



## WORDS FROM THE WOOD

Happy Birthday to America! Happy Birthday to America! Well, here it is, July, time to celebrate the birthday of the nation. A time to reflect on our forebears and their great struggle to make this country the power it is today. That's right, I KNOW that the forefathers of our country envisioned a country full of malls, tabloids, a decrepit education system and a deteriorating social structure. I'm SURE that their idea of a viable political system included self-aggrandizing lobbies, soul crushing bureaucracy and self-serving political hacks who pretend to call themselves politicians while doing nothing more than lining their own pockets, dropping their pants or playing "I've got more power than you do." So Happy Birthday, America. Long may you prosper.

The first bit of business is to correct a misprint from last issue. That misprint is the name of the author of the piece entitled "The Real Winners in ME-PBM: Alternatives to Victory Conditions." The name on that article was Greg Schooner. That is incorrect. The actual author's name is Greg Shaffer. It seems this editor did not do a good job with this. My apologies to Greg and let's hope this doesn't discourage him from writing more!

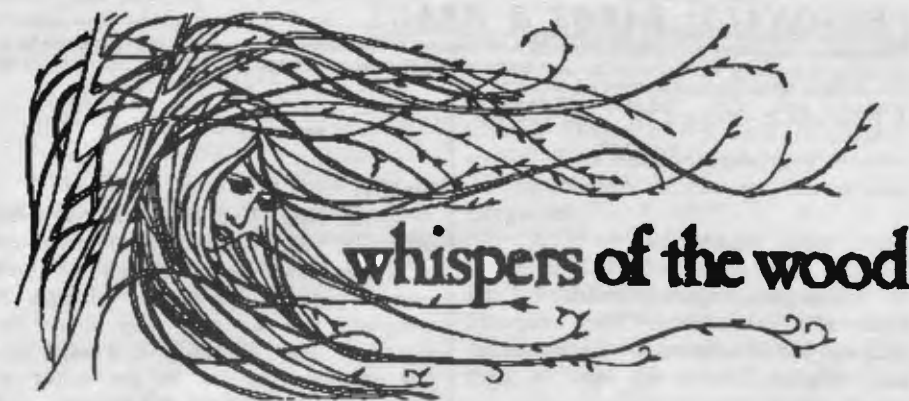
I'd like to take this opportunity to announce that the second edition of the ME-PBM 2950 rules are out! They are sharp looking and attractive. These rules are "perfect bound" rather than saddle-stitched and they look great! The rulebook also includes a helpful index and, of course, all the information you need to play ME-PBM 2950. If you are interested in purchasing a copy, contact our office and we will be happy to oblige you.

More on email turns. For those of you receiving/sending your turns via email, we'd like to bring to your attention that delivery of turns can take up to 48 hours, especially if you are on Internet. We have had several calls asking that we send another file when the first one was not received within a couple of hours. If a turn is run and you do not receive that turn on email after 48 hours of the game being run, contact our office. We will be happy to send you out a new file. If you want a file sent out before the 48 hour wait period, that is fine. We will happily send it out, but there will be a \$5 charge to do so.

We also ask that all email turnsheets be into us by 9 AM one business day BEFORE the turn is due to be run. This means that, if the turn is due to be run on the 14th, we need to have the turn in by 9 AM on the 13th. Please take note of this, as there is a possibility the turn will not be run if we receive it after this time.

I know I announced this last issue but, in case any of you missed it, I am going to announce it again--summer is here and that means one thing: Conventions! We will be attending two conventions this year, Origins and GenCon. We will be holding seminars at both conventions--one at Origins and two at GenCon. These seminars are a good place to ask questions about ME-PBM, GSI, upcoming projects, rules clarifications or anything else you may want to know. The Origins seminar will be held on Friday, July 14th, from 6:30 PM to 8:30 PM--it is event #1176. The GenCon seminars will be on Friday, August 11th, and Saturday, August 12th, from 8PM to 10PM. Pete and Bill will be attending Origins and Pete, Bill and myself will be attending GenCon. As I said last month, I'd love to meet those of you who will be attending and discuss our games, *Whispers* or anything else you'd like to talk about. So come on by and bring your questions.

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This Month's Cover: "To Make An Omlet . . ."

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## PERSONALS: BARBS & BRAGS

Every current GSI player is entitled to a free 60 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 (61-100 is \$2.00 etc.). GSI reserves the right to edit or refuse material deemed unsuitable.

Middle-earth™ PBM

circa 1650

### GAME 13

The messenger approached Lord Marshal Pelendur. "Sir, reports indicate 9 evil armies in our homeland and only 1 Free army, and it isn't ours."

"Well," said Pelendur, "then I guess we should be thankful we just moved our capital to the other side of the world."

\*\*\*\*\*

Dunlendings,

In reference to your article in *Whispers of the Wood*, Volume XII, Issue #1 titled "The Strategy of . . . Stalling When the End Is Near," your continued existence in this struggle for Middle-earth is solely due to our policy of destroying our most capable opponents first. Obviously, you see where this leaves you . . . last! Joint Mordor Special Operations Forces

\*\*\*\*\*

Five Feeble nations  
struggling to be free  
Two ran out of capitals  
And then there were three.

### GAME 100

Long Rider,

It has been said that consistency is the hobgoblin of little minds. In your case I would modify the saying slightly; predictability is the hobgoblin of a very very little mind. In the end it shall be your undoing. Caras Tolfas shall be your Waterloo.

Uirdiks

\*\*\*\*\*

Finally!

At long last this war is over, officially. Only the deluded ramblings of a blind fool have delayed our well earned peace. Now our triumph is complete and no one may deny our victory. The Eothraim live still and our enemies wallow in the ichor of their own failure. To peace and triumph!

Uirdiks the still alive and kicking  
Eothraim mage.

\*\*\*\*\*

Long Rider

The game is essentially over. Sauron would be proud of you. You've shown that you can make the game very long, but you can't win.

The Khazad Kings

### GAME 109

Ring around the map,  
Long Rider is in a trap,  
Ashes, Ashes, He is almost Out.  
Inscription on Gate to Minas Ithil

### GAME 116

. . . . he slipped the band onto his finger, fever rushed through the body and mind. Instantly ingenuity struck.

"The ring of binding! Master will be very gracious."  
Burzum, Thang, Ngwalme, Gurth.

### GAME 125

Bosimytas Reval, if Buhr Waldmarh is still your capital, I'm torching it. Even if it's not your

capital, I'm torching it. I have a feeling Waulfa will be back since I missed him the first time . . .

Zarendarger

### GAME 141

My Lord, nearly a year and a half of war and yet the northwest is not secure; the hordes, however, do drive to the western shores.

Doombringer (11)

### GAME 154

At the Free Home

"RRRRINNNNGGG . . .  
RRRRRIINNNGGG . . ."

