

News From Bree

MEPBM Newsletter: Issue 26, March '04

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from Bree..."

The Lord of the Rings, chapter 9

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A Winter Quiz - Results!

Takeover of GSI

Happy 10th Birthday to Harlequin!

by Clint Oldridge

The big news is that we're looking to buy out GSI. The present situation is that GSI are not able to support and improve the game. We feel that the only way to move forward, update the game and possibly offer more scenarios and variants is to buy them.

This will really stretch us monetarily so we're looking for players to help support us. We're offering a bonus of 4 free turns if you're able to send us £500, or US\$900 or AU\$1200. If you can afford to send us more than that, we'll give the same bonus for each £500/US\$900/AU\$1200.

As always, we offer a no quibble refund policy, so you can ask for your money back at any time, but we would then take back any free turns you had earned!

If you want to help us to help move the game forward then get in touch, whether or not this means financial investment and support, technical support or even just a "best of luck"! It's a big move for us and we're pretty sure we can do good things for the game with your support and input.

In the past we've been very successful doing deals like this, I think this will be the 10th PBM firm we've bought. An example of our success is that when we took over Allsorts, they had 17 games running - we brought that up to 28. More games are being played and more players are presently playing Middle Earth with us than ever played with DGE and Allsorts, and we are close to the record number of players playing Middle Earth.

Send us £500 or US\$900 or AU\$1200
and get 4 free turns

Harlequin 10 years on

Early April sees 10 years of Harlequin Games. We're very excited that we've lasted this long and hope and expect to be here 10 years from now. We're still committed to our original vision of good games bringing in good players and it's proven us right so far... :-)

Game formats

We're still looking for more players for the Gunboat 1000 format - it's cool (I'm in my 3rd turn and it certainly gives you a different perspective on things!) Other formats of Gunboat are taking up nicely and we'll soon see a World Champion team I reckon... :-)

Player Rating System and other new innovations

An overwhelming majority of players have been praising this new addition to the fun that we're bringing out. We're presently updating our website and hope to bring out some more software to help you soon: an Order Checker for AM and MEOW turns, updates to Palantir, a new mapping program (just in case you haven't got enough!) and AutoMarket (designed to help teams with economy and other things). We'll keep you posted.

Face To Face

As usual this was a rip-roaring success. 20 Manic players turn up and we all had an excellent time - rumours are of an event later on in the year (we'll see) and possibly one in Denmark again - although I think playing for 3 days in a farm has to beat a Scout hut for venue! :-)

Price Changes

As per our yearly price check we've changed some prices. For over half our players there's actually a decrease in turn cost but unfortunately players in North America do see a small price increase. Our yearly review of our pricing structure is below ...

UK, Europe and Rest of the World prices

AMEOW turn: £4.40
Turn Fee Postal : £4.90
Turn Fee Email: £4.60
Set-up in a game (base cost): £7.00

Australasia

AMEOW turn: AU\$9.90
Turn Fee Email: AU\$10.90
Set-up in a game (base cost): AU\$16.50
Reprint: AU\$4.50
Map: AU\$16

North America

AMEOW turn : US\$7.60
Turn Fee Postal : US\$8.30
Turn Fee Email: US\$7.90
Set-up in a game (base cost): US\$12.90
Map: US\$9.50

For reference turnfees for North America have been £3.60 and this brings it back to around £4.20 for a AMEOW turn. Also NA don't get the 5% CCard charge that UK based players do due to the difficulty of getting payment to us by Cheque.

new games

Waiting List: When I get all 25 (or 24 for Gunboat) nations into the game I will allocate you your choice of nation from the list of nations that you have sent me - please send multiple nation choices. Upto 2 nation game: play 1 or 2 Aligned nations, or one Neutral nation.

The following new games are filling up.

FA: 1000

[Game 142]

2 week turnaround

17 nations available [29/1/04]

Game format not decided

FA: 1000 Gunboat

[Game 141]

2 week turnaround

Regional Set-up; 6+1 King set-ups available. Play a Kingdom OR 2 duo of nations

TA: 1650

[Game 50]

Two week turnaround

23 nations available

TA: 2950

[Game 236]

2 week turnaround

9 nations available.

TA: 2950 Gunboat

[Game 237]

4 duo of nations available.

BofA

We need experienced players as mentors for new players in BOFA

Note please ask for variant games we can try to get you opposition for them if you are interested - mostly Grudge teams though - if I get 10 players for any single type of game then I will put it up for general availability below and push it.

