Illegible handwriting and/or fax transmissions
- 8) Turns sent to GSI on or after the due date (after 9 AM, or 9 AM of the day before for e-mail turns)
- 9) Hand-prepared turns with incomplete, or with invalid/missing information (player name, game and position number, due date, security codes, etc)
- 10) Hand-prepared turns submitted in non-standard format (missing pages or characters, non-alphabetical listing of characters, etc)

The data-entry process generally has a lot of error-checking built in, provides numerous defaults for some missing information, and has some flexibility with regard to some entries. However, character id's, 'required information' codes, etc. must be indicated in full or as specified on page 108 of the rulebook. Furthermore, the 'required information' for each order should be complete and presented in the sequence specified in the rulebook. If the oversight amounts to an entry that was hard to read (i.e. Illegible fax or handwriting), and our staff was forced to make its 'best interpretation' of the entry (as opposed to our simply mis-typing it), then there is nothing GSI can do. To do otherwise would encourage/reward players to write illegibly and then allow them to be able to 'choose' what they wanted afterwards. Hand-prepared turns, especially those not using our standard format, increase the chances of some of the above-mentioned oversights.

**What can GSI do in the case of 'other problems'?**

If the problem is an 'other problem', then again there is little that GSI can do to modify results generated from such mishaps, although there is much we (GSI and the players) can both do to try and prevent such occurrences. Even in cases where the mishap is through no fault of the player (nor GSI), our responsibility as game moderators dictates that we can make no modifications to the turn results for such mishaps. The problem is that GSI has no way of confirming (in most of these cases) whether the information (as specified by the player... after the turn has been run and received!) is correct. This opens up the possibility that unscrupulous players could provide false 'corrections', after the fact.

It is a commonly known of the postal system that some times postal items will take longer to be delivered than others. And that a certain number of postal items will be delayed or lost. Perhaps not surprising considering the volume of mail being handled, but aggravating nonetheless. We would all like to think that this will not happen to our turns, but the reality is that this does happen from time to time.

However, it is not commonly known that there can be problems with fax and e-mail submissions just as well. Admittedly, such problems are more uncommon, but they are still just as aggravating. Furthermore, although everyone can apply postage and drop an envelope into the mail box [although a number of turns are returned 'postage due' or 'missing postage' each turn], not everyone knows how to operate a fax machine (or e-mail) properly. This can cause unexpected problems with the turn copies received by GSI (or worse yet, NOT received by GSI).

Even in cases where the turn does arrive (only it arrived late), there is simply no way for GSI to implement and adjust for those 'late' orders. There are numerous reasons why this can not be done, even if the adjustment for the missed order is "very slight" and "would not affect the game". The game is designed so that actions and events occur 'in step' - on the due date. How would GSI handle late orders that would affect other players (agent actions, combats, army movements, challenges, etc)? Even if we could skip adjusting for those orders, the remaining orders would have to be determined and adjusted 'by hand' by one of the staff. This process would be extremely time-consuming (expensive) and ripe for introducing additional errors. Furthermore, what if the turn arrives so late that it comes in after the next turn? And what if the turn never arrives? For these reasons (and more), such events, however rare, must simply be 'part of a PBM game'. Such 'other problems' include a wide variety of problems, including but not limited to:

- 1) Turns submitted (faxed or mailed) that fail to reach GSI before the due date
- 2) 'Overnight' or 'Priority' mail that fails to reach GSI before the due date
- 3) Completely Illegible fax turns
- 4) Turns faxed 'upside down'
- 5) Fax and e-mail turns lost in transmission to GSI
- 6) Mechanical problems, such as down phone lines, jammed fax paper feeds, equipment failure, etc
- 7) Mistakes made in transcribing phone-in turn orders
- 8) E-mail turns not submitted one business day before the due date
- 9) Misinterpreting game mechanics described in the rulebook