(Click)

"Hello?"

"Hi! This is Sauron Marketing Surveys. Is Bain in?"

(explosion)

"Uh, not any more."

"Oh. Well how about Mahcared?"  
(sound of tires squealing out of driveway)

"He just left."

"Hmmm . . . Thudimier?"

"Sorry, he fell in a cement mixer last week."

(Kchunk!)

"Well, to whom am I talking?"

Hello? Hello?"

Rhys (15)

### GAME 161

Bulletin Board at Kâl Nargil:

After 13 months, leaders in the "Dead or Alive" Bodycount Competition are:

1st: Gontran (7 kills)

2nd: Jf Indûr (6 kills)

3rd: Erennis (4 kills, 2 kidnaps)

Rumor has it the Boss would have tied with Gontran, but for the Dog Lord interference in the elimination of Saerol at Dol Amroth . . .

### GAME 165

The red moon rose again into the pitch black night as a persistent sign of a troubled land. Men dug deeper, labored harder and trained incessantly within their fortifications just outside the foreboding mountains surrounding Gorgoroth.

A year had passed since many had seen their homes and the sight of unblemished Arnor was longed for by the men of Arthedain. Ferocious armies marched or thundered by each night to wage war about Mordor. Soon the great assault would begin again. Nations would continue to perish until one side vanquished its foe. The men of Arthedain prayed for a pure moon next month.

### GAME 166

Rotnbart is here once again to insure the peace  
As the free loaders disappear like a lamb's fleece  
So how many turns will this take  
As I now give S - Gone-dor a class in fakes  
While his lands reap in shake & bake  
Why does he play on & on & ON  
I know he enjoys his burnt lawns  
So be it . . . another case of burnt biscuits  
Three FP equals the following formula  
A twit, a clown, & a give me more ya . . .  
. . . guys

Rotnbart of Rhudar & Dun

### GAME 167

"Sire, it appears that Adunaphel's nation is, contrary to all expectations, still active." "Well," the voice rumbled, "she certainly sets the record for a low profile -- 15 turns without any action so far as anyone can tell."

## GAME 173

We told you BS that Dragons would not help! Noldo is bleeding but still coming. LR, don't worry; you're not forgotten. Summer is almost upon us and We are still on schedule to end this game. I know the two of you can beat the nine of us.

Free Peoples

## GAME 177

Free Pigs.

You are the most pathetic opponent I have ever faced! Here it is, turn 20 and the Witch King is still in the game. Only the Sinda and the Dwarves are east of the Misty Mountains -- but not for long!

## GAME 178

Angmar is now free. Only Carn Dûm is held by the Witch-king. Soon that shall fall and all Eriador will be Free of the Shadow. This came about because of the foulness you spoke. It turned the key neutrals against you and to join with us.

Zarendarger

\*\*\*\*\*

Laughable Fools!!

Zarendorker of Arthedain speaks boldly for one who hath proved himself to be the epitome of utter incompetence. As long as my master draws breaths, feeble one, so too shall I exist in this wretched world of Middle-earth.

The leaders of Arthedain have dropped like flies at the hands of Hoarmurath's skilled entourage of agents. Rest assured, Zarendorker, that they are just as dead when killed at my behest as if they had been slain by mine own hands!

For all thine words, Zarendorker, the drumbeat which emanates forth from Angmar drones on. Rest assured, O' pathetic One, that rumors of the

\*demise of the Witch-king art greatly exaggerated! That I now speak unto thine wretched self is evidence of that truth!

And Elrond, that little fairy who thinks himself an elf, I continue to be amused by his unsurpassed stupidity and unparalleled ineptitude. In his 'honor' I have commanded that Drysdale's Tomb be erected. Indeed, it hath come to pass! Elrond should have continued to bake cookies, for the time comes when it is he who shall be tossed into the oven. Yea, into the very fires of Mt. Doom itself!

I have been assailed by the forces of the Dwarves, the Noldo, the Arthedain, the Northmen, the Dunlendings, and the Easterlings, and it hath all been for naught, for my power is undiminished. Indeed, even as mine enemies gather and march against me, I spit upon them, and mock their pitiable efforts to defeat me. I am Er-Murazor, little Free Peoples, and yea I shall be feared!!

The march to Carn-Dum is easy. It's getting out alive that's the challenge!

Peoples of Middle-earth, heed not the words of the braggart Zarendorker of Arthedain, for only fools would follow the advice of a fool!

The neutrals have chosen to become the lap-dogs for the Free Peoples. No matter! The more slaves the better!!

My master hath willed it so!

I shall make it so!

Er-Murazor

The Witch-king

Lord of the Nazgul

Dark Master of Angmar

Chief Servant of Sauron

Eternal Bane of the Little Free Peoples

## GAME 181

In the North, the free rejoice, for Angmar has been overrun. Mirkwood is now the Greenwood, and Woodmen and Sinda breathe a sigh of relief.

But amidst the thunder of the Mûmaks a whisper can barely be heard: A shadow rises in the South.

\*\*\*\*\*

Alas, people of the Free Nations, your efforts shall be in vain. Argirion, Baranor, and Camlin, as well as the mighty Prince Celdrahil, have fallen to my blade. My armies are marching towards his capital as I speak. The nation of Southern Gondor will fall! More importantly, who will be next?

Ji Indur

\*\*\*\*\*

The commander of Minas Anor's militia looked out upon the sea of steel that stretched from the White Mountains to the Anduin. He could hear the trumpeting of the Mûmaks mixed with the blasts from battle horns. He stood, awestruck at the sight of so many Mûmakil and war machines, never had he seen such a host! A group of riders separated from the army and approached the gate. He saw that one of them carried a battle flag depicting a blood red moon, covered by a jet black twisted serpent, the banner of the Shah of Harandor himself! The group stopped, but one, mounted upon a magnificent charger, his weapons and armor of mithril rode to within 50 feet of the wall. "Men of Minas Anor, I am Carlon, Shah of all Harandor! Open your gates and surrender your city, and I shall be merciful. Defy me, and I shall raze your city and have every inhabitant put to the sword!"

Thus was the jewel that is Minas Anor added to the crown of the Shah of Harandor.

\*\*\*\*\*

The free are united. The neutrals turn to the Sauron. The dark Servants have filled their ears with false promises. Alas, my brothers, free

your souls before they are consumed. Mordor I hear your call and I come. I know I'll receive a warm welcome. Let's party!

Hallas

## GAME 184

The lonely tower of Thuringwathost lies at the gates of Mordor. All around the empty tower lie the ruins of a once bustling town. To the north-east of the city, a column of rising smoke can be seen. Upon closer inspection, the lifeless remains of an entire Dog Lord army lay strewn about a battlefield covered by dark Mordor flies feasting on their prize.