Contact MEPBM Games for the latest details!

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!

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Modified Allegiance Comparison Tables

Part 2: 2950, Variants and BofA

by Brian D. Mason

In "News from Bree" #25, new and improved allegiance comparison table were presented which updated those of Tom Walton found in issue #3 of "From the Mouth of Sauron." This brief analysis presents for the 2950 game the same modified statistics (Table 1).

It is worth noting here, however, that in 2950 the expected gold production is a much larger segment of total expected revenue production. This has several consequences. While it is 23% of Free People revenue production it is 50% of Dark Servant revenue. However, these are the yearly average. The Dark Servants have smaller revenue production in the winter and it will thus be a poor season for military campaigns. Those nations whose primary gold producing hexes are hills & rough can be significantly affected by small number statistics — they can show much larger or much smaller revenue than what is expected here. The results in the main, though, remain those which follow.

Among the factors which this sort of statistical analysis cannot take into account are factors such as hidden (though hardly unknown) population centers, special artifacts, special nation advantages, strategic placement or security of nation, fortifications or navies.

To ensure that there are not differences in gold production from the 1650 to the 2950 scenario, new hex statistics for gold production were calculated and were found to be 2300 gold per mountain or hill & rough hex (with a 77% chance of gold production in hills & rough). The average gold production, per nation, have been determined using these averages after adjusting for a yearly climate average.

Resource base and army strengths are computed as described in the previous issue. The Dwarves are now in the Mordor region while nation 5 is now in Mirkwood. While nation 3 is kept in the Mordor region and nations 23 & 24 remain in Eriador, these three near neighbors form almost a separate subregion around the Gap of Rohan and can (and do) play a significant part in all three regions.

One item is corrected in the artifact category here. In the 1650 comparison in the last article, stealth artifacts were given their full numerical value in the agent artifact category. Here they are reduced to the more reasonable one-half.

Again, the relative strength comparisons are made in five key areas: income (tax and expected gold), climate adjusted resource production, combat offense (which includes all combat weapons), combat defense, and character points (which includes attribute effecting

#	Region	Tax	Gold	RB	Army Str	Con	CP	co,	ag,	em,	ma	cbt
1	Mirkwood	7000	0	12.8	1225	2200	455	0,	0,	0,	0	0
2	Mordor	10000	1594	11.5	1962	3850	320	0,	0,	0,	0	0
3	Mordor	8000	2990	14.4	4253	8640	350	15,	0,	0,	0	1750
4	Eriador	6000	3188	17.2	1493	3380	570	60,	10,	0,	10	2750
5	Mordor	7000	0	13.0	2562	3400	405	0,	20,	0,	30	1500
6	Mordor	14000	0	19.4	9384	19110	450	0,	13,	0,	15	2250
7	Mordor	14000	3365	19.6	7197	13320	430	15,	0,	0,	0	1250
8	Mirkwood	7000	8151	15.2	4988	10500	390	10,	15,	0,	0	750
9	Mirkwood	6000	1495	14.4	793	900	630	0,	0,	0,	90	2250
10	Eriador	9000	5313	15.4	773	1400	810	15,	0,	0,	105	2750
11	Eriador	8000	5476	8.1	2385	4540	540	60,	0,	30,	30	4250
12	Mirkwood	8000	6831	13.1	2164	4840	520	0,	0,	0,	60	1750
13	Mordor	6000	8280	12.6	2356	4400	440	50,	10,	0,	50	4250
14	Mordor	7000	4140	15.2	415	880	390	25,	0,	0,	0	1500
15	Mordor	6000	3487	14.8	633	1320	550	30,	0,	0,	35	2250
16	Mordor	5000	7705	16.1	634	1320	410	0,	0,	0,	55	1000
17	Mordor	6000	7084	15.4	1690	3520	430	0,	0,	0,	0	1750
18	Mordor	5000	8280	17.5	975	1760	380	15,	0,	0,	0	1500
19	Mordor	7000	4982	14.4	6581	15600	410	0,	60,	0,	20	2000
20	Mordor	5000	5980	16.8	683	1320	640	30,	20,	20,	30	4500
21	Mordor	13000	8412	16.2	1897	3700	330	0,	10,	0,	0	750
22	Mordor	8000	0	15.1	3071	5940	320	0,	0,	0,	0	500
23	Eriador	8000	5037	20.7	2303	4290	370	0,	0,	0,	0	1500
24	Eriador	5000	4761	18.7	1300	2640	390	0,	0,	0,	0	2000
25	Mordor	9000	4250	16.8	4200	7720	320	0,	0,	0,	0	1250
FP	Eriador	15000	8501	32.6	2266	4780	1380	75,	10,	0,	115	5500
DS	Eriador	8000	5476	8.1	2385	4540	540	60,	0,	30,	30	4250
FP	Mirkwood	20000	1495	40.2	4580	6500	1490	0,	20,	0,	120	3750
DS	Mirkwood	8000	6831	13.1	2164	4840	520	0,	0,	0,	60	1750
FP	Mordor	53000	16100	80.1	27784	55420	1940	40,	28,	0,	15	6000
DS	Mordor	47000	49938	122.8	13967	30120	3650	150,	120,	20,	190	18750
FP	Total	88000	26096	152.9	34630	66700	4810	115,	58,	0,	250	15250
DS	Total	63000	62245	144.0	18516	39500	4710	210,	90,	50,	280	24750