Players are encouraged to review their turns carefully to avoid some of the above problems and to contact GSI (even as late as 2-5 PM EST of the day before the turn is due) to ensure that the turn has arrived on time and intact. We urge all players that are using any 'new' means to submit turns (fax, e-mail, etc), or in instances where the turns are 'critical', that you contact GSI (as described above) to ensure that your turn was received intact. This leaves the option (in cases where the turn has failed to arrive) of using our phone-in service or faxing the turn at the last minute. The bottom line in all the above instances is that if an error can not be determined to be the fault of GSI, then in order to protect the interests of the other players in the game, it must be assumed to be one of the above mishaps or oversights, and thus no corrections can be made.

This is not to say that GSI does not do everything in our power to minimize such 'other problems' - that is what we are in business for!! We are

as unhappy to see a missed (or special service turn) as you are. Customers that receive their turns, with actions as they ordered, are happy customers that what to play more and tell more of their friends! Thus, in addition to the procedures described above, GSI will attempt to contact players who submit turns that seem to have problems brought on by no fault of the player. This is the reason that we ask players to provide the 'Emergency contact phone number' and to update it periodically. GSI can not call if the problem is simply a 'player oversight', nor can we call if a turn has simply failed to arrive, but we will try to reach the player if the mishap is due to most any of the other listed examples. The only restriction is that if the turn was submitted very near the due date (i.e. received by GSI on the due date), then there may not be time for GSI to contact the player and wait for their response before the game must be processed. For example, if we receive a turn the morning the game is due, and there is a problem, then we will try to contact the player and hold the game from processing (as long as is possible) awaiting the re-submission of orders, but the game can not be held up too long without risk that the other players in the game will not have their turns mailed out (and thus received) on time. Thus, cooperation between the players and GSI can impact greatly, and reduce significantly, the number of such problems.

Furthermore, if there are elements of the game mechanics that are unclear, either in the rulebook or from conversations with other players, then please contact GSI and we will be glad to try and clear up as many such questions as we can. Some aspects of the game mechanics are not revealed to players, but there are also some elements of the rulebook that are more clear to some players than others. And, although we can not make adjustments to results simply because a player misinterpreted the rulebook, we can try to improve each new edition by better explaining any sections that are confusing to enough players.

#### What can GSI do in the case of 'GSI errors'?

If the problem is that GSI received the turn, but did not process it (i.e. we misfiled the orders) then we will do everything we can to see that as many missed actions/orders as possible get implemented/corrected so that the impact to the player is minimized. In some cases, not all actions/orders will be able to be so corrected (see below). This kind of error does not happen often (less than half-dozen times a year on 50,000+ turns). If the error mentioned above was such that several turns were missed, and thus the entire game would be affected, then more radical solutions (up to, and including, re-running the entire turn) would have to be considered. This would be unfair to some players (i.e. an assassination works on the first turn, but fails on the re-run), but would be more fair to most of the players. Fortunately, this kind of error is extremely rare, having actually happened only once or twice since GSI began running turns back in 1981.

If the ME-PBM program fails to implement the actions/orders on a turn as they are described in the rulebook (such occurrences are also very rare, becoming rarer with each passing year), or if the problem is a data-entry problem, then (as above) GSI will do what it can to correct the error. There are times when our staff will mis-read or mis-type an entry, and despite our double and triple error-checking, the error will go undetected. In some cases, the error can be easily corrected (transferring an artifact to another character, or putting troops on maneuvers, etc...). However, in some cases, some such errors can not be fixed because they would affect the results that other players have already received (and assume are valid). Instances of such

errors could include - army movement, combat, agent actions, challenges, etc... and there are many reasons why we can not change/correct such errors.

