

# News From Bree

Middle Earth PBCD Newsletter - Issue 11, August '01

*"Strange as News  
from Bree..."*

The Lord of the Rings, chapter 9

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## Make Mine a Double Or ... Two Nations Are Better Than One

by Richard Devereux

Very early in my Middle-Earth career, in the days of GAD for the benefit of fellow ancients, I had the encounter everyone dreads. More deadly than the Dark Lord himself, I'm talking about the dreaded Dropout disease. My team started with 10 nations but before the game was halfway through, half the players had Dropped. Judging by how long that game lasted, the opposition suffered from the same plague.

Game after game, the same thing happened. Then, just like St Paul on the road to Damascus, I received a blinding revelation. TAKE OVER the dropped position! Like all good solutions, it was so simple. No worries about whether the GM could find a standby or not.

The benefits of running two nations were immediate and obvious. If one of your nations was short of a product, the other could often provide it. If one nation was taking a hammering, the other could provide help in the shape of gold or other materials, armies, characters, pop centres and in the last resort a backup capital. All this meant less dependance on allies who may be unknown quantities.

Time went by, GAD were succeeded by Allsorts, and Allsorts were succeeded by Harlequin. By then I was one of a hard core of fellow players who had played lots of games together and the word 'quit' did not exist in our vocabulary. Our team had developed immunity to the dreaded Dropout Disease!

Unfortunately but inevitably, like a whirling sun hurling chunks of creative matter into the universe, our team fragmented as members sought fresh thrills with different teams and varied success. Others succumbed to a different disease, that of domesticity, and were never seen again in Middle-earth. I was one of the lucky survivors from this holocaust. My missus was pragmatic enough to prefer me at home

sat in front of a screen playing a game that costs £4 a fortnight than down the pub costing £40 a night or chasing other women. As if...

Ahem, back to the subject. Given the obvious advantages of having one player running two nations, and too impatient to wait for the normal recruiting process, some of my regular team-mates and myself opted to start a game playing 2 nations each. Of course, in the interests of fair play, the opposition were given the same opportunity.

I believe we have better games as a result. There are some games out there where you need to communicate with dozens if not hundreds of other players. Over a fortnight, you can't talk to all of them even if you want to - time does not permit. It's hard enough to keep track of communications from 9 other players plus 5 neutrals let alone a bigger number.

Therefore I'm all in favour of games where players get 2 nations each (except neutrals for obvious reasons). Each player has to communicate with only 4 team-mates and no more than 3 neutrals. We can all manage that surely? If you can't, don't try to play the game.

The situation has already arisen where, a player has dropped and his nation been picked up by a player who is already playing 2 nations. This should not be a problem provided this option is open to both sides. I understand that we already have one guy who wants to take on the world by playing an entire team. He will have HUGE advantages over any team, however well-knit, that tries to take him on. Hell, if I had the time I would offer a similar challenge! One competent guy controlling an entire team should beat a team of competent guys every time.

As the title of this article suggests, make my nation a double, or triple at least!



new  
games

**T.A. 1650**

[Game 84]

Nations available (2 week): 2, 12, 15 - 2 positions filled out of these so I need 1 more position

[Game 130]

(1 week): Send me a LIST of nations - when I get to 25 players I will allocate the positions - 9 positions so far (Note 95% of players get their 1st choice)

**T.A. 2950**

[Game 222]

Nations available: (2 week) Available: 2 nation game (i.e. any aligned player can play 2 nations): 2,9, 11-14, 17-25

**F.A. 1000**

[Game 46]

NKA (No Kidnap or Assassination game) we need 3 players

**Grudge Games**

1650:

\* 1 wk 12 player team (looking for FP opposition).

\* 1wk 10 player team - some newbies,

\* 1 wk 2 x 6 player team

2950: 10/12 Any alignment (two teams, 1 x 1 week, 1 x 2 week)

1000: 1 wk 9-12 player team (any alignment)

**World Championship**

1650: 1 World Championship game.



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for more information.

# Downgrade Relations

## Order No. 185

by Jeffery A. Dobberpuhl

*"While an armed host lies before our doors, we look on you as foes and thieves." (The Hobbit)*

Politics are as much a part of Middle Earth Play by Mail as economy, diplomacy and military might. How nations view each other has a dramatic impact on the success of many orders. In fact, some orders, such as army combat, cannot be issued if the relations between the nations is too good. At games start, each nation has present views towards other nations. Neutrals share Neutral relations with all other nations. Good and Evil nations have Tolerant relations to others of their alignment and Dislike members of the opposite alignment.

Order 185 changes the way a nation perceives one other nation. Successfully issued, the order will downgrade the relations a nation has one notch with one other nation. This decrease can only be one step, and a nation can only downgrade with any other specific nation only once per turn.

Even though this order is ranked as 'Easy', it is "expensive" to order (from a labor use standpoint). It requires a character with command skill in the capital and is considered a 'Command Skill' order. When the order is issued, the character must specify the number of the nation to upgrade relations with. Note that using this order does not affect in any way how THAT nation views the nation issuing order. It ONLY affects the nation issuing the order.

This order is resolved before just about anything else happens during the game. Only Healing Spells and Changes of Allegiance occur before relations between nations change. This is important, because having decreased relations towards another nation increases the success of orders against that nation, and decreases that foe's ability to successfully issue orders against the player's nation. There is probably no way to tell how many orders have their outcome affected by the status of the relations between nations. Clearly, army combat can only be ordered by a nation that Dislikes (or worse) a foe. Further, having at least neutral relations towards another nation will allow armies and fortifications to stop army movement. During combat, the lower relation a nation has towards another actually increases the effectiveness of its troops!