Table 1

stand-by positions

Drop-outs available - don't forget you get a **free turn** for taking these up!

E [Early] = 0-10 turn,
M (Midgame) = 11-20,
L [Late game] = 21+,
[A= Aligned if a Neutral, N= not aligned if a Neutral]
P = Postal and Email game,

BoFA None
1000: None
2950: None
1650: South Gondor (m)
Gunboat: None.

grudge games

We need opposition for ...
1000: None
1650: Douglas Scholz 10 DS (some doubled relatively new)
1650: Dave Thomas 10/12 (some doubled relatively new)
1650: Brad Jenison FP 12v
2950: Perry Carlson 12 FP
WotR: Paul Sacco FP 12v12 Dun/WW FP, Cor/KE DS

Check out the front sheet / turn email for all the latest news on positions available!



Middle Earth Games

News From Bree

Artwork in issue 26 was provided by ...

page 4: Felix Sotomayer
page 6: Felix Sotomayer
page 10: Felix Sotomayer

We are always looking for articles, preferably around the 900 word mark (this avoids editorial cutting). If you feel inspired, please write to ...

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artifacts). As before, the list provides that of the Dark Servant relative to the Free Peoples (Table 2):

Region	Income	Resource	Offense	Defense	Char pts
Eriador	57%	25%	85%	95%	42%
Mirkwood	69%	33%	47%	74%	36%
Mordor	140%	153%	97%	54%	203%
Total	110%	94%	87%	59%	102%

Table 2

In 2950 as opposed to 1650 the Dark Servants start with a stronger economy, but the character points are more evenly distributed. In most areas the alliances start off balanced.

Some of the nations saw significant changes from 1650 to 2950. Compared to other nations of the same alliance the Corsairs and Long Rider showed the most significant improvement in revenue while Northern Gondor and nation 22 saw the biggest drop off. That is, their revenue didn't improve but their drop off was less precipitous.

In resources the Corsairs again and Sinda showed the biggest improvements. In army strength, the Long Rider fared the best while the Woodmen, Sinda, Cloud Lord, Ice King and nation 4 have much lower relative army strengths. Of course, given the size of 2950 armies this is the easiest to change. The only attribute to improve alliance wide from 1650 to 2950 was Free People character points, and those that showed the biggest improvements were the ones doing it at the expense of other nations: nation 4 and

	income	resource	offense	defense	char pts
total	86%	73%	130%	120%	101%

Table 4

Considering the "gunboat alignment" (Corsairs and White Wizard join Dark Servants, Rhun Easterlings and Dunlendings join the Free Peoples) - see Table 3, bottom left.

One of the more interesting variants is Richard Devereaux's "War of the Ring." The capabilities for this are interesting. The economic strength of the Free Peoples relative to the Dark Servants are about midway between their 1650 juggernaut and the 2950 situation of parity. While the Free People economic strength

doubles, the Dark Servants only increase by approximately two-thirds. This is made up, in some measure, by the Dark Servant starting influx of 150,000 gold. The most significant changes, though, are army strength, and specifically, the four huge Dark Servant armies. If used aggressively, the Dark Servant armies can level the economic field quickly, especially considering the vulnerability of many of the Silvan population centers in the southern half of Mirkwood, and the Rangers new pop centers. Given the Dragon Lord starting army increase, the Sinda are quite vulnerable as well. The summary stats for this can be seen in Table 4, above:

#	Nation	Tax	Gold	RB	Army Str	Con	CP	co,ag,em,ma	cbt	
10	Goblins	28500	450	6.7	37676	70000	510	25, 0, 0, 20	2500	
11	Warg Riders	16500	4690	20.3	26353	49280	480	0, 20, 0, 20	500	
12	Elves	12675	0	20.1	18929	24800	460	0, 5, 0, 35	1500	
13	Dwarves	19500	5265	17.6	21070	39000	370	10, 20, 0, 0	1000	
14	Northmen	18000	0	39.2	11798	25680	430	0, 8, 0, 15	3750	
DS	Total	45000	5140	27.0	64029	119280	990	25, 20, 0, 40	3000	
FP	Total	50175	5265	76.8	51797	89480	1260	10, 33, 0, 50	6250	
		<u>income</u>		<u>resource</u>		<u>offense</u>		<u>defense</u>		<u>CP</u>
DS/FP	total	90%	35%	115%	133%	79%				

Table 5

5. This effect also happened with the Dark Servants due to Celedhring leaving the Dragon Lord and joining the Dark Lieutenants (does anybody have an explanation for this? Was the Dragon Lord over the Salary Cap?). The Blind Sorcerer also showed marked improvement among the Dark Servants. Among the neutrals, nation 24 showed improvement, but since it is a different nation (with Saruman, no less), this is hardly surprising.

Finally, making the comparison for the Battle of Five Armies. The Free Peoples start with a slightly better economy, but since they must support 50% more characters (though, generally of lesser quality) this is not as big an advantage as it seems. One of the more interesting advantages is the Northmen capability through SNA to manipulate the market coupled with his fantastic resource base (Table 5, above).

#	Tax	Gold	RB	Army Str	Con	CP	co,ag,em,ma	cbt		
1/10	16000	5313	28.2	1998	3600	1265	15, 0, 0, 105	2750		
2/ 9	16000	3089	25.9	2755	4750	950	0, 0, 0, 90	2250		
3/22	16000	2990	29.5	7324	14580	670	15, 0, 0, 0	2250		
4/ 6	20000	3188	19.4	10877	22490	1020	60, 23, 0, 25	5000		
5/ 7	21000	3635	32.6	9759	16720	835	15, 20, 0, 30	2750		
8/23	15000	13188	35.9	7291	14790	760	10, 15, 0, 0	2250		
11/14	15000	9615	23.3	2800	5420	930	85, 0, 30, 30	5750		
12/21	21000	15243	29.3	4061	8540	850	0, 10, 0, 60	2500		
13/19	13000	13262	27.0	8937	20000	850	50, 70, 0, 70	6250		
15/18	11000	11767	32.3	1608	3080	930	45, 0, 0, 35	3750		
16/20	10000	13685	32.9	1317	2640	1050	30, 20, 20, 85	5500		
17/24	11000	11845	34.1	2990	6160	820	0, 0, 0, 0	3750		
		<u>income</u>		<u>resource</u>		<u>offense</u>		<u>defense</u>		<u>char pts</u>
total	116%	104%	86%	60%	102%					

Table 3

News from ME Games

New Pricing Structure

UK, Europe and Rest of the World prices

AMEOW turn: £4.40

Turn Fee Postal: £4.90

Turn Fee Email: £4.60

Set-up in a game (base cost): £7.00

Australasia

AMEOW turn: AU\$9.90

Turn Fee Email: AU\$10.90

Set-up in a game (base cost): AU\$16.50

Reprint: AU\$4.50

Map: AU\$16

North America

AMEOW turn: US\$7.60

Turn Fee Postal: US\$8.30

Turn Fee Email: US\$7.90

Set-up in a game (base cost): US\$12.90

Map: US\$9.50

MEOW

We've finally got MEOW (Middle Earth Order Writer) created and uploaded to our website. (Download page). If you are able to download and use this that would be a great help in speeding up your order creation, reducing errors and helping us to provide you with a better service. It's a stand alone product and should work on most machines - but if you get a problem then do please get in touch.

This works similarly to Automagic (which requires Excel to use) and although it doesn't have some of the snazzy extras that AM has it should make your life as a player a lot simpler.

Thanks and hope to see your MEOW turns soon!

Game Winner Certificates

GWCs revisited - we're now sending out GWCs for any games that have ended from April '03 onwards. With it you should get a certificate, a badge (coloured as follows - FP Silver, DS Gold, Neutral Bronze; Red background for 1650, Green for 2950, Purple for 1000 and Black for Bofa) and a small card appropriate to your nation (or nations). None of the above have any in-game value but provide you with plenty of bragging rights. Player response to the badge is that they're great!