First of all, it is hard to contact all the players that might be involved. In fact, in some cases it is impossible to reach some or all such players. Furthermore, it is (arguably) not fair to penalize those players for answering their phone and then trying to force them to accept changes to their results, often detrimental changes. Although some players would welcome such changes in the spirit of 'fair play', some players would view the error as "GSI's problem, not theirs". Both points are valid and must be respected. Furthermore, what if GSI could reach some players, but not all? The issues become complex and convoluted. Therefore, GSI has little choice in such instances but to try correct those aspects that can be corrected without affecting the results of other players, while at the same time trying to minimize the damage done to the player with whom the error occurred. Therefore, some actions can be corrected while others can not.

Each case is handled on an individual basis and sometimes extreme solutions can be worked out such that at least the overall balance of the game can be maintained (although perhaps not exactly what it would have been) to the mutual agreement of the player and GSI (as game moderator). Fortunately, these kinds of errors are uncommon because we take extra steps to verify the validity of such actions (described above) before the turns are ever mailed out. But, alas, we are human....

#### What should I do if I think I have an error?

GSI can best improve itself, in terms of minimizing our errors, if each and every player will bring any such errors to our attention immediately - even if you are not sure it is an error, and even if you deem the error to be 'small'. We need and want to know when we go wrong. We feel that it is better that problems are dealt with while they are small, than when they grow (undetected) into something big. And you may learn how to best avoid mishaps and other problems and thus ensure better enjoyment and performance in your games. So call GSI and let us know - we may both gain from the time and effort!

In conclusion, there are times when players feel that their circumstances warrant adjustments to the game by GSI. In some cases, the player is not so justified, and as game moderator, GSI must protect the other players in the game and deny any such adjustments. In other cases, the player is justified, but GSI may be limited in terms of how much can be adjusted. In such cases, we will frequently compensate the player outside of the game (a free turn or two), but we can not, as game moderators, penalize the other players in the game for what amounts to 'GSI's error'. We regret these instances and work very hard to avoid them, but they do happen from time to time. We know that "The customer is always right", but as game moderator, GSI is not functioning as businessmen, but rather we are acting as referees. An analogy for such instances would be a referee in a sports event - the referee may blow a call from time to time, but if they do, it is just 'part of the game'. As businessmen, we will try to compensate the players in cases where we feel it best serves GSI and the player both, but such compensation may not always be within the confines of the game. Fortunately GSI, like most referees, strives to make few errors and thus the outcome of the each game can be determined almost entirely by the players (along with their skills and strategies) and not by the referees! We hope this clarifies any concerns about how GSI handles the

above-mentioned matters. If you have further individual questions or problems, feel free to contact us directly.

Good luck in your gaming!

Game Systems Inc

## The Oracle Speaks

Got a question about your game you can't seem to find an answer to? Ask the Oracle!

### MIDDLE-EARTH PBM

Can a character being held as hostage be challenged (via order 210)?  
No. He is a captive and can not react to anyone.

Are armies at hidden population centers also hidden?  
No.

If an army at a hidden population center is lost, are the characters travelling with the army at the location considered to be within the hidden population center?  
Not necessarily.

Can an army commander transfer food to or from a hidden friendly population center of another nation (via orders 340, 345)?  
No.

Can an army commander make war machines, armor, weapons, warships or transports at a hidden friendly population center of another nation (via orders 440, 444, 448, 452, 456)?  
No.

Are characters in hidden population centers of the owning nation also "hidden"?  
Not necessarily because success of scouting is based on agent rank.

For example, can they be:

1. challenged by characters of other players in the hex (via order 210)?

Yes, the characters at a hidden population center can be challenged.

2. affected by "Spirit Mastery" spells (502, 504, 506)?

Yes, they are affected by these spells.

3. located through Reveal Character, Reveal Character True, or Scry Character spells (420, 430, 436)?

Yes.

4. located through artifacts on their person by Locate Artifact or Locate Artifact True spells (418, 428)?

Yes.

Can a hidden population center be sieged (via order 260)?  
No (see p 65 of the rulebook).