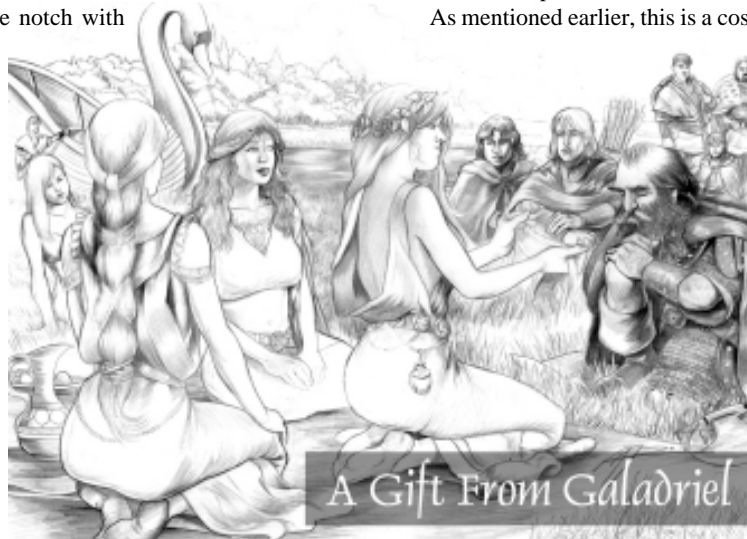
Less than Friendly relations will affect the transfer of food and supplies between population centers and other nations' armies, and unless a nation dislikes another, the presence of an army will not prevent emissaries from taking a population center through influence! Decreased relations will enhance a nation's agent and emissary orders, and weaken all opponent's emissary orders. This list undoubtedly is incomplete as there are probably other, more subtle effects that decreased relations has on game mechanics.

For example, consider the Dark Servants or the Free Peoples attacking a formerly neutral nation, such as the Rhun, with Emissaries. Chances are very good that even though the Rhun changed allegiances, that it is still neutral towards most of the now-enemy team. As a result, its armies will not be able to stop a coordinated emissary attack on its capital!

As mentioned earlier, this is a costly order to issue.

Consider: for a Good nation to decrease relations to Hated with all Evil nations requires 10 capital command orders! It is another 10 such orders to decrease relations to Hated with all Neutrals. For a Neutral nation changing allegiance, there will be a minimum of 10 orders required just to issue combat orders against all enemy nations. While clearly the benefits are there, for an order that does NOT have an automatic 100% success rate (I've succeeded with less than a 40 Commander, and failed with over a 55 Commander), forcing it to be issued ONLY by a commander seems excessive.

To sum up, proper use of this order will do nothing but benefit a nation. The cost of the order is one that must be budgeted for. Failure to properly use this order can actually hurt a nation to point of collapse. A player must be very diligent with long term strategy to obtain the best use of this order.



## Hall of Fame

Will return with the next issue!

CORRECTION! The final standings for game 28 were wrongly reported last time. Undeclared neutrals do **not** place! The correct standings were ...

1) Noldo Elves, 2) South Gondor, 3) Sinda Elves

## who's who

### A look at the major characters in the LOTR: #3 Saruman

**Aliases:** The White Hand, Saruman, the White, Curunir, Curumo, Sharkey, Saruman of Many Colours.

**Date of Birth:** ?

**Race:** Maia

**Height:** rather tall, around 6 feet

**Date of Death:** 3019 T.A.

**Parents:** None

**Spouse:** None

**Date of Marriage:** N/A

**Children:** N/A

**Physical description:** White hair, rather like to Gandalf in appearance. Black hair near temples and corners of mouth.



**Biography:** Saruman came to Middle Earth as the Chief of the Istari, and was the head of the White Council. But for many years, Saruman concealed his secret lust for power and glory. He desired to have the One Ring, and spent many years building armies in preparation for war. Saruman despised Gandalf, for I believe he knew who was the more powerful, and he knew he could never sway Gandalf to aid him in his evil plots. Saruman was greatly learned in the lore of the rings and Sauron's history. He knew that Gandalf knew where the Ring lay hidden, and it frustrated him that he could not get the information out of him. Saruman's chief power was his voice. To an unaware listener, it sounded sweeter than elvish singing, and he could persuade nearly anyone to do his bidding.

In 2953, Saruman took the tower of Orthanc for his fortress, and it was here that he began to build his evil armies. About 3000 TA, Saruman used the palantir of Orthanc, and was trapped by Sauron, after which, though he thought himself to be free, he was controlled by the Dark Tower.

*Cont. overleaf*

# Strategy Tips

by Alan H.