Lessons Learned II

by Mike Bateman

As promised, here is the second installment of Bateman's useless MEPBM philosophical dribble. I am much encouraged given the reception of my last piece, fewer than a dozen players chose to berate me for my foolishness. It may be that the majority of you couldn't find my e-mail address, but I'll choose to believe that at least half of the people who read that article were not moved to angry violence!

So now on with the show! This time around its economics, my views in this arena are certainly much more controversial and are certain to doom new players and the mathematically challenged to certain bankruptcy. In any case, and being that I like the sound of my own voice, lets plow ahead.

Economics in Middle Earth is not a matter of balancing the checkbook or carefully monitoring the national deficit (though these must be done!). *The goal of any economic plan should be to fully mobilize the resources of your nation and team!* Metals can be armor, timber can be war machines, mounts can be cavalry. Large reserves of gold and or product are BAD; they represent unused national strength, strength that can be put to work by you or your allies to crush your foes. If you've got a pile of timber lying around, the war machines it represents might be just the thing you need to take that castle.

Sure, we should all be trying to put our resources to work, easy enough. Here's the whopper, however; *Deficits are good*. Hold on, you say, how can a deficit be good? Think about what a deficit represents. It is essentially borrowed production from future turns put to use NOW. You've not only mobilized your current production, you've put to use your production for next turn. It's the economic corollary to my military postulate, *Speed Kills*. Very large deficits can be used to get teammates to fully utilize their economies as well, but more on that if I actually get to talk about diplomacy (my current assumption being that this postulate will get me shouted out of

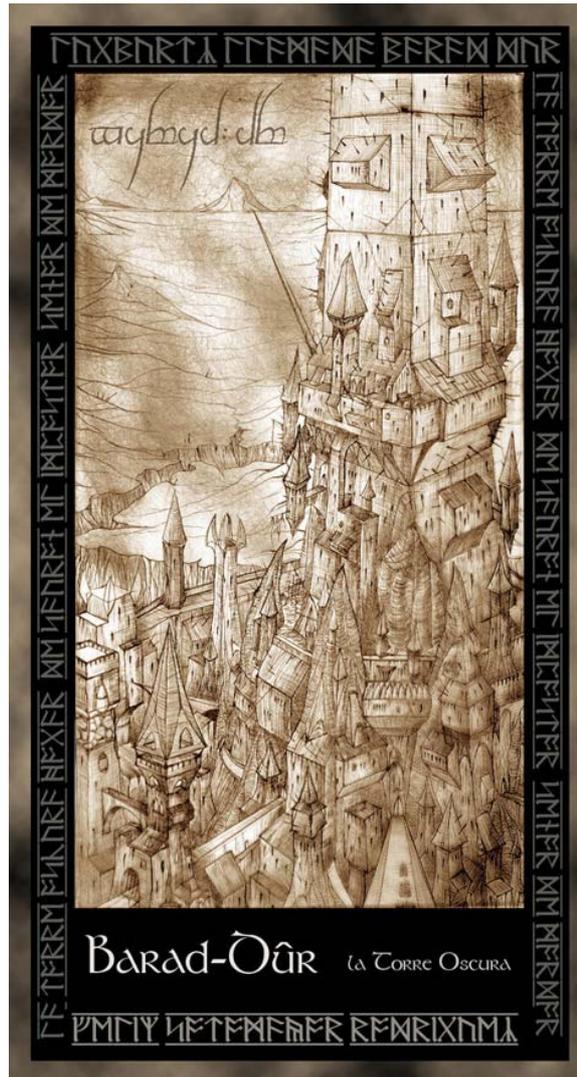
the community). Of course any good thing can be taken too far. Don't run a deficit so large that you can't cover it with a 100% tax rate. As long as you maintain that rule, you are proof against bankruptcy.

Ok, if you are still reading, lets talk about economics and teamwork. *Resources must be used efficiently*. A blanket statement, difficult to disagree with, and often completely ignored. The best use of your steel may not be as armor for your heavy infantry that are three turns from the front. In all probability someone on

your team is making cavalry. Send them the steel, it gives your allegiance more bang for the buck as the cavalry get a larger net constitution bonus. This is exactly why you should be lining up to send the Eothraim money as a Free People—they will use it to recruit troops on the front line, troops that will live one turn and then die fighting. Very brutal but also very efficient.