The description for order 920, Scout Population Center, lists as a prerequisite that the population center is not hidden. However, in the description of the order it is implied that whether or not a population center is hidden may be determined. Which is correct?

If he successfully scouts the population center then he may get information concerning a hidden population center. If not, he will get no report.

Can supplies be transported to another nation's hidden population center via order 948?

They cannot be transported to a hidden population center of that nation but can be transported to another unhidden population center of that nation. If the product is gold and that nation's capital is hidden, you can indicate an unhidden population center to transfer to and the gold will automatically be transferred to the hidden capital.

Can a character in a hidden population center be recruited as a double agent (via order 500)? Also, can a character in a hidden population center recruit someone of another nation in the hex as a double agent?

The answer to both questions is yes.

Same question for Bribe/Recruit (order 505).  
Again, the answer is yes.

Can a hidden population center be influenced (via order 525)?  
No.

Will Uncover Secrets (order 585) reveal any information as to the existence or rumored location of a hidden population center?

Perhaps . . . .

Do offensive spells work only on the first round of combat or in all rounds of combat?

The effects of the spell are applied once and that's all.

Do defensive spells work only on the first round of combat or in all rounds of combat?

See above.

Do combat artifacts work only on the first round of combat or in all rounds of combat?

See above.

With regards to armies without food--if they pick up sufficient food to feed the entire army (via order 340, for example) can they move at the regular movement rate that turn or must they have food at the beginning of the turn?

There are actually two checks for food that are made in a turn--one at the time of consumption (see p109 of rulebook for sequence of events), when the morale is increased or reduced, and one at the time

of movement. If, at the time of movement, there is 1 food unit in the baggage train, then no movement penalty will be incurred. If, however, you transfer just enough to feed your army (1000 food to a 1000 Heavy Infantry army) and there is no food in the baggage train at the time of movement, then the movement penalty will be in effect.

Could a harbor/port be built and used at a hex whose corner touches a major river (for example, hex 1813)?

Yes--as long as you can move into an adjacent hex via the river, a harbor or port can be built.

If a ship is anchored at a port/harbor and that port/harbor is removed, what happens to the ship?

The ships can still be picked up by an army and, provided there are enough transports to carry the troops in the army, moved out via order 830. If the terrain is other than shore/plains, however, the ships can not be re-anchored. If an army picks up ships and has too many troops for the transports available, the ships will be re-anchored when the army moves.

Do the new recon maps provided by major towns and cities with sufficient morale provide only a map or may they also provide information regarding armies and army commanders in the surrounding hexes?

They only provide the map.

Several agent orders are rated "hard." All things being equal, (guards, pop center fortifications, etc.) is there any difficulty difference between them?

Yes, there are differences between different "hard" agent actions. We do not, however, go into detail as to which orders are more and/or less difficult. P. 18 of the rulebook gives a range for skill ranks which have a fair/reasonable chance of success--you can assume some "hard" orders fall in the low end of that scale while others fall in the high end.

If two agents are guarding a single character, are their ranks combined for purposes of guarding or does the attacking agent go through each in turn?

The attacking agent must go through each in turn.

If a mage casts a heal spell on a character and the character is cursed by an enemy in the same turn, will the heal spell counter the loss of health from the curse spell?

"Heals" take place at 120 while curses take place at 330. Thus, the heal may not "counter" the curse unless the character was injured at turn start. Irregardless, if the curse is successful, there will be a drop in the cursed character's health.

On p. 24 of the fifth edition of the rules, it states: "The chance of a Character being sighted is based on . . . the total ranks of the Character." Does this mean (all other things being equal) that one is equally likely to spot a character with 20 skill points in each of three skill ranks as one who is single-skilled with 60 points in that skill?

All things being equal, yes, this is the case.

Are the skills treated differently? For instance, is a 60 agent less likely to be spotted than a 60 mage?

No. Different skills have no bearing on this--only the ranks affect the character being spotted.