- \* Keep in mind that no character can perform more than one Skill order (Com, Agen, Emis, or Mage) of the same type each turn. For example, a commander can't both train troops and recruit troops (both Command Skill orders) in the same turn.
- \* Raise your tax rate to 59% on the first turn before trying to create any camps. You'll take a one time hit to the loyalties of your population centers, but the long-term consequences are minor compared to the extra money you'll make.
- \* Remember that orders go off in the order of their numbers. So, a 325 order will go off before a 525 order, which will in turn goes before a 947 order.
- \* Mages are best used to gather information and, as we all know, knowledge is power. Choose lore spells before any others.
- \* Heavy cavalry is the most powerful military unit, but heavy infantry is the better choice if you don't have access to the necessary leather and mounts. The other types should not be chosen unless you simply can't manage to afford the higher maintenance costs of these two.
- \* Build a backup capital as soon as you reasonably can. If there is an enemy nearby build one first thing.
- \* Speaking of backups, always include a backup commander with your armies. That way if the army's general meets with misfortune the army won't suddenly disappear (armies must always have a character to lead it).
- \* Agents guard at roughly twice their agent level. Therefore, a 30 rank agent guards at 60 rank. However, an enemy only has to beat that doubled rank by a little to be successful.
- \* Luck plays less of a role in this game than you might think. If you are trying something that seems to be unlikely, then expect to fail every time. The best way to win is never to rely on luck.
- \* The success of emissaries when trying to influence an enemy's population center depends on the target's relations toward you. Expect success if they are set to "Neutral" or better. If instead they either "Dislike" or "Hate" you, then influence attacks will not be very successful.
- \* When going to war against someone lower your relations with them to "Hated" as soon as possible.



## 4th Age Problems

by Alan H.

No game is perfect - including this one. As much fun as it can be, there are some shortcomings you need to keep in mind before joining a game.

The biggest shortfalls in the actual game design are the rules for agents. These are the sneaky spies that among other talents can assassinate or even bring down the walls of fortress. At reasonable levels agents add a lot of flavor to the game. However, when you have a nation or team that can boast hordes of high level agents (ten or more), all-of-a-sudden they become all but invincible. They'll only loose if they're dumb, which is none too likely. If you find yourself on the short end of an agent war, then for all practical purposes you might as well just quit. The way to prevent this is to stop one team from organizing such a strong cadre of agents. However, given that a nation can choose SNAs to bolster agent power and then join up with similar nations into a team, this juggernaut can be hard to stop no matter how well you play.

Another problem with the game is the inclusion of the two kingdom positions. Yes, they are bigger targets, but that in no way offsets their advantages. A kingdom is the equal of any two other nations and possess the starting military resources to squash a nearby nation in a few turns. Starting near one is suicide if you can't convince him to be nice.



In the year 3010, he sent his servant, Grima, to Theoden. Grima managed to wither Theoden into an early dotage, until he was revived by Gandalf in 3019. Saruman brought about his own destruction by not minding what his armies did to the Fangorn Forest, and forgetting about the Ents. During the War of the Ring, the Ents took revenge upon Isengard, and held Saruman captive in his own fortress, until the King of Gondor was recrowned. Then Treebeard, thinking Saruman was now harmless, allowed him to surrender the keys of Orthanc and flee.

Saruman long had secret dealings in the Shire, and headed there almost immediately, setting to work his last evil plot. Frodo, Sam, Pippin, and Merry deeply regretted tarrying on the way home once they got there. They found walls, machines, gates, and rules, all things that were never found in the Shire when they departed. They soon aroused the spirits of the unhappy hobbits, caused quite an uprising, and forced the ruffians to flee. Without his henchmen, Saruman didn't have a leg to stand on, and was ready to depart the Shire; but not without one last strike. Saruman attempted to stab Frodo with a concealed dagger, which simply glanced off Frodo's armor.

Frodo was still willing to let him leave unharmed, but Saruman's poor, long tortured servant, Grima, had different ideas. Grima sprang on Saruman and sliced his throat, and was struck dead by the surrounding hobbit archers. Saruman's spirit rose from his body like smoke from a fire, looked toward the West, wavered, and disappeared with the wind.



## credit payments

Payments to **Middle Earth PBM Games** not Harlequin. 5% charge for UK Credit card payments & you can pay directly through our website (World Pay [WP] will appear on your statement). You can also set up a monthly payment with us for a SET amount taken from your credit card at the beginning of each month. Ask for more details if interested. If your account is low funds there will be an administration charge of £1 for the first turn, and 50p for subsequent turns on Low funds.

# The Fall of Mount Gundabad

## A short story

by Panayatois Mertikopoulos

The sun rose above the gloomy peaks of the Misty Mountains and along with her came a chilling mountain wind. Cirdan stood with Glorfindel and behind them was arrayed the combined host of the Woodmen and the Elves of Rivendell. Silent concourse they held together, for it had been decided that Gundabad would be assaulted that very morning. And indeed, all night they had held council with Beoraborn, Beorn's son, leader of the Woodmen; yet, as with all things, the cool morning sun shed a different light and the Witch King's stronghold was revealed in all its terrible splendour and its horror. Of black rock was it carved, in ages long gone, and the Witch King had spent a great amount of his power on the impenetrable battlements of the vast fortress. And the Witch King was there now, in the topmost tower of Gundabad, and the power of the fortress was complete; as if alive, it was the source of terror for all who looked upon its battlements, whether it be the mindless troops of Sauron or the hosts of Elves and Men.

Yet, it was that very fortress that was to be assaulted, and it had been agreed that the Elves would bring down the gate of Gundabad. For the gate of Gundabad was no ordinary fort-gate; the Witch King himself had wrought it, and no one could pass through unless he permitted it or unless one came with a power greater than his. Siege towers and rams of war were useless against the doors of Gundabad, since they did not exist, the only thing prohibiting entrance being two horrible statues carved from living rock and imbued with dark spirits, summoned by the Witch King to safeguard his stronghold. It took a man of great power to be able to withstand their gaze for long and only the mightiest among the peoples of Middle Earth would be able to master the fear they provoked and enter. For they were spirits of evil, reflecting the malice of their Dark Master and bearing a measure of his power; unless one defeated them, one could not enter.