Resources are Mobile. What is that supposed to mean? Quite simply, resources are the most mobile thing in the game, even more mobile than characters. This gets really impressive with timber (my favorite resource). Coordinated tree chopping (Ents be damned!) can yield some hideous armies. 1000 heavy infantry aren't much; however, 1000 heavy infantry with 30 war machines can be terrifying - and the timber can be mobilized from one side of the map to the other in one turn!

That's all I have to say on this topic, at least from a very high level view. There's plenty of advice on camp placement, market manipulation, and other specific topics elsewhere that has been written by much better players than myself. Again, the idea is to provide a few touchstones for you to visit as your nation progresses. Consider whether you have fully mobilized the economic strength of your nation, whether its being used efficiently, and if a teammate might better be able to use some of your specific resources. Look for opportunities to coordinate resources and provide your enemy with the occasional rude surprise. Bless your deficit, it's a badge of honor. Or just toss this article, perhaps with a sneer, and send my a nasty message to correct my foolishness.



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Check out the websites (above) for
more information.



Middle Earth Games 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.

Note that CC payments are accepted in the following currencies: UK£, US\$ & AU\$ as well as some other currencies.

Hall of Fame

1650 Game 85 (Nic Tall)

Game 85 ended with a win for the Free, with the last of the Dark Servants throwing in the towel after nineteen turns.

The opening of the game saw aggressive moves from Cardolan (Bradford Fisher) marching straight into WK territory, the Gondors (Richard Farrer - South, Damien Nicholls - North) driving massive forces into the Ithil pass and neat co-ordination among the Mirkwood nations. Soon damage was being inflicted on the DS, with the Woodmen (Mike Oulsnam) and the Dwarves (Kevan Mull, later taken over by Ken Shannon) trashing major towns in the Misty Mountains and Cardolan leading a grinding war of attrition against the WK in Angmar. The Gondors broke through to Barad Ungol, burnt it to the ground, then overwhelmed Barad Dur and caused general mayhem inside Mordor. The Eothraim (Chris Guise), Sinda (Matt Anderson), Woodmen and Dwarves, assisted by Ents, drove the Dragon Lord out of Mirkwood, culminating in taking a weakly defended Dol Guldur. The Eothraim and Northmen (Quinton Santini) also co-ordinated well to keep the Morannon pass blocked with Free armies, preventing any DS armies breaking out to relieve the Dragon Lord.

As the game unfolded the neutrals started to declare. First, Rhudaur swore fealty to the Dark Lord, a move which was expected by the Free since his botched diplomacy in the opening turns. This declaration brought Dunland (Jon Phipps) alongside the Free, and within a few turns Rhudaur fell. Much of this was due to a huge force from Arthedain (Gareth Gillingham) bearing down on Rhudaur just after he declared, giving him little option but to try and stave off the incursions of Free forces surrounding his lands. Once Rhudaur fell the Witch King's fate in Angmar was sealed, and soon Murazor's nation was reduced to being a character based foe operating from a remote backup capital. The Dark Servants actively sought to recruit the remaining neutrals to balance the game, successfully persuading Harad and the Corsairs. The Easterlings (Matt Shearn), however, listened to the Ambassadors of the Free, and after some gold, artifacts and a Major Town from the Noldo (Nic Tall) they declared their hand and marched armies to war through the back door of Mordor. The effect of these declarations was to delay the Gondors' following up their assault on Mordor while they dealt with incursions of pirates from the south, but the Easterling armies maintained the pressure on Mordor and kept the Dark Servant stronghold looking defensively inward rather than focussing on military targets beyond their borders.

During this time the economic war geared up, and the camp limit was hit around turn eight. Most of the Free Peoples had several competent emissaries planting camps and upgrading settlements, and by the end of the game we estimated that our total tax base was four times greater than that of our enemies. The artefact hunt also swung towards the Free, with four of the five lost curse artefacts and many of the agent artefacts being snapped up in the first ten turns. By turn fourteen we had formed a curse squad and three agent companies and went hunting DS characters. The Blind Sorcerer met the full force of the character war, losing all but one mage (around 500 mage points)

over 3 turns. The Dunnish agents picked off Harad and Corsair characters while the Gondors, following the sinking of all enemy navies by South Gondor, Noldo and the Sinda, comprehensively swept through Harondor, taking everything between the Anduin and the Harnen. Even more impressive was this being done while South Gondor faced intense pressure from Cloud Lord agents, clearly a DS plan to concentrate power on one nation to try and force them out.