The melodious sound of a kine horn shatters the ugliness of the scene. To the North, one sees the glinting rays of sunlight reflecting off the shining, metal armour of the departing Northman army. The Northman army marches on.

Eoder, Iron Fist of the North

## GAME 186

Hey, Thranduil!

Isn't it funny how hidden places are so easily found? Time to die.

The Storm King

\*\*\*\*\*

And I saw, and behold a white horse: and he that sat on him had a bow; and a crown was given unto him: and he went forth conquering and to conquer. And he spoke unto the vile and nasty Quiet Avenger, "You are the slime from the bottom of your ancestral cesspool."

High Plains Drifter

\*\*\*\*\*

"Carnage"--

Gee, I'm shakin' in my boots. Maybe it's because I'm laughing so hard...

Actually, if Angmar hadn't been an absentee neophyte, things might have gone differently--but he was, they didn't, and if you want to visit, fine. Meanwhile, don't expect your cards to have much impact unless you're willing to reveal your true identity.

--Prince Arfanhil, Rhudaur

\*\*\*\*\*

The Doom of the Free draws near. The Eothraim and Northmen are crippled. Southern Gondor is no more and Northern Gondor is well traveled down this same path of existence. The Northern Nations have much to fear as the Mighty Easterlings and Corsairs have joined the unblinking eye. The hordes of Mordor are coming. Prepare good people. Darkness comes.

Gandria

#### GAME 190

In a hidden location an interrogation commences:

"Vee kan make zee talk, zervant!"

"I will only talk to an enemy of my rank," spits out Wodurishak.

"Awn vho might zat be?"

"How about Ringlin?"

"Sorry, busy."

"Amroth?"

"Also busy."

"Marl Tarma?"

"Busy."

Beoraborn?"

"Busy."

"Waulfa?"

"Well."

"Sarkar?"

"Uh."

"Thudimer?"

"Uh."

"Odagus?"

"Uh."

"Baranor?"

"Uh."

"Camlin?"

"Uh."

"Glorfindel?"

"Uh."

"Thorin?"

"Uh."

"Well I'm outta names, who is left?" spits out Wodurishak with a wicked smile.

\*\*\*\*\*

#### Dragon Advertising

"Bored with the same old meals? Try the Khazad-dum cafe! Prepared especially for the discriminating palette, their chefs squirm the whole way down the way a good meal should. Emissaries, Agents, Commanders--they've got it all! Supplies are limited, and though reservations fill quickly, dragons sure don't! Call now!

Rhys (23)

\*\*\*\*\*

"I, Er-Murazor, have lost neither followers nor population centers by Turn 7. Anyone who says otherwise, lies. I have caused the death of: Waulfa, Thrar III, Bornbeneor, Sarkar, Marl Tarma; Zarak Dum calls me lord. What are you losers waiting for? Christmas? Kill me so I can play a game I can win.

Sincerely,

The Newbie Witch-King of  
Cannonfodder

#### GAME 191

Greetings to the Free Peoples and Dark Servants of Middle-earth. The decision of the mighty Harad is forthcoming and but a few turns away. Beware, however, as I will not be swayed by a show of aggression. The nation of the Quiet Avenger pushed too hard, and now Adûnaphel is dead. You have been warned!

Carlton

Shah of Harondor

#### GAME 192

Enough!!

Gondorian fools! The Regent who ruled in my stead hath been rewarded for his incompetence. It is time to put an end to this charade which is a march by the Gondors into Mordor. Not even the buffoon Zarendorker would attempt such folly.

Marching to your deaths saves me the effort of tracking you down and murdering you in cold blood. The effort you save me thus, I shall expend elsewhere.

Death rides with me, for it fears to ride against me!  
I am Hoarmurath, and yea I shall be feared!!

Hoarmurath  
THE ICE KING

#### GAME 194

"General . . . General . . ."

A pregnant pause.

"Speak, fool."

"Please, oh please, I'm sorry."

"Stop your whining--speak."

"Thank you master . . . the locals have been vocal about your presence, they say the army is too vicious."

"Oh--?"

"Maybe we should--"

!--SNIKT--!

(A slave's head rolls across the dirt inside Pochak's tent).

"Maybe we should keep overrunning armies. All who oppose us will be obliterated. Just ask the Eothraim."

\*\*\*\*\*

Greetings From Rhovanion,

Dendra Dwar, Uvatha, Urzahil, Ovatha II, do you guys hate me? Keep sending your armies and I will keep turning them away. Soon, yes soon your pop-centers will be mine and the light will shine forever!

Selur Rodrom

\*\*\*\*\*

My fellow Lords,

All of your words are well met, but actions speak louder than words. We seek more cooperation with our requests in the future.

King of Harad

#### GAME 195

Somebody broke my bridge!!!! It must have been those cowardly Cardolan!

Hmmmmmm!!!!!! I haven't heard from those pesky Noldo lately. Maybe I'll go visit them again.

This is turning out to be quite an exciting year! I heard that fell beasts were encountered north-west of here and a balrog at Freawul!

Lord Master Orillion  
of the Dunlending

\*\*\*\*\*

Ai Yi Yi

We all gonna die!

Dog Lord, Long Rider,

Blind Sorcerer too-

All come a callin'

While Eothraim's idle . . .

Guess we've got a

Big job to do!

Tipsy Northman Bard  
(washed up on shore)

#### GAME 197

Once upon a time, in a forest not so far away, there lived a group of little Woodmen, who tried in vain to scratch out a meager existence in a hostile forest known as Mirkwood. The little Woodmen lived in a few very poorly fortified places.

One day, a man in black showed up on their doorstep and they all died very horrible deaths.

The moral of the story? Better watch out for your little characters! Make sure they don't stray too far

from home.  
Khamul, the Black Easterling

\*\*\*\*\*

The game has begun. Darkness descends. Middle-earth shall be Ours.  
Khamul, the Black Easterling

\*\*\*\*\*

Lords of Middle-earth,  
Once again the Noldor stand ready to make WAR. We, that live in the mountains of Mordor, only know PEACE. It is the words of Lord Cirdan, Master of the Grey Havens, that incite corruption. We only wish to share our mountain knowledge and join you in your cities and villages. We are coming . . . to help you!  
Lord Greco  
Advisor to the Ice King

#### GAME 198

"My lord Sauron commands me to inform all the free that soon we shall come. We shall feast upon your fields and all will be enslaved!! We hear roast halfling is tasty!"  
So speaks  
Urzahil  
Mouth of Sauron

#### GAME 199

Heed you well Freeps! Throw your spellcasters aside, they will be useless. The Blind Sorcerer will find all artifacts of value; regardless of nasty Nolda mages.  
The Blind Guy  
P.S. Witch-king (Cardolan and Arthedain are Southwest)

\*\*\*\*\*

Sailing the seas of Northmen blood  
My cavalry tramples them in the mud  
Falin has fallen and Ohtar is dead  
Now I have a sea with fishes well fed

I think that the Northmen are still asleep  
They amble about like Rhovanion sheep  
Now I must be going, I shouldn't be late  
I'm taking my army to see Goblin's Gate.