So it was, that even as the host of Rivendell approached within bowshot from the terrible walls, a shrill cry was ushered from the Guardians at the Gate, as a warning to all those that would dare assault their Master's abode. But it was no orc or brigand that led the assault on the Witch King's stronghold; for Beoraborn of the Woodmen had been forged in battle even from the days of his youth; and Cirdan had faced Morgoth, the Black Foe of the World, that was Master even to the One that the Witch King called Master. And, even as the first arrows began to fall upon Man and Elf, Galdor of the Gray Havens stood aside and cast back his hood; "Naur, naur en Amarth! Fire, Fire of Doom!" he called, and raised his right hand. And behold, he was as if ablaze, for from his ring emanated a fiery glow; then, as he raised his hands one more time, the heavens seemed to answer his call, for over Gundabad the sky turned crimson and fire rained over the terrible guardians. Thus, were the walls of Gundabad emptied above the gate and the Elves were able, with great loss, to reach the Guardians. "Elbereth", cried Glorfindel and Cirdan with cold voices and, raising their swords each hewed a Guardian. And such was the power and skill of their blows, that the Guardians were smote asunder;

for they were attacked by a power greater than was given to them. A second cry they ushered, as shrill and terrible as the first; yet weaker and it faded into nothingness. And, as the fallen guardians crumbled into dust, the heart of both Man and Elf was raised, for it was seen now that Gundabad was not impregnable.

Still, Gundabad was not a mere Orc stronghold, housing cowering goblins. It was raised by Er Murazor, Nazgul, Lieutenant of Sauron and Witch King of Angmar. His guardians failed him, but his power was not all spent and he had other defences. The horrible towers of Gundabad still loomed ominous and dark, hiding even the sun with the black sorcery with which they were enchanted. Then, as Galdor's rain of fire ended and he lay exhausted away from the fallen guardians, the Orcs mustered by the Witch King behind the Gate attacked. Valiantly did Cirdan, Glorfindel and the Elves of Rivendell fight, but they would have been soon overthrown by the hosts of Gundabad that seemed intent only to kill. Many did Cirdan fell with his mighty sword and Glorfindel's bow sang as death to a host of enemies; and even as Pelnimloth, Elrond's apprentice readied a spell of protection, he was wounded by an arrow and fell, and all seemed lost.



But it was not so.

For in the distance, a horn sounded and its voice was loud and clear, and it was answered by many others that made the Orcs run in despair back to the safety of Gundabad even as the Elves turned to hunt them. For the Woodmen had reached the gate of Gundabad and the hunted had become the hunter. Mighty were all the warriors of the Great Greenwood and in their eyes shown a cold fire of hate; because the Woodmen hated Orcs above all other creatures as it was the dark hosts of the Necromancer that had defiled Greenwood and turned it into a place of sorcery and darken magic. And before the Woodmen warriors rode Beoraborn, in the form of a great bear, in the likeness of his father, Beorn that had fought in the battle of Five Armies. Great was his strength, but greater still was his fury; no Orc dared face him and all ran before his face for there they saw only a terrible death of flesh being rended by horrible claws and devoured by jaws of strength immeasurable. Thus were the Noldor saved and the gate of Gundabad overthrown. And, as the Woodmen that were fresh in battle entered within the circles of the Witch King's terrible stronghold followed by the weary Noldor, it seemed at last that the siege had ended and Murazor had been defeated. For the Orcs were scattered, and no one dared oppose the wrath of Beoraborn, or the eyes of Cirdan or the blade of Glorfindel.

*To be continued ....*

## SENDING IN ORDERS

- 1: Always send orders by **post** or **email** if at all possible. Faxed orders are much more prone to errors since inevitably there is a loss of clarity and definition.
- 2: Ignore the fact that the GM won't process the game until the morning after the deadline printed on the order sheet. **Send your orders in on time** and you'll find a large proportion of obvious errors you may make (eg confusing 605 and 610 orders) will be picked up by the GM, who will then contact you to clarify the matter.
- 3: Please **always put the game number and nation number in the subject line of your email**. Also please make sure that the main body of the email has your name, account number, game number, security code and nation number. If you are sending a diplo we only require this information in the subject line and information as to what you want to send on to the recipient. It speeds things up for us if you can include as much detail concerning your question or problem. We very much appreciate this.
- 4: **Format of orders:** Please send your turns in by email in a plain format or using an attachment such as .txt. Please don't use any html or .xls formats. We can accept some .doc files, but experience shows that many mailers interact with the format to make it hard to read, so we only accept the simplest formats. We do not accept other formats. If you are not sure how to send your turn in such a manner, please get in touch and we'll help.



## stand-By positions

Drop-out positions are available as listed below - don't forget you get a free turn when taking these up!

*E = 0-10 turn, M = 11-25, L = 26+*

**1000:** 4 - two of them are NK.

**2950:** None.

**1650:** None.



## artists

News from Bree would like the acknowledge the work of the following artists, published in this issue.

*John Howe, page 1*

*Abe Papakhian, page 2*

*The Brothers Hildebrandt, page 4*

# Game Winners in 1650 (USA)

by Jeremy Richman

I got the following data on GSI/DGE 1650 games by reading through my old copies of Whispers of the Wood, the Hall of Hero's section that listed winners. The data just includes the winning side and top 3 placements, so I can't fill in the last turn # or whether it was a grudge game or not. After the list of 150+ games there are two summaries of the data, FP vs. DS wins and a list

by nation of the # of placements (1st + 2nd + 3rd). Notice that game 150 ended without a winner! I don't know how this happened but I can only guess that both sides dropped simultaneously, possibly by prearrangement by weary parties. But if that was the case, why did the Hall of Heroes say there was no 1st 2nd or 3rd place finishers? I guess it will remain a mystery.