Is a multi-skilled character with agent rank as his highest skill less likely to be spotted than one who has another skill which is greater than his agent skill?

No. See above. Having stealth, however, does help in avoiding being seen.

I have an artifact which I have researched and have learned that it gives access to the Teleport list. Is that access restricted to mage characters? Or may non-mage characters with the artifact cast teleport with it in their possession?

Access to a *list* allows a mage--and only a mage--to learn spells on that list. This is not the same as allowing a character to cast a specific spell without knowing that spell or without having mage rank. The operative word here is *list*. If the artifact gives access to a list, only mages may learn spells on that list. If the artifact allows a single spell to be cast, any character may cast that spell.

The rules state that a double agent will try not to work successfully against your interests. Does that mean that my double agent is easier for me to kidnap also?

No--the double agent may not know who is kidnapping him at the time. All he knows is that a personal threat to his life is in progress . . .

Address any questions you may have about your game to "The Oracle Speaks". Printed inquiries may be signed or anonymous but please include your name and game number when submitting.

New ME-PBM scenario - Middle-earth PBM™ Third Age, circa 2950.

GSI will be releasing the second scenario of its highly-successful Middle-earth Play-By-Mail during the summer of 1994. This newest scenario promises both to excite the veterans of the first scenario and to attract many new players to this well-known time period - about the time of the War of the Ring.

Veterans will enjoy the fact that the game mechanics will be virtually identical to those found in ME-PBM Third Age, circa 1650. This will allow current ME-PBM players to start the game without having to learn a whole new set of orders. New players will enjoy the fact that the scenario will include many of the characters and nations that they are familiar with from the stories of J.R.R. Tolkien.

In addition, the new scenario will also place both veterans and rookies on almost equal footing - knowing next to nothing about the new artifacts, characters, nations, and encounters that compose the new scenario. Furthermore, with the changes in the nations, and their various characters and armies,

knowledge of the dynamics and strategies of the first scenario will carry little value in this newest version. The balance of power, as well as the focus of attention, will be radically different. This will allow new and experienced players a chance to get to know the game as near equals. Furthermore, additional information about each of the nations will be provided to all first-time players to better balance the amount of knowledge shared by all players at game start.

Specifically, there will be about 25 new artifacts, with many more of those that were held during the first scenario now being lost and/or guarded by many of the brand new encounters. There will be a completely new set of riddles to solve. Also, many more guardians and creatures to encounter and deal with.

Also, although the number and balance of the nations will be the same as the T.A. 1650 scenario, many of the T.A. 1650 nations now lay in ruins and many new nations have appeared on the scene. Specifically the new list of nations is as follows:

<u>The Free Peoples</u>	<u>The Dark Servants</u>	<u>The Neutrals</u>
01) Woodmen	11) Witch-king	21) Corsairs
02) Northmen	12) Dragon Lord	22) Rhûn Easterlings
03) Riders of Rohan	13) Dog Lord	23) Dunlendings
04) Dúnadan Rangers	14) Cloud Lord	24) White Wizard
05) Silvan Elves	15) Blind Sorcerer	25) Khand Easterlings
06) Northern Gondor	16) Ice King	
07) Southern Gondor	17) Quiet Avenger	
08) Dwarves	18) Fire King	
09) Sinda Elves	19) Long Rider	
10) Noldo Elves	20) Dark Lieutenants	

The loss of the Éothraim, Arthedain, Cardolan, Rhudaur, and the Haradwaith are offset by the emergence of the Riders of Rohan, the Dúnadan Rangers, the Silvan Elves, the now-split Easterlings, and the White Wizard (Saruman). The much-reduced 'power' of this period of the Third Age will also dictate that all these nations will be reduced in initial strength and scope, yet surprisingly become less vulnerable than in the earlier version. As a result, smaller and more balanced economies will allow for more steady and controlled growth. Many new ruins, remains of the wars of the last 1500 years, will scatter the map and be ripe for the plundering. The ruins of the Kingdom under the Mountain and Moria are just two examples.