#### GAME 200

"Forgive me, master, for I have failed my mission. There were . . . spirits. They . . . I could not defeat them."  
"Let it go. Return home; you are needed here."  
After darkening the scrying pool, the old wizard muttered to himself.  
"First my spells go awry; then I risk my only apprentice on a fool's errand. Has this madness struck me as well?"

\*\*\*\*\*

Uvatha,  
Nice opening. Let's see if you can keep it going. Now a public thank you to all my allies for the support.  
Khamul, this doesn't look good for you. A grudge game is bad news for you and the Witch-king.  
Selur Rodron

#### GAME 202

Awake my Prince, a messenger has arrived from King Tarondor. The watch has detected massed armies of orcs and fell creatures moving across the mountains!  
Send messengers across the land. The Unspeakable One is on the move. Muster the troops, Captain. We sail at Dawn.

The first alarm. Overheard by a Haradwaith Spy in Dol Amroth.

#### GAME 203

Neutrals--  
Hear the words of Sauron for what they are: lies and deceit.

Mark well the words of Báin, for they are carved from stone:  
The foul Witch-king has attacked Rhudaur, while the Dwarves march forth to lift their hammers in defense of men.

Báin I  
King of Khazad-dûm

\*\*\*\*\*

Hi ho, hi ho, its off to kill Freeps  
I go, with a hey diddle diddle and the Woodmen in the middle, hi ho, hi ho, hi ho.  
Doombringer (13)

\*\*\*\*\*

Khamul,  
Don't get too comfortable in Dol Guldur.  
Bain I

Middle-earth™ PBM  
circa 2950

#### GAME 25

Baaltroc--  
Our regards to the White One.  
Elves in the forest ain't so bad; maybe just a bit noisy, but hey, it's their kinda territory. We got dirty, smelly Dwarves playin' with matches in the plains south of Rhûn! Makes the horses nervous, it do . . . not to mention their riders & drivers!  
--Ovath IV,  
Warlord of Khand

#### GAME 26

Mûrazôr's army that was in Mirkwood did nothing except to raise the alarm. With the last orc cleaved in two, the Witch King's pop centers up north are forfeit. Now to collect.  
Zarendarger (5)

#### GAME 28

On a mountain of skulls, in a castle of death and upon a throne of blood sits Mûrazôr, first of the nine, Witch-king of Angmar, Lord of the Nazgûl. He turns his mind upon the Dúnadain. They shall be the first to be bound in darkness.  
Doomweaver (11)

#### GAME 30

This really sucks!!  
Doombringer (11)

#### GAME 33

Scene: Great hall in the palace of a neutral king; commanders, emissaries, and various agents of the throne have been summoned to confer with the king.  
Agent: "Sire, one of Sauron's servants--one calling himself the 'Storm Bringer'--has threatened all neutral peoples with violence and death if they do not soon declare themselves aligned with the Dark nations."

King: "Who is this 'Storm Bringer'?"  
Commander: "He has not declared himself openly, my Liege."  
King: "What!?! He dares to issue threats but refuses to identify himself! Such behavior is expected of cowards, not great lords or mighty warriors."  
Emissary: "What will be your response, Sire?"

King: "Seek audience with the leaders of the Free Peoples. Find out from them whether we can expect to be treated with greater dignity and respect in their courts. And send this message to all Dark leaders: we do not esteem threats from anonymous cowards and we demand that the offending scoundrel be identified and appropriate apologies be made."

\*\*\*\*\*

"My liege, we will go bankrupt trying to pay all these troops." enemies you can find. That should thin out the payroll a bit."

"Very well, then. Conduct search-and-destroy raids on any

### The Underrated Mage: A Key to Victory

by William Boy

I cannot count the number of times I have either read or heard how the mage is the "least useful character." Mages are a luxury item. You do not need them for the survival of your nation. This, I believe, is somewhat true. You must have commanders. Most of your vital orders must be given by a character with command skill. Also, commanders can create other character classes. Emissaries are needed to help you with your finances, especially at the start of the game. Agents are critical for defense. You must protect your profitable population centers from enemy (or friendly) agents stealing your gold. More importantly, all army commanders must be protected or you will eventually lose your army.

Now, commanders (with armies), emissaries (by influencing enemy population centers), and agents (by assassinations) can also attack the enemy. However, attack is not vital to survival. But there is a difference between surviving and winning. Like attacking, mages are not vital to survival, but they are vital to winning.

There are major drawbacks to having mages. Developing them is time consuming and costly. In addition to many turns spent increasing their skill level (prentice magery, 1-5 points/turn), you must also spend time and money learning new spells so that your mage can be productive. Once these spells are learned, you must spend even more time practicing them (casting them); otherwise, you will not have access to them when really needed.

Despite the drawbacks, the benefits of mages are infinite. A single well-trained mage can perform functions which greatly assist you in successful game play. The key is to use your mage effectively

The first step in using a mage is to make sure you have a usable mage. Some nations start out with good mages, others do not. Always remember that the experienced player will know of your beginning characters. If the character is a threat, it will probably be assassinated. It may take a few turns, but the major characters are walking around with big, glowing targets on them. So if you want to use your mage in the long-term game, better make sure you have one that the enemy does not know about. Therefore, create a pure mage character. Use one of your existing mages for this, or have a commander create a new character with 30 mage points. If you already have a good mage, you probably have artifacts which enhance their skill level. Dump these artifacts on your new mage. Remember, the experienced enemy will also know about your artifacts. If you do not have a good mage, you can enhance your new mage by finding certain artifacts which enhance mage skill. If you do not choose to augment your new mage with artifacts, then you will be forced to have the mage prentice magery to increase their skill level.

The next step is to properly use your mage. To do this, you must decide on what objective your mage will work toward. Pick only one objective, as it will take you several turns to get your mage ready. If you have the mage try to

perform too many tasks you will get too delayed in training. Therefore, you will miss valuable opportunities to use the mage early in the game. You could attempt to train the mage in multiple tasks by compromising training, but you will lose the effectiveness of the mage. As a result, the mage may be unable to carry out an assigned task. Therefore, I recommend one task per mage.

Once you have decided on a task for your mage, you then begin necessary training to accomplish the task. You will have to learn the necessary spells. To do this you must first have the prerequisite spell. The spells are divided into "lists." The spells in these lists are from "easy" to "hard." If you want to know a spell on a certain list, you must first learn an easy spell, then an average spell, and finally a hard spell. Some of the lists are "lost" in which case you will not have access to them. Remember, it takes 1000 units of gold to research a spell. So plan your finances accordingly.