GAME#	FP/DS	1st-place	2nd-place	3rd-place	GAME#	FP/DS	1st-place	2nd-place	3rd-place
2	FP	Dwarves	Arthedain	Noldo	103	FP	Arthedain	unknown	unknown
3	DS	Fire King	Long Rider	Haradwaith	104	FP	North Gondor	Sinda	Haradwaith
4	FP	Haradwaith	Noldo	none	105	DS	Dragon Lord	Witch-King	Rhudaaur
5	FP	Woodmen	Dark Lts.	Dwarves	106	DS	Witch-King	Dark Lts.	none
6	FP	Northmen	Noldo	Eothraim	107	FP	Corsairs	Noldo	Woodmen
7	DS	Long Rider	Dog Lord	Dark Lts.	108	FP	Arthedain	Haradwaith	Northmen
8	DS	Cloud Lord	Dark Lts.	Corsairs	109	FP	Dwarves	Woodmen	Eothraim
9	DS	Dark Lts.	Cloud Lord	Noldo	110	FP	Noldo	Easterlings	Corsairs
10	FP	Easterlings	Dwarves	Sinda	111	DS	Long Rider	Easterlings	Haradwaith
11	FP	Sinda	Long Rider	Cloud Lord	112	FP	Noldo	Cardolan	Arthedain
12	FP	Dunlendings	Noldo	Arthedain	113	DS	Corsairs	Easterlings	Dark Lts.
13	DS	Dark Lts.	Quiet Avenger	Ice King	114	DS	Fire King	Blind Sorcerer	Easterlings
14	FP	South Gondor	Dwarves	Noldo	116	DS	Blind Sorcerer	Ice King	Cloud Lord
15	FP	Noldo	Long Rider	Cloud Lord	117	DS	Blind Sorcerer	Long Rider	Ice King
16	FP	Noldo	Arthedain	Dog Lord	118	DS	Ice King	Dog Lord	Long Rider
17	DS	Fire King	none	none	120	DS	Blind Sorcerer	Corsairs	Dog Lord
18	FP	Cardolan	Noldo	Arthedain	121	DS	Easterlings	Dark Lts.	Long Rider
19	FP	Noldo	Haradwaith	Dwarves	122	DS	Dog Lord	Dunlendings	Cloud Lord
20	DS	Blind Sorcerer	Witch-King	Dog Lord	123	DS	Dark Lts.	Corsairs	Ice King
21	FP	North Gondor	South Gondor	Rhudaaur	124	DS	Easterlings	Dark Lts.	Cloud Lord
22	DS	Corsairs	Haradwaith	Cloud Lord	125	DS	Cloud Lord	Witch-King	Arthedain
23	DS	Easterlings	Cloud Lord	Blind Sorcerer	126	DS	Easterlings	Quiet Avenger	Fire King
24	FP	South Gondor	Corsairs	Dunlendings	127	FP	Noldo	Woodmen	Arthedain
25	DS	Witch-King	Corsairs	Long Rider	128	FP	Arthedain	Northmen	Rhudaaur
26	FP	Woodmen	Noldo	Arthedain	129	DS	Corsairs	Long Rider	Easterlings
27	FP	Haradwaith	Arthedain	Dunlendings	130	DS	Cloud Lord	Witch-King	Dunlendings
28	DS	Fire King	Easterlings	none	131	DS	Dark Lts.	Witch-King	Long Rider
29	DS	Quiet Avenger	Cloud Lord	Sinda	132	FP	Arthedain	Dunlendings	Dwarves
30	DS	Haradwaith	Corsairs	unknown	133	FP	Dunlendings	South Gondor	Noldo
31	DS	Dark Lts.	Witch-King	Fire King	134	DS	Blind Sorcerer	Cloud Lord	Noldo
32	DS	Dark Lts.	Fire King	Cloud Lord	135	DS	Cloud Lord	Corsairs	Haradwaith
33	DS	Dark Lts.	Haradwaith	Cloud Lord	136	FP	Sinda	Easterlings	North Gondor
34	DS	Long Rider	Cloud Lord	Blind Sorcerer	137	DS	Corsairs	Easterlings	Rhudaaur
35	DS	Blind Sorcerer	Dunlendings	Dragon Lord	138	DS	Quiet Avenger	Corsairs	Haradwaith
36	DS	Corsairs	Long Rider	Cloud Lord	139	FP	Dwarves	Sinda	North Gondor
37	DS	Easterlings	Corsairs	Long Rider	140	FP	South Gondor	Dunlendings	Noldo
38	DS	Quiet Avenger	Ice King	Dunlendings	141	DS	Cloud Lord	Dog Lord	Dark Lts.
39	DS	Corsairs	Cloud Lord	none	142	DS	Haradwaith	Easterlings	Long Rider
40	FP	Noldo	Haradwaith	North Gondor	143	DS	Ice King	Easterlings	Corsairs
41	DS	Witch-King	Dark Lts.	Quiet Avenger	144	DS	Dragon Lord	Cloud Lord	Ice King
42	DS	Haradwaith	Long Rider	Easterlings	145	FP	North Gondor	South Gondor	Noldo
43	DS	Haradwaith	Dark Lts.	Cloud Lord	146	DS	Blind Sorcerer	Dog Lord	Long Rider
44	FP	Haradwaith	Sinda	Arthedain	147	DS	Dog Lord	Easterlings	Ice King
45	DS	Cloud Lord	Quiet Avenger	Long Rider	148	DS	Cloud Lord	Blind Sorcerer	Dog Lord
46	DS	Haradwaith	Corsairs	Dog Lord	149	FP	South Gondor	Noldo	Corsairs
47	DS	Corsairs	Fire King	Blind Sorcerer	150	none	none	none	none
48	FP	Cardolan	Arthedain	Haradwaith	151	FP	South Gondor	Noldo	Woodmen
49	FP	Sinda	North Gondor	South Gondor	152	DS	Dark Lts.	Long Rider	Ice King
50	DS	Witch-King	Quiet Avenger	Long Rider	153	DS	Cloud Lord	Dark Lts.	Noldo
51	DS	Long Rider	Corsairs	Cloud Lord	154	DS	Blind Sorcerer	Corsairs	Quiet Avenger