Of course, many of the nations will have entirely new characters. However, some of the nations will have characters that live (or exist) much longer than the 1500 years between the two scenarios, and those characters will still be found in T.A. 2950. Furthermore, some of the NPC's of the first scenario are now characters controlled by the new nations - notably Galadriel, Celeborn, and Saruman. Additionally, many familiar characters from the stories of Tolkien, like Aragorn, Éowyn, and Boromir will now be found in T.A. circa 2950.

Finally, of course, the setting is placed near the time of The Hobbit and The Lord of the Rings. And this means that the One Ring could have greater impact in this newest scenario. During this period (T.A. circa 2950 - plus or minus 70 years), the One Ring could be held by Gollum, or by Bilbo Baggins, or could even be lost to all. Locating and securing the One Ring takes on a whole new perspective. Could the events of Tolkien's Trilogy unfold again...?

New player registrations will be priced just as before - \$25. Current/former ME-PBM players will be able to setup for only \$17.50 (setup,

two free turns, and the new scenario rulebook [which comes with a different Angus McBride cover!]). After that, new game setups will be priced just as before - \$12.50. New games will be starting some time toward the end of summer - August/September '94. Come join in the fun!!

### Strategy & Tactics: The Eothraim

By  
Brian D. Mason

Taylor Scott, a good friend of mine, said that when you drive a Volkswagen van you have to understand that anything that wants to pass you, will, and there is not a thing you can do about it.

Likewise, if you are playing the Eothraim you have to understand, that in the face of competent opposition, without tremendous help from your allies, you will lose and there is not a thing you can do about it.

The Eothraim start the game with an army which is second-to-none. How, then, can such a blanket statement be made?

You have three major problems. One, the armies you face on the north-end of Mordor (Dog Lord, Long Rider, Dark Lieutenants) are combined better than yours, two, you cannot afford the armies you have, much less the armies you need, and, three, you don't have the agents necessary to protect yourself from agent actions.

So, what should you do?

First, encourage military support from the Northmen and Dwarves. I have seen in recent games Dwarf players consolidate their three eastern armies first in the Iron Hills before moving them into action. That is not very helpful. Both the Northmen and the Dwarves should move South to engage some of these three adversaries.

Second, encourage economic support from your wealthier allies. Let's face it, to get to the Northmen you've got to go through the Eothraim, and if the Eothraim are knocked out then Northern Gondor gets more attention from the Dog Lord and Dark Lieutenants. These two nations, at the least, should be willing to "fork over the dough" so that the Eothraim can keep going.

Third, hack and slay, slash and burn, and scorch the earth. You might not be in the game long, so don't capture a population center that can be taken back. Burn, baby, burn.

As long as you're asking for the moon and the stars, ask the Noldo to use the Mantle of Doriath to hide your capital. If they do, your position improves significantly. If they say no, well, you're no worse off.

The Eothraim should have sufficient production to add cavalry as they are needed. Uirdiks should learn 'conjure mounts' if only to get more mounts to sell. Well timed sells of leather, food, or mounts should be able to help the Eothraim economy as well as keep supplies at the location for recruiting as it is needed.

Total economic position = 26250 taxes (70%) + 168 gold (projected production) - 3250 pop centers - 27000 armies - 6200 characters = 10032 per turn deficit!

Group the five at start Eothraim armies into three combat groups: two strong, one weak. The two strong will go into combat immediately while the one weak one begins adding more heavy cavalry.

Consider the following: mounts and leather are transported to a major town in sufficient numbers to allow recruiting of at least 800 heavy cavalry. The recruiting army goes there, recruits for a couple of turns and then moves off. When one of the "at the front" armies is exhausted, it moves back to begin

recruiting while being replaced by the new army. Thus, at least two armies are kept in combat at all times. Along this line, it is worth pointing out that Buhr Marling (3612) does not appear on any Dark Servant regional map.