When you learn a new spell there will be a number in parentheses beside it. This number is your base chance to cast the spell. When you cast a spell, a random number will be generated by GSI. This random number will be added to your base chance of casting the spell. The sum of the two numbers must exceed 100 in order to cast the spell. By casting the spell in practice (and you must "successfully" cast it) you will increase your base chance by 1-5 points. When you learn a new spell, your base chance will probably be equal to your skill level. So the higher your skill level, the less practice you will need. Remember, some artifacts increase your skill level; therefore, artifacts provide invaluable short cuts.

There are several options on which task to choose for your mage. I will offer a few obvious suggestions, you will be able to develop others.

#### **Use your mage to locate and retrieve objects**

Artifacts are valuable. You can use them to enhance skill levels, for victory conditions, to gain knowledge, and as weapons. They are also valuable. Other nations may not be very interested in gold or production goods, but they may be very interested in an artifact. You may be able to trade an artifact already in your possession, or you may hire your mage out to another nation to locate or retrieve an artifact.

#### **Training:**

You must learn "locate artifact true" from the Artifact Lore List. Make sure you retain "research artifact," one of the prerequisite spells, because you will want to find out what the artifact does. Be advised, many artifacts have more than one power, so research the artifacts you already own thoroughly.

**BY THE WAY, YOU DO NOT HAVE TO POSSESS THE ARTIFACT IN ORDER TO RESEARCH IT! SO YOU CAN START RESEARCHING ARTIFACTS UNTIL YOU DISCOVER ONE YOU COULD REALLY USE, THEN GO AFTER IT.** I recommend maintaining a log on your findings. A list of artifacts would be a very valuable shortcut to another player.

If you are going to use the mage to retrieve artifacts after they are located, you must have additional training. One common sense point is to learn a good traveling spell. This way you avoid spending a lot of time traveling around the map. If your nation has access to teleport, use it. If not, find it. Otherwise at least learn "Path Mastery" from the Movement Mastery List. If your population centers are spread out, learn "Return True" from the Return Mastery List.

Another point is getting the artifact once you have located it. If unowned, you will have to face some dangers getting to it. Mages are good challenge characters. Therefore if you assign your mage the task of getting artifacts, you

will have to spend time ordering the mage to prentice magery in order to increase the mage's challenge rank.

As you can see for this simple task, a tremendous amount of time and money must be available. A better strategy may be to divide between the two mages.

Mage #1--Use one mage to locate and research artifacts.

Mage #2--Use another mage to retrieve the artifact.

Mage #1 will concentrate on learning the spell necessary to locate the artifact. Once this mage is developed, every turn you can order the mage either to locate an artifact or research an artifact. The other order can be spent in prentice magery.

Mage #2--Learn a good traveling spell and spend all free time in prentice magery. This mage should be given the most artifacts to enhance his ability and challenge rank since he will be spending a great deal of time running errands. This would be a task suited to a multi-class mage character. I recommend an agent/mage, this way you can do some scouting along the way. An agent/emissary might be nice to create a few population centers along the way. You could easily train the character's emissary skill by stopping off at enemy population centers along the way to influence their population. If you do decide to fill this position with a multi-class character, avoid training the character's secondary skill in your population centers. This should be reserved for prentice magery.

#### Use your mage as an assassin:

Mage assassins may be the one weapon even more effective than agents. An agent has to be in the same hex as the intended target. Therefore there is always the chance of detection. Not to mention the target may be guarded. However, a mage casting "Curses" from the Spirit Mastery List can deliver a blow to a target from an adjacent hex. Therefore, there is less of a chance of detection, and no guards to overcome. The spell causes the victim to lose health points equal to 1/2 the mage's skill level. I recommend a time saving, blow dealing company of these mages who have a total of 200 mage skill points. This way you could eliminate the target in one shot. Imagine how this could hurt your enemy if you placed such a company around his capital. The experienced players call this a "curse squad."

#### Training:

Provided you have access to spirit mastery (a lost list which can be obtained from certain artifacts) you will need to learn "Curses." Again, learn a good traveling spell so you do not waste time moving around the map. Prentice magery is necessary until you have the desired "200" point total skill points in the company to make it operational.

If you wish to use multi-class characters for this task I recommend Emissary/Mage. This way you can wipe out a nation's characters in a population center then move in for a massive emissary action. I would only use pure mages. The secondary skill will hamper you from achieving the "200" point mage skill goal of the company.

A side note, if you want to maintain this company, it is a good idea to keep a mage in training as a replacement member. Things happen.

#### Assisting your army; Offense:

Your mage can cast two spells per turn. The catch is that they must be spells from two different lists. In addition, casting two spells in a single turn may hurt

your mage's health. The casting of two spells simultaneously can be very helpful to your army. I recommend that if you are going to use the mage for army support, concentrate on offense capability. In my opinion, added damage from weapons or offensive spells influences the winner of the battle. Defensive bonuses from armor or defensive spells affects the enemy losses after they have already won the battle.

#### Training:

Should you decide to use your mage for offensive combat support you will need to concentrate on learning offensive spells. In addition, you will need to practice the spells until you are fairly sure you will be able to cast them when you are involved in the battle.

You will find that offensive spells can be learned off of more than one list. This is to your advantage. Learn offensive spells from two lists so that you can cast two offensive spells in a turn. Be careful, casting two hard spells will give your army a great deal of offensive power, but you may seriously hurt your mage. Correspond your casting to your mage's skill level and current health. If he is already injured cast easier spells, or cast only one spell. Usually for a fairly well trained mage two average spells would be no problem.

As far as which offensive spells I would recommend, it depends on how you want to plan your battles. Therefore I want to calculate my army strengths as accurate as possible, so that I will know what I will be able to handle. Many of the combat spells give a range of possible damage. If I am going to use one of these spells I calculate the spell doing the minimum damage. That way, as far as my preparations are concerned, I can count on the spell doing a certain damage. If it does more than I calculated, then it is only a bonus which offsets any mistakes in which I underestimate the strength of my army. Also, much depends on how well my mage can cast the spell. I would rather have 700 points than none at all in a critical battle. I recommend "Words of Death" from the Word Mastery List as your primary offensive spell. In addition have several average level spells available from the Fire Mastery List. I would use "Fire Bolts" as a second offensive spell. With this spell I am assured of 1000 points of damage. However, if you are the gambling type try "Fire Balls" which can cause 500-1500 points of damage.

In addition to the offensive spells, you must have your mage learn "Heal True" from the Healing Mastery List. Since the mage will be traveling with an army you will not need traveling spells. But you will need spells which will heal damage from casting two spells in a single turn and any wounds suffered in combat. This way you can have the mage healthy for the next battle.