52	DS	Fire King	Ice King	Cloud Lord	155	DS	Witch-King	Dragon Lord	Dog Lord
53	DS	Corsairs	Northmen	Cloud Lord	156	FP	Noldo	Sinda	Corsairs
54	DS	Dark Lts.	Cloud Lord	Dunlendings	157	FP	Sinda	Quiet Avenger	Cardolan
55	DS	Dark Lts.	Witch-King	Blind Sorcerer	158	FP	Rhudaaur	Sinda	Easterlings
56	FP	South Gondor	Noldo	Eothraim	159	DS	Ice King	Dragon Lord	Cardolan
57	DS	Dark Lts.	Ice King	Easterlings	160	DS	Dog Lord	Quiet Avenger	Witch-King
58	FP	Haradwaith	South Gondor	Woodmen	161	DS	Easterlings	Witch-King	Dark Lts.
59	DS	Dog Lord	Cloud Lord	Fire King	162	DS	Quiet Avenger	Blind Sorcerer	Fire King
60	DS	Cloud Lord	Quiet Avenger	Ice King	163	FP	Noldo	Sinda	North Gondor
61	FP	Cardolan	Long Rider	Arthedain	165	DS	Dark Lts.	Corsairs	Quiet Avenger
62	DS	Cloud Lord	Haradwaith	Corsairs	166	DS	Witch-King	Dark Lts.	Blind Sorcerer
63	FP	Noldo	Eothraim	Cardolan	167	FP	Sinda	South Gondor	Noldo
64	FP	North Gondor	Dwarves	South Gondor	168	DS	Corsairs	Cloud Lord	Witch-King
65	DS	Ice King	Haradwaith	Corsairs	169	DS	Dark Lts.	Haradwaith	Cloud Lord
66	FP	Noldo	Woodmen	Sinda	170	DS	Haradwaith	Cloud Lord	Dark Lts.
67	FP	Dunlendings	Corsairs	Cardolan	171	FP	Dunlendings	Haradwaith	Corsairs
68	DS	Dog Lord	Cloud Lord	Quiet Avenger	172	DS	Dragon Lord	Dog Lord	Rhudaaur
69	FP	Haradwaith	North Gondor	Noldo	174	DS	Dark Lts.	Corsairs	Long Rider
70	DS	Blind Sorcerer	Corsairs	Quiet Avenger	175	FP	Arthedain	Corsairs	Dwarves
71	FP	Corsairs	Noldo	Dunlendings	176	FP	Sinda	Dunlendings	Noldo
72	FP	Dwarves	Haradwaith	none	177	DS	Haradwaith	Quiet Avenger	Blind Sorcerer
73	DS	Blind Sorcerer	Cloud Lord	Haradwaith	178	DS	Ice King	Quiet Avenger	Blind Sorcerer
74	DS	Blind Sorcerer	Corsairs	Dark Lts.	179	DS	Haradwaith	Easterlings	Quiet Avenger
75	FP	Arthedain	Haradwaith	none	180	DS	Fire King	Noldo	Woodmen
76	DS	Corsairs	Dunlendings	Dog Lord	181	FP	Dwarves	Cardolan	Arthedain
77	DS	Rhudaaur	Witch-King	Dark Lts.	182	FP	Noldo	Cloud Lord	Easterlings
78	DS	Corsairs	Easterlings	Ice King	183	DS	Long Rider	Dragon Lord	Haradwaith
79	DS	Fire King	Dunlendings	Cloud Lord	184	FP	Cardolan	South Gondor	Sinda
80	FP	Dunlendings	Arthedain	Northmen	185	DS	Haradwaith	Witch-King	Easterlings
81	DS	Easterlings	Long Rider	Rhudaaur	186	FP	Rhudaaur	Woodmen	Long Rider
82	DS	Corsairs	Long Rider	Cloud Lord	187	DS	Dark Lts.	Easterlings	Dragon Lord
83	DS	Easterlings	Noldo	Quiet Avenger	188	DS	Witch-King	Easterlings	Blind Sorcerer
84	DS	Dunlendings	Long Rider	Cloud Lord	189	DS	Quiet Avenger	Long Rider	Fire King
85	FP	Haradwaith	Noldo	Dunlendings	190	DS	Quiet Avenger	Easterlings	Witch-King
86	DS	Dog Lord	Witch-King	Cloud Lord	192	DS	Haradwaith	Dunlendings	Easterlings
87	DS	Dark Lts.	Dragon Lord	Witch-King	193	DS	Long Rider	Quiet Avenger	Corsairs
88	DS	Haradwaith	Quiet Avenger	Witch-King	194	DS	Quiet Avenger	Long Rider	Cloud Lord
89	DS	Blind Sorcerer	Witch-King	Dog Lord	195	DS	Haradwaith	Dragon Lord	Quiet Avenger
90	DS	Haradwaith	Corsairs	Witch-King	196	DS	Easterlings	Quiet Avenger	Dark Lts.
91	FP	Noldo	South Gondor	Arthedain	197	DS	Quiet Avenger	Haradwaith	Dog Lord
92	DS	Haradwaith	Corsairs	Dunlendings	198	DS	Dark Lts.	Corsairs	Dunlendings
93	DS	Dog Lord	Long Rider	Dark Lts.	199	DS	Long Rider	Noldo	Dark Lts.
94	FP	Noldo	Northmen	Sinda	200	FP	Dunlendings	Haradwaith	Arthedain
95	DS	Quiet Avenger	Haradwaith	Ice King	202	FP	Haradwaith	Dwarves	Dunlendings
97	DS	Witch-King	Long Rider	Ice King	203	FP	Northmen	Rhudaaur	Eothraim
98	DS	Easterlings	Corsairs	Haradwaith	204	DS	Long Rider	Quiet Avenger	Cloud Lord
99	DS	Haradwaith	Quiet Avenger	Corsairs	205	DS	Long Rider	Quiet Avenger	Corsairs
100	FP	Arthedain	Sinda	Dwarves	206	FP	North Gondor	Dunlendings	Noldo
101	FP	Haradwaith	Noldo	South Gondor	207	DS	Witch-King	Dog Lord	Dark Lts.
102	DS	Long Rider	Witch-King	Dog Lord	208	DS	Easterlings	Dog Lord	Rhudaaur