There are two problems with this strategy. One, the Eothraim cannot afford the troops they start with and two, a character at their capital to do the necessary nation transport orders is vulnerable. The only viable alternative is to lose a good portion of the army (difficult, and possibly not a good idea). If the armies are decreased in size in combat it can do two possible things: one, if attacking an enemy army, it improves the Eothraim chances for survival, and two, if capturing an enemy population center, it improves the Eothraim economic situation. However, given the ebb and flow nature of actions in Rhovanion, a scorched earth policy is a good idea.

What follows are suggested points for the Eothraim to concentrate attacks, as well as staging areas for first turn moves.

The primary objective of all Eothraim forces should be to engage armies of the Dog Lord, Long Rider, and Dark Lieutenants. If they can, the following might be possible objectives.

Attack group one: The armies starting at 3715 and 3612 move to 4219. On the following turn they will combine. Their objective is to engage forces of the Long Rider, or if not, to force march to 3922 on turn two and then to 3822 on turn three, then destroy the Dragon Lord major town of Lag-auris at that location. The Dragon Lord is the most vulnerable of the Dark Servants at game start (his armies are weaker than those of the Witch-King, and he does not have the potential for neutral allies). Taking out his only secure population center will make it much easier to get him out of the game.

Attack group two: The armies starting at 2819 and 3112 move to 3120. Their objective is to engage forces of the Dog Lord and Dark Lieutenants. On the following turn they will engage enemy forces present in the hex and/or destroy the Dark Lieutenant town of Thuringwathost.

Reserve group: The army at 3217 will move to 3612, there to begin recruiting to make up for anticipated losses, and to prepare this army to replace attack group one or two on the field.

(continued from front cover)

It's time once again for game needs. We currently have a State of War game which is half full, so any of you looking to take on the Federal government can write to us and join the revolution. We also have a 3-week ME-PBM game which is filling as well as a 3-week grudge game in need of a Dark Servant team (see the General section of the personals for more information). There are also three Dark Servant Grudge teams waiting for foes from the Light, so you Free People grudge teams should take note. And, as of late, we are in need of Neutrals, both single and two-man teams. Neutrals will most likely be set up in a game fairly quickly, so those of you wanting to start a game soon should request a Neutral position. That's all I have this month, so until it's that time again, fight well and long.

*Stuart*

## The Hall Of Heroes

Game #31 - The Dark Servants: #20, #11 & #18

In a struggle which came down to the last battle of heroes, Sauron's minions cursed Arthedain's champion, Vainambinen, as he stood poised to cast the One Ring into Mt. Doom, thus denying the Free People's victory. Sauron looked upon his servants with satisfaction, knowing they preserved his dynasty with their final actions. Final standings are as follows:

#20 Dark Lieutenants - 2350  
#11 Witch-king - 1983  
#18 Fire King - 1925

Top Free People: #4 Arthedain - 700

Interesting Notes:

Highest Challenge Rank - Mûrazôr/Witch-king: 219  
Highest Net Commander Rank - Mûrazôr/Witch-king: 137  
Highest Net Agent Rank - Agburanar/Cloud Lord: 189  
Highest Net Emissary Rank - Carrog/Dark Lieutenants: 102  
Highest Net Mage Rank - Gastmorgath/Blind Sorcerer: 140  
Most Mithril - Witch-king: 1639  
Most Artifacts - Cloud Lord: 24  
Most Kills - Ice King: 22

Congratulations to the Dark Servants!