The task of offensive army support is perfect for a multi-class mage character, and in fact one of the few tasks I actually recommend it. You will not need to spend as much time in prentice magery (which can only be done in your population center). Also you can practice the spells while you are traveling with the army. Two good combinations are Mage/Agent and Mage/Commander. With the agent abilities you can guard your army commander and perform scouting functions. With the command skill your character can serve as a backup army commander and can help with troop training. Perhaps an Agent/Commander/Mage would be ideal, but you will have to spend quite a bit of time getting the character ready.

#### Assisting your army; Defense

As I have already indicated, I prefer to win the battle. But sometimes your nation is faced with a dilemma; you know you are going to lose a pending battle,

and you must do as much damage to the enemy as you can. I am not referring to going out in a "blaze of glory." That would be a waste of a mage. What I am referring to is that you must damage the enemy army so greatly that they will be unable to exploit their victory. With this in mind, have a mage ready for defensive action.

#### Training:

The training for a mage destined for this task would be similar to that for a mage tasked with offensive support. Have defensive spells available from two separate lists. Now, instead of being careful as you would with the offensive mage, the defensive mage can throw caution to the wind. I assume that when you are having to use a mage for this task, then failure would be so great that your nation would suffer badly from it. So go for success. Cast your spells going for the greatest possible defensive advantage. I recommend the two hard spells "Force Walls" from the Resistance Mastery List, and "Barrier Walls" from the Barrier Mastery List.

#### General army assistance:

This task would be a combination of two prior tasks, except both offensive and defensive spells would be available. I would not develop a mage for this function. It would be better to have a multi-class character with mage being partially developed only for an occasional combat spell.

#### Intelligence Gathering:

Having your mage handy to tell you what your enemy is going to do, and where they are located, is a big plus. A mage designed to perform this function will not only be able to support your military movements, but also your agent activities.

#### Training:

There are several spells you must learn to make this type of mage successful. The necessary spells will include those from the Perceptions List, Divinations List, Scrying, and Hidden Visions List. How many spells you will need from each list depends on what you want the mage to try to find out for you. If you plan to attack hidden population centers, I would begin by having this mage learn "Reveal Population Center" as soon as possible. Following this, I would determine my exact needs. The mage can be used to keep track of armies, locate characters, determine information of military importance (such as composition of armies), help find enemy artifacts, and provide information on population centers. There are, however, range limitations on these spells. Therefore, what I recommend is developing one or more of these mages and set them up in a population center near the action. They will provide you with enough information to coordinate your forces and stay a step ahead of the enemy.

Now, as I have already indicated, you will be able to devise other uses for your mages. Often they can make the difference between victory and defeat. Definitely they can make vast improvements in your nation's position. So don't let anyone say that mages are your weakest character.

Get your mages together and have some good gaming. And for all your friends who do not subscribe to Whispers of the Wood, make sure you tell them....."Willy Boy was here!"

#### Rendezvous by Darin Fitzpatrick

The cry of a gull met the soft sound of oarlocks as a small boat glided into a hidden cave. The oarsman shipped his oars, letting the craft's momentum drive it onto the small, stony beach. A slight figure, clad in a warm robe against the cool sea air, stepped ashore, calmly surveying the dim cavern.

Goromil moved out of the shadow of the cave wall, his left hand holding an object covered by a cloth, his right hand on the hilt of his dagger. He peered into the face of the aged Easterling, then, seemingly satisfied, released his weapon and drew back the cloth with a flourish. "Behold the Deepwood Bracelet!" he whispered. "Held by Ents for half an age, it was returned to the Steward of Gondor in this time of great need. For it is an item of great power, harnessing the Essence of Arda for those with the knowledge and skill to wield it."

Gorovod the Ancient bowed deeply. "Truly, you honor the people of Khand with such a mighty gift. I am one such, and will strive to use this power for the greater good." He paused, unwilling to reach for the wooden band, fearing to offend the generous Dunadan. The sound of the Sea, beating against cliffs outside, filled the cave for a moment.

Goromil broke the silence with a grunt. "Loath am I to part with this item now," he said, "for war rages even at the barricades of Osgiliath, and the tide is rising against Gondor. The treacherous Corsairs, our kinsmen of old, have once more betrayed us. Even now their raiders cross the southern fiefs of Lebennin, filling the folk of Gondor with fear.

"Many of the Easterling people now serve the Nameless One, ensnared by his Nazgul, or craving battle with their ancient enemies of Gondor. How then can we know the faithfulness of Khand?"

Gorovod bowed again, seeking his next words carefully. "You know of the leader of our people, Ovatha IV, whom many call the Great," he began. "He has united many of the tribes that once warred throughout the desert, bringing them together to serve a common purpose, seeking strength in unity. He is a marvel among Men, a leader in war and a valiant swordsman. Long has he pondered the fate of his nation, and long has searched the souls of his people.

"Many great Men have arisen throughout the ages, attaining wealth and might, and holding sway over vast empires. Some have succumbed to the lure of Annatar, Bearer of Gifts, whom we now know as the Dark Lord. These Fallen Kings, puppets of their fell master, have approached the Great Ovatha, offering many gifts for his allegiance to Sauron."

"Speak not the name of our Enemy, even here, where all seems hidden!" hissed Goromil. "His spies are everywhere, and his wrath is best not provoked by such as ourselves."

"The wrath of the Eye will smite Khand soon enough," sighed Gorovod, "for though his gifts were generous indeed, behind every one lay the stink of corruption, the odor of slavery, and the sweet perfume of death. Ovatha has spurned them, for he is wise. Ever he ponders the proper course for his people, and ever his heart draws him to the noble cause of the Free. Not for Khand are the slave camps of Adûnaphel, not for us the service of Ûvatha, Wraith of

Terror. The paths of Khamûl, kinsmen of our Lord's ancestor, and Akhôrâhil, mighty Sorcerer of the Haradrim, have shown the folly of the Dark Lord's vassalage. Khand is fierce, Khand is proud, and Khand will always be Free."

Goromil smiled, stirred by the passion in the old man's voice. "What then will you do? Surely we occupy much of our Enemy's mind here in the West, but will he not wish to punish you who defy him?"

"We will strike swiftly, and with a heavy hand," declared the ancient one. "We will free our neighbors from the sway of the Nazgul. We will sweep across the desert like holy fire, cleansing our land of corruption, and tempering our souls in the knowledge that our cause is of the highest good. Perhaps we shall perish, but we shall never submit."

"Take this artifact, then, and use its power well," said the Dunadan. "I am gladdened by your spirit, and convinced of your sincerity. May the Valar guide you in your conquests, and may we soon meet on the field of battle to triumph over our enemies."

Gorovod accepted the bracelet with a final bow, then turned to the beach and the small boat waiting there. The sea was growing wilder, and the night colder. As he took his place and the oarsman began their return journey, he closed his eyes, shivering at the risk he knew his people faced, but warmed by the fire of his holy fervor, and the power so generously provided by his new allies, the Kings of the Sea.