By turn nineteen the Witch King and Dragon Lord were just a memory. The DS nations in Mordor were facing bankruptcy, incursions of many large Free armies marching through the Morannon and around five to eight character deaths per turn. In Umbar, Northern Gondor had landed a large army intent on revenge and the Dunnish assassins plied their nefarious trade with clinical skill. Further strengths were being harnessed by the Free, including a second Curse Squad, three emissary companies and two more agent companies. Forward recruiting bases donated by the Gondors to Arthedain and Cardolan were preparing cavalry armies for the frontline, while the Mirkwood nations were recruiting their own forces for the big push. In anticipation of a long game, the Noldo had borrowed the finest artefacts Middle Earth could offer to push Glorfindel's challenge over 300 and he was last seen slaying dragons in the Misty Mountains. In the face of this firepower, and with several colleagues dropping, the last of the Dark Servants heard the fat lady singing and surrendered on turn nineteen.

What lessons can be learned from the game? First, co-ordination and communication is vital. All of the Free posted up their .pdf turn reports and xml's onto a Yahoo site and we exchanged 2,000 emails in just twenty turns. If any of our DS opponents want to see our back catalogue of turn reports and strategy discussion please email me at owain@badgerbooks.co.uk. Second, post up your turn orders before sending them in for everyone to scrutinise, and remember that details matter. Some of the errors that slipped through the net include sending armies east instead of west, thereby missing a critical battle, and splitting an army to a commander who already had an army, disbanding the split army and leaving the other commander to be overrun and killed! Third, heed the advice which will be carved on Bradford Fisher's grave - hire Comander/Agents, rip out fortifications, and patiently develop your economy and characters for the long term. Fourth, if you are the Gondors disregard Bradford's advice and recruit as much muscle as you can and hurl it at the nearest enemy for maximum destruction! Fifth, make sure you fight on the other guy's territory. We fought many grinding battles, sometimes winning, sometimes losing, but they were mostly on Dark Servant territory and we lost few of our starting pop centres to military action. Sixth, following on from the last point, the Dark Servants can't stay holed up in Mordor and expect to win. The Free has a big economy, and the DS need to get out of Mordor and try to take territory. Mordor alone can't financially sustain the DS campaign in the long term.

Final honours went to Cardolan (Bradford Fisher) in first place, followed by the Noldo (Nic Tall) and Arthedain (Gareth Gillingham, playing in his first full game), but final placings don't matter much when you are part of a co-operative, creative and committed winning team.

Did Elves have pointy ears?

Contrary to my own perception, I am afraid to say that research indicates that Elven ears were evidently somewhat pointed; more so than human ears, at any rate. The only place this matter is addressed directly is in *The Etymologies*, published in *The Lost Road*. There, the following two entries for the element 'las' are given
[Q ==Quenya, N ==Noldorin]:

Las (1): *lasse 'leaf': Q lasse, N lhass; Q lasselanta 'leaf-fall, autumn', N lhasbelin (*lassekwelene), cf. Q Narquelion [KWEL]. Lhasgalen 'Greenleaf' (Gnome name of Laurelin). (Some think this is related to the next and *lasse 'ear'. The Quendian ears were more pointed and leaf-shaped than [human].)

Las (2): 'listen'. N lhaw 'ears' (of one person), old dual *lasu - whence singular lhewig. Q lar, lasta- 'listen'; lasta 'listening, hearing' - Lastalaika 'sharp-ears', a name, cf. N Lhathleg. N lhathron 'hearer, listener, eavesdropper' (*la(n)sro-ndo); lhathro or lhathrando 'listen in, eavesdrop'. *The Lost Road and Other Writings: Language and Legend Before 'The Lord of the Rings'*, 367]

Some might reject the conclusion on the grounds that these entries were written before *The Lord of the Rings* was begun and therefore may not apply to it. It is thus significant that the element 'las' retained both its meanings, as is shown by examples in *The Lord of the Rings* itself, such as Legolas ('Green leaf') (*The Two Towers*, 106, 154), 'lassi' ("leaves") in Galadriel's Lament (*The Fellowship of the Ring*, 394), and Amon Lhaw (Hill of Hearing) (*The Fellowship of the Ring*, 410).

References:

- * *The Fellowship of the Ring*, 394, (II, 8), 410 (II,9)
- * *The Two Towers*, 106 (III,5), 154 (III,8)
- * *The Letters of J.R.R. Tolkien*, 282 (#211)
- * *The Lost Road (History of Middle-earth V)*, 367 ("The Etymologies")

War of the Ring, game 234 by Darrell Shimel

For a change of pace, this game was played with DarkS WW and Dun and FreeP Corsairs and Rhun. As the DS, our initial plan was hold in Mirkwood, the Gap/Dunland, and Rhun, while clearing the East bank of the Anduin. Then Mordor forces would open a second front against Rohan, link up with Dragon Lord in Mirkwood, and split the board. QA would get into a ground war with Corsairs to keep them home.