# pubmeets

Flyer & Firkin - Sat 18th Aug in Reading 2pm start. The pub is right opposite the main entrance to Reading Train Station.

We're also intending to a Pubmeet in Paris in October. Is there a group of players able to make that? If so can you contact Clint so that he can decide if there is going to be a Middle Earth presence?

Provisionally we are aiming to have a weekend game of ME in Copenhagen. 19th Jan start, pubmeet in the evening of the Sat, and finish late Sunday. Please get in touch if you are able to make it.

Flagship are planning a pubmeet in Exeter. Contact Flagship if you're interested, so they can get some idea of numbers before fixing a definite date.

GAME#	FP/DS	1st-place	2nd-place	3rd-place					
211	FP	Noldo	Woodmen	Eothraim	266	DS	Cloud Lord	Ice King	Witch-King
212	DS	Dark Lts.	Corsairs	Arthedain	268	FP	Arthedain	South Gondor	Rhudaur
214	DS	Fire King	Dark Lts.	Corsairs	269	DS	Corsairs	Dark Lts.	Ice King
215	DS	Quiet Avenger	Easterlings	Witch-King	271	DS	Easterlings	Cloud Lord	Long Rider
216	DS	Cloud Lord	Long Rider	Cloud Lord	272	DS	Cloud Lord	Corsairs	Haradwaith
217	DS	Dunlendings	Quiet Avenger	Easterlings	278	FP	South Gondor	Easterlings	Dunlendings
219	FP	Noldo	Dwarves	Corsairs	279	DS	Haradwaith	Easterlings	Dark Lts.
220	FP	South Gondor	Corsairs	Arthedain	281	FP	Noldo	Arthedain	Sinda
221	DS	Haradwaith	Easterlings	Haradwaith	282	FP	Noldo	Dunlendings	Cardolan
222	DS	Cloud Lord	Quiet Avenger	Cloud Lord	283	DS	Dark Lts.	Long Rider	Easterlings
223	DS	Long Rider	Corsairs	Long Rider	285	DS	Haradwaith	Easterlings	Dark Lts.
224	DS	Long Rider	Witch-King	Fire King	286	DS	Cloud Lord	Haradwaith	Quiet Avenger
225	DS	Corsairs	Quiet Avenger	Corsairs	287	DS	Blind Sorcerer	Corsairs	Ice King
226	FP	Noldo	Arthedain	Dwarves					
227	DS	Quiet Avenger	Cloud Lord	Ice King					
228	FP	Easterlings	Dwarves	Arthedain					
229	DS	Dark Lts.	Ice King	Long Rider					
230	FP	Corsairs	South Gondor	Woodmen					
231	FP	Noldo	Northmen	Arthedain					
232	FP	Noldo	Corsairs	Dwarves					
233	FP	Cardolan	Sinda	Woodmen					
234	DS	Ice King	Haradwaith	Fire King					
236	DS	Witch-King	Haradwaith	Cardolan					
237	FP	Noldo	Haradwaith	Arthedain					
238	DS	Dark Lts.	Dog Lord	Blind Sorcerer					
239	DS	Witch-King	Dog Lord	Blind Sorcerer					
240	DS	Dog Lord	Blind Sorcerer	Long Rider					
241	DS	Quiet Avenger	Dog Lord	Fire King					
242	FP	Corsairs	Woodmen	Haradwaith					
243	FP	Noldo	Arthedain	Cardolan					
245	DS	Quiet Avenger	Haradwaith	Cloud Lord					
246	FP	Noldo	Corsairs	South Gondor					
247	DS	Blind Sorcerer	Easterlings	Dark Lts.					
248	DS	Quiet Avenger	Dog Lord	Dark Lts.					
249	DS	Dark Lts.	Long Rider	Fire King					
250	FP	Dunlendings	Cardolan	Sinda					
251	DS	Dunlendings	Quiet Avenger	Cloud Lord					
253	DS	Dark Lts.	Dragon Lord	Dunlendings					
254	FP	Noldo	Haradwaith	Arthedain					
256	FP	Haradwaith	Noldo	Dwarves					
257	DS	Haradwaith	Quiet Avenger	Rhudaur					
258	DS	Dragon Lord	Dwarves	Dark Lts.					
261	FP	Sinda	North Gondor	South Gondor					
262	FP	South Gondor	Woodmen	Noldo					
264	DS	Ice King	Long Rider	Witch-King					
265	DS	Easterlings	Long Rider	Cloud Lord					