Game #65 - The Dark Servants: #16, #22 & #21

Sauron's iron fist has seized Middle-earth in an unrelenting death grip, led by his faithful lieutenants in the field. Their opponents now fill their slave pits and the heads of the Free leaders adorn their walls. Final standings are as follows:

#16 Ice King - 2000  
#22 Haradwaith - 1983  
#21 Corsairs - 1833

Top Free People: #10 Noldo Elves - 1800

Interesting Notes:

Highest Challenge Rank - Hoarmûrath/Ice King: 249  
Highest Net Commander Rank - Araud&gûl/Cloud Lord: 140  
Highest Net Agent Rank - Dîn Ohtar/Long Rider: 146  
Highest Net Emissary Rank - Haormurath/Ice King: 115  
Highest Net Mage Rank - Zigmund/Noldo Elves: 196  
Most Mithril - Long Rider: 2245  
Most Artifacts - Noldo Elves: 30  
Most Kills - Long Rider: 15

Congratulations to the Dark Servants!

Game #71 - The Free Peoples: #21, #10 & #23

The Light of Illuin and Ormal is once again kindled as the Free have banished Sauron and his Dark legions from the face of Middle-earth. The song of Eru now flows without opposition and life can now go on without fear of the Lidless Eye. Final standings are as follows:

#21 Corsairs - 2050  
#10 Noldo Elves - 2000  
#23 Dunlendings - 1683

Top Free People: #9 Sinda Elves - 1600

Interesting Notes:

Highest Challenge Rank - Tharûdan/Sinda Elves: 181  
Highest Net Commander Rank - Pochak/Blind Sorcerer: 113  
Highest Net Agent Rank - Attrielle/Dunlendings: 128  
Highest Net Emissary Rank - Arkhad/Corsairs: 97  
Highest Net Mage Rank - Tharûdan/Sinda Elves: 128  
Most Mithril - Dunlendings: 2795  
Most Artifacts - Dunlendings: 18  
Most Kills - Cloud Lord: 34

Congratulations to the Dark Servants!

## The Hall Of Heroes

Game #73 - The Dark Servants: #15, #14 & #22

The Banner of the Lidless Eye flies over all of Middle-earth, with Sauron's strongest enforcing his will on those who dared oppose him. The Free have been crushed and the loyal sit at His side. Final standings are as follows:

#15 Blind Sorcerer - 2300  
#14 Cloud Lord - 2200  
#22 Haradwaith - 2000

Top Free People: #4 Arthedain - 1050

Interesting Notes:

Highest Challenge Rank - Dubro/Cloud Lord: 165  
Highest Net Commander Rank - Dubro/Cloud Lord: 150  
Highest Net Agent Rank - Dîn Ohtar/Long Rider: 143  
Highest Net Emissary Rank - Annie/Cloud Lord: 104  
Highest Net Mage Rank - Urzabil/Cloud Lord: 110  
Most Mithril - Long Rider: 372  
Most Artifacts - Cloud Lord: 26  
Most Kills - Cloud Lord: 36

Congratulations to the Dark Servants!

Game #87 - The Dark Servants: #20, #12 & #11

The sound of hob-nailed boots crushing Free bones beneath their heels echoes through Middle-earth as the Dark troops fan out to claim the land which now belongs to their strong-armed masters. Sauron's glorious reign has begun! Final standings are as follows:

#20 Dark Lieutenants - 2400  
#12 Dragon Lord - 1900  
#11 Witch-king - 1859

Top Free People: #8 Dwarves - 625

Interesting Notes:

Highest Challenge Rank - Gothmog/Dark Lieutenants: 227  
Highest Net Commander Rank - Gothmog/Dark Lieutenants: 200  
Highest Net Agent Rank - Pewterath/Blind Sorcerer: 128  
Highest Net Emissary Rank - Ascar/Witch-king: 93  
Highest Net Mage Rank - Shoglic/Cloud Lord: 137  
Most Mithril - Dark Lieutenants: 2115  
Most Artifacts - Dark Lieutenants: 23  
Most Kills - Cloud Lord: 32

Congratulations to the Dark Servants!

Game #150

Game #150 ended with no winner.