#### ARE YOU GETTING YOUR MAGES WORTH?

by  
Cliff O'Connor

Due to a particular part of the army combat algorithm the answer may not be what you thought. Though many of you are familiar with the nature of combat in Middle-earth you may not know that the majority of times that you have your mages cast defensive magic in a combat situation you are not getting the full benefit of the spell you are casting.

What!? you demand. How can this be possible? Well the answer is cloaked in the sample army combat listed in your rule book (yes the colorful thing with all of the really cool pictures that came with your very first setup). In the sample given on page 57 of the 2950 rulebook step O) it is stated that after arduously calculating the constitution of your entire army you must then "Compute the final Army constitution by adding any points for defensive combat spells that were cast." These are the words that spell the death knell for the mage as an effective tool in a defensive combat situation and relegates magicians to be mere info/artifact hunters and bearers of high personal challenge scores (curse squads, if you can field one, notably excepted of course!)

I know that there are many useful things that mages can do but GSI has chosen to specifically limit their abilities in defensive combat situations and it is there that I have a grievance. Right now you are probably asking how page 57 step O fits into all of this and how does it relate to me and my mages? Well, once the computer at GSI takes into account all the factors that are involved in your particular battle it then adds into that value an additional value that was generated by your defensive spell. Let's say, for example that you have 200

super elite heavy infantry (100 morale 100 training with mithril weapons and armor) under command of a 100 commander fighting in perfect terrain using standard tactics. You run through the combat calculation and you determine that your net offensive combat value is 2000 and that your net army constitution is 4000.

Now let's throw you against your opponent who just happens to be your evil twin. He matches you troop for troop down to the last detail. Now it is relatively easy to see that two exactly equal forces will mutually destroy each other. But now, you being an innovative and capable leader, had the foresight to bring a mage who just happens to know deflections (spell 106), a 1000 point defensive spell. Aha you say, gleefully anticipating your survival of this otherwise lost battle. Here is where page 57 step O bites you in the posterior.

With the defensive spell, your 'final Army constitution' jumps to 5000. However, your opponent only has 2000 points of offensive strength a mere 40% of your modified total defense. According to the combat algorithm your army takes 40% losses on the first round of combat which translates to 80 guys of your original 200. Unfortunately for you, since your spell adds into your TOTAL constitution, it too takes only 40% losses. That's right folks only 400 of those 1000 points are used in preventing the deaths of your troops, 600 points are wasted! These 600 points now evaporate and are gone since all offensive and defensive magic lasts for the first round of combat only.

In this example you just cast a 400 point defensive spell that you thought was worth 1000 points. You lost 80 guys when, if you were really getting 1000 points of defensive magic you should have lost only 50 (2000 points of enemy offense -1000 points of magical defense leaves 1000 points of enemy offense to be divided into your army's constitution, 4000.  $1000/4000=.25$  or 25% losses or 50 troops)

In case you were wondering if you ever get the advertised value of your defensive spell the answer is yes; when your army takes 100% losses in the first round of combat. In other words only when you are wiped out. If your commander survives such a thrashing he should thank the mage for all of that extra defense.

So, as I have illustrated, mages are getting ripped off when it comes to defensive magic. GSI should either modify the rules to clearly reflect the value of defensive spells as a range according to your losses during the first round of combat, or simply change the combat algorithm to require any defensive spell to be completely defeated or, the first round of combat to be over as in the case of the defensive spell(s) being greater than the enemy's offensive value, before the protected army starts taking damage. Personally I favor a change to the algorithm as it is easier to accomplish and more effective. This change would balance the mage's defensive capabilities with his offensive capabilities and brings the algorithm into compliance with what the rulebook says with regard to magic.

Well, that's my pitch and I hope that you found it enlightening. Good gaming and I'll see you on the battlefield.

*(Editor's Note: Our thanks to Cliff for his article, but fortunately the algorithm goes like this each round: Total Constitution - Total Damage = how many troops are still left. Then constitution is recalculated. Yes, the defensive magic is not calculated past the first round. But, you DO get the 1,000 point magic benefit.)*

(continued from inside front cover)

Our last announcement is to say that the game of State of War that is currently filling will probably be the last one that we will put out. That's right, we're finally putting the old horse out to pasture. Some of the other projects we are considering will be filling a similar gap and it is time to lay the game down. If any of you out there are interested in one last fling at the presidency of a new United States, now's your chance. Write us and let us know if you are interested in joining this game.

One announcement that we'd like to make for you players on email is that we now have the option of sending the file in the two-pages-per-page format. If you are interested in receiving your turns in this format, send us a message to this effect. **ONE POINT OF NOTE:** If you cannot print the file, **WE DO NOT RECOMMEND THIS FORMAT!!!!** The file is very difficult to read onscreen, so if you cannot print the file, it will not behoove you to switch to this format. You all asked for it, so here it is!

That's all we have to report this month, so I'll talk to you all next month. Same orc time. Same orc channel. Until then, keep your swords sharp and your wits sharper.

*Stuart*



"That? Oh, I bagged him up in Rhovanion about 1640. A beautiful 2-pointer . . . of course, they all are."

## The Hall Of Heroes

Game # 80 - The Free Peoples: #23, #4, & #2

Across Middle-earth a joyous cry rings out, welling from the throats of thousands. The looming shadow of the Dark Servants has been banished by the unquenchable torch that is the union of Free Peoples, and the future of Middle-earth has been safely secured. Under the watchful eyes of the Dunlendings, the Arthedain, and the Northmen, the good people of Middle-earth return to their daily ways of life, secure in the knowledge that the bones of their enemies lie scattered to the four corners of the world.

Final standings are as follows:

#23 - Dunlendings: 2250

#4 - Arthedain: 2217

#2 - Northmen: 1900

Top Dark Servants: #20 - Dark Lieutenants: 1000

Interesting Notes:

Highest Challenge Rank - Glorfindel/Noldo Elves: 309

Highest Net Commander Rank - Glorfindel/Noldo Elves: 241

Highest Net Agent Rank - Loren/Arthedain: 157

Highest Net Emissary Rank - Alquawen/Arthedain Caldwinna/Dunlendings

Lindra/Arthedain Ankoth/Dog Lord Seagram/Ice King

Galathilien/Sinda Elves Tearenrend/Ice King Nordstrom/Northmen

Ravensil/Northmen: 100

Highest Net Mage Rank - Elharian/Dunlendings: 144

Most Mithril - Dunlendings: 3163

Most Artifacts - Noldo Elves: 21

Most Kills - Quiet Avenger: 17

Congratulations to the Free Peoples!