Summary by Allegiance  
 Dark Servant Victories: 166  
 Free People Victories: 92

Summary of nation 1st, 2nd and 3rd place-ments, by Nation

Nation	#Times Placed
1. Woodmen	2
2. Northmen	2
3. Eothraim	0
4. Arthedain	8
5. Cardolan	5
6. North Gondor	5
7. South Gondor	9
8. Dwarves	5
9. Sinda	7
10. Noldo	25
11. Witch-King	11
12. Dragon Lord	4
13. Dog Lord	8
14. Cloud Lord	15
15. Blind Sorcerer	14
16. Ice King	7
17. Quiet Avenger	14
18. Fire King	8
19. Long Rider	12
20. Dark Lts.	23
21. Corsairs	18
22. Haradwaith	28
23. Dunlendings	10
24. Rhudaur	3
25. Easterlings	15



## news from Bree

My thanks to everyone who has sent articles. I am still looking for more though! Please try to keep your articles to about 900 words (or shorter), otherwise I may have to edit you severely! I'm particularly keen on reports for the Hall of Fame.

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 Devon EX4 6JF  
 bree@timewyrm.co.uk



# From out of the West

Latest News from MEPBM Games!

We've finally got the new (and then updated) version of the Front Sheet accounting program. It should help players keep a better track of funds etc. If there is anything that you want seen in it then please contact us as within the next couple of weeks as this will be the last chance to do this before we go onto pastures greener. We're trying out an auto-mailer this week as well - so it's all learn, learn, learn in the office at present. :-) (For some reason there seems to be MORE work not less... ouch).

Lots of games ended this week - one player having all his games end on the same day - must be difficult to live with! :-) So expect this week to see games fill quickly. We need a few Grudge teams - anyone out there looking for opposition?

For you all we have the first version of the Turn creation program. This will check your orders, and basically help out with those minor (but annoying for all of us) orders that come up from time to time. After that we'll be working on the auto-input and then the 3rd stage being the updated look to the game and Middle Earth Turn editor. (That's a few months down the line though!) So we're excited about that. (We'll play test it this week and then we need some volunteers to try and break it for us and feedback - any takers?) For all those players that have done their own versions of this thanks for all the hard work. We're trying to get a unified system together so that everything is efficient for us and you all.

The turn editor is the big project - my intention is to get it so that it has a colour map, where you can import turns from your allies, and reports from others, works out incomes, keep an eye on armies (and their totals), rules and updates on rules, including player questions and answers, has all those

helpful little programs, and helps you plan the game. Basically a very nice front end to the game. Any thoughts on what you would like to see it do?

Sam and Ed have been testing out the Battle of Five Armies - Ed is now officially our "Knows all about FA editing of database guru" including the changing of SNAs and general editing. No doubt we can use that for some great scenarios in the future - some of the things we learnt with the Last Alliance game and could not do then we can now do so it's looking good for the future. The game looks fun for experienced players as well. Leather becomes an awesome commodity! :-) I think I like the limited nations games and would like to see more of this in future - 8 vs 8 that sort of thing.

We're doing some small mail drops in the UK and in the US - so if you have old players that used to play then please can you get their contact details (email or postal address please - we won't be phoning!) then please send that on. Thanks to those who have sent the details through so far - very useful.

Copenhagen is looking very promising (Jan 19th until Jan 22nd) and the pubmeet later this week in Reading looks like we'll actually have a turnout of Middle Earth players - mostly Game 77ers (us and the opposition - both sides are having a whale of a time!)

As you are no doubt aware this edition of Bree came out quickly - basically we'll bring them out as soon as we can so any and all contributions very welcome. Game end reports are much more fun to read if done by you guys. Right I think that I have waffled enough for now...

Clint



Middle Earth  
 PBM Games

# alternative voting questionnaire

We are looking to compile a list of players who would like to have an alternative voting system to see who wins the game. This would then be compiled and potentially put on the web. Please fill in and return the questionnaire below (or email your repliues). The more of you reply, the better service we will be able to provide for you!



<b>Your Name</b>		
<b>Your Account number</b>		
<b>Year Started Playing MEPBM</b>		
<b>Approx number of games played to, or almost to, the finish</b>		
<b>Approx number of times been on the winning side</b>		
<b>In the future which of the following variants do you expect to play?</b>		
	1650	
	2950	
	1000	
<b>Do you enjoy Grudge games (i.e. team games)?</b>	Yes	
	No	
<b>Do you enjoy Individual games (i.e. not joining as part of a team?)</b>	Yes	
	No	
<b>Would you agree to having these details put on a web based player directory?</b>	Yes	
	No	
<b>We would like to discuss and work out the details of a player rating system.</b>		
<b>If might include a component based on player votes.</b>		
<b>In principle would you like to be part of a system of this kind?</b>	Yes	
	No	
<b>If there's anything I have missed out, please detail in the box provided below.</b>		