Game # 149 - The Free Peoples: #7, #10, & #21

A dull, crashing boom echoes throughout a forested glade where several of Middle-earth's most powerful leaders recline around a low wooden table. At the sound, all present pause before raising their glasses and their voices in toast. After they drink deeply and resume conversation, a nearby servant leans toward another, whispering:

"What are they toasting?"

"Know you not? Didn't you hear the crash in the distance?"

"Yes, of course, but . . . what was it?"

"That, my boy, was the first of Lord Celdrahil's decrees being carried out . . . let no stone stand on stone, and all . . . That was the sound of the last tyrant-hold being torn down. That is the sound of victory." Final standings are as follows:

#7 Southern Gondor - 2075

#10 NoldoElves - 1433

#21 Corsairs - 1400

Top Dark Servants: #19 Long Rider - 1075

Interesting Notes:

Highest Challenge Rank - Elrond/Noldo Elves: 188

Highest Net Commander Rank - Ashdurbuk Zalq/Witch-king: 139

Highest Net Agent Rank - Dudannis/Northmen: 137

Highest Net Emissary Rank - Angollion/Witch-king: 96

Highest Net Mage Rank - Elrond/Noldo Elves: 140

Most Mithril - Cloud Lord: 565

Most Artifacts - Dark Lieutenants: 15

Most Kills - Long Rider: 6

Congratulations to the Dark Servants!

## The Hall Of Heroes

Game #168 - Dark Servants: #21, #14, & #11

Deep in a hidden dungeon, piteous moans emanate from a darkened cell. Inside, the barely-recognizable form of the once-proud Argeleb II lies slumped in a corner, a tattered and filthy version of his former self. The cell door opens, and Angamaitë of the Corsairs steps in, flanked by several well-armed guards.

"Ah, Argeleb, dear Argeleb, last of the surviving leaders of the Free Nations . . ." he begins, gazing at the crumpled figure on the floor. The figure turns his sightless eyes in the general direction of Angamaitë's voice.

"You should have died long ago, alongside your fellows in arms. No matter." He left the cell then, pausing before one of the guards.

"Kill him."

Final standings are as follows:

#21 - Corsairs: 2183

#14 - Cloud Lord: 2017

#11 - Witch-king: 2000

Top Free People: #8 - Dwarves: 725

Interesting Notes:

Highest Challenge Rank - Naldûrgarth/Blind Sorcerer: 189

Highest Net Commander Rank - Bulrakur/Dog Lord: 134

Highest Net Agent Rank - Umarth/Cloud Lord: 137

Highest Net Emissary Rank - Plague/Witch-king: 102

Highest Net Mage Rank - Naldûrgarth/Blind Sorcerer: 189

Most Mithril - Long Rider: 520

Most Artifacts - Blind Sorcerer: 23

Most Kills - Cloud Lord: 17

Congratulations to the Dark Servants!

Game #169 - Dark Servants: #20, #22, & #14

A mass of people numbering in the thousands surrounds a narrow wooden stage, outdoors beneath an overcast sky. They await Urzahil, the mouth of Sauron, who is about to speak concerning the recent victory over the Free Peoples, and the new edicts which Sauron has declared law. A representative of each of the Dark Nations stands on the stage, awaiting Urzahil's arrival. Jî Indûr, standing next to Haruth Ramam of the Haradwaith, congratulates him on his choice of allegiance and subsequent victory.

"Well," he replies, "war isn't about being on the good side, or the evil side . . . it's about being on the winning side." Final standings are as follows:

#20 - Dark Lieutenants: 2125

#22 - Haradwaith: 2050

#14 - Cloud Lord: 1800

Top Free People: #10 - Noldo Elves: 875

Interesting Notes:

Highest Challenge Rank - Urzahil/Dark Lieutenants: 194

Highest Net Commander Rank - Ashdurbuk Zalg/Witch-king: 125

Highest Net Agent Rank - Dîn Ohtar/Long Rider: 121

Highest Net Emissary Rank - Iarless/Dunlendings: 97

Highest Net Mage Rank - Urzahil/Dark Lieutenants: 81

Most Mithril - Haradwaith: 769

Most Artifacts - Dark Lieutenants: 30

Most Kills - Cloud Lord: 17

Congratulations to the Dark Servants!

## The Hall Of Heroes

Game #175 - Free Peoples: #4, #21, & #8

The combined forces of the Free Peoples, most notably the Arthedain, the Corsairs, and the Dwarves, have reclaimed the land of Middle-earth and disposed of Sauron's scum. No more shall any nation feel threatened by another, and no more shall Sauron threaten Middle-earth. Saron's welling scream of rage is drowned out only by the cheers of victory given up by the Free People of Middle-earth. Final standings are as follows:

#4 - Arthedain: 1808

#21 - Corsairs: 1575

#8 - Dwarves: 1508

Top Dark Servant: #23 - Dunlendings: 1350

Interesting Notes:

Highest Challenge Rank - Elrond/Noldo Elves: 251

Highest Net Commander Rank - Gothmog/Dark Lieutenants: 119

Highest Net Agent Rank - Jî Indûr/Cloud Lord: 110

Highest Net Emissary Rank - Elrond/Noldo Elves: 76

Highest Net Mage Rank - Elrond/Noldo Elves: 85

Most Mithril - Dwarves: 588

Most Artifacts - Noldo Elves: 29

Most Kills - Cloud Lord: 9

Congratulations to the Dark Servants!

Game #18 - The Dark Servants: #14, #16 & #13

A dark cloud looms over Middle-earth, one which will never leave. The last struggling rays of sunlight have met a tragic end, and are no more. The people of Middle-earth trudge about their daily tasks, knowing that their labor only makes their enslaver more powerful. Their lives have no meaning other than to serve the Dark One, and over it all, Sauron cackles mercilessly. Final results are as follows:

#14 - Cloud Lord: 1633

#16 - Ice King: 1450

#13 - Dog Lord: 1425

Top Free People: #10 - Noldo Elves: 917

Interesting Notes:

Highest Challenge Rank - Galadriel/Sinda Elves: 210

Highest Net Commander Rank - Kruxtoegg/Dog Lord: 139

Highest Net Agent Rank - Dîn Ohtar/Long Rider: 144

Highest Net Emissary Rank - Angûlion/Witch-king: 96

Highest Net Mage Rank - Galadriel/Sinda Elves: 160

Most Mithril - White Wizard: 409

Most Artifacts - Dog Lord Dark Lieutenants: 14

Most Kills - Cloud Lord: 10

Congratulations to the Dark Servants!

State of War Game #84 - The Alliance of the Hordes: #19, #15, #11 & #13

In a bold bid for power in a rebellious nation, the Alliance of the Hordes, led by the Governor of Virginia, has overthrown the tyrannical government of the former United States of America. The nation is now led by those who had the vision and the will to bring about a New World Order. Congratulations to all who had a hand in bringing this victory to fruition.