Our main concerns were Rangers, SG, Sindar, and Noldor ganging up on Dunland, and Rhun, Dwarves, Northmen and Silvan coming against East Mordor. To protect East Mordor, we did a lot of moving around of pops and got DkLts set to help out the BS and LR. An initial shock of Dog cavalry put the Eastern FreePs on the defensive, and the East Mordor powers never let them regain their footing.

To hold Dunland we relied on aggressive WK recruiting and the expert play of Kevin Given as both Dunland and White Wizard. The FP did gain the initiative in Dunland, but a well-timed attack out of Mt. Gram put things back into balance. The Rangers then looked toward Mt. Gram, giving the Dunlendings breathing room. The DS also benefited from what appeared to be a missed Rangers turn.

The ground war between QA and Corsairs never really materialized. Quick cavalry strikes and a fortunate encounter with Mumakil allowed the QA to take the two added unfortified towns the Corsairs have in WotR, and wipe out most of the Corsairs forces in the area. What appeared to be a missed turn by the Corsairs followed, allowing the QA to continue to push the border back towards Umbar.

The Witch King was able to max recruit at Gram, Gundabad and Minas Morgul, while improving all three to cities, and creating camps, and a mess of other activities. WK, IK and FK troops, were to quickly clear the East Bank as planned.

Dog strikes from Morannon into Mirkwood, combined with aggressive Dragon Lord recruiting at Dol Guldor and Sarn G. were able to keep the FP off balance in Mirkwood. We were also able to get dragons into our Mirkwood armies early and often. This combined with a WK strike from Gundabad resulted in the burning of the Woodmen backup, and the FP having to fight a three front war in Mirkwood.

And, a more subtle victory had also been achieved. Despite winter, through skilled market manipulations and aggressive camp creation, we'd not only held onto the initial extra gold the DS are given in this scenario, we'd actually added to our treasuries, and kept the market high.

So, for the first 7 turns, things went as well as or better than expected. The assault on East Mordor hadn't happened, and we'd in fact taken several FP pops in Rhun. Dunland was holding. Rohan was getting hit on two fronts. Mordor troops were arriving in Mirkwood. Corsairs were pretty much a non-factor. The only black cloud was our initial lack of artifact spells that shut us out of the agent artifact hunt.

At this point, the game took a rapid turn. Tim



Mining, playing the Fire King was not content with the team plan for him to march his armies 4-5 turns into Rohan where Gondor was sending troops to help them hold the second front. Gondor was near devoid of troops. He wanted to rebuild the bridge at Osgiliath and rush 8-10K HI across to gut North Gondor. He refused to take no for an answer, and it was a good thing.

Softened by agent strikes in Rohan, Minas Tirith, and Dol Amroth, plus Dunland activity in South Gondor, the Gondors were on their heels when the bridge went up on GT10 and about 10K FK and WK troops crossed. We could not have taken Minas Tirith, but the rest of Gondor was wide open. Rohan was poised to fall. A huge IK army was on the recently revealed Sindar capital. The BS, LR and DkLts were about to take the Rhun capital, the QA had taken a 3rd Corsairs town and was about to take a 4th.

On the FP side, they were about to take Gram, and said they were preparing for a new offensive in Mirkwood. From our side, it appeared we had a recruiting advantage just about everywhere, had our agents online, were getting offensive emissary teams put together, had a curse squad ready to form, were continuing to get dragons, were winning the economic war, and were on the offensive just about everywhere.

The FP gracefully admitted defeat, and the game ended on GT11.

1650 Game 139 (1-wk)

A DS Victory! The game folded early (T14) by FP consent, but there was time enough for surprising and clever play. Battles at the Black Gate were especially exciting and complex. Kudos to the Eothraim (Mike Bateman) and Dog Lord (Ron Valli) for their respective leadership there.

Strong Nmen play secured Rhun, and an aggressive WK regained several holdings in the North after being displaced from Angmar.

Rhudaur declared FP early to quickly expand to the East edge of the map, followed by a surprising (and short-lived) DS Duns response. Easterlings went FP while Corsairs & Harad went DS, sparking big cav battles and pc turnover in the South, in tandem with five consecutive turns of naval assaults.

Short-lived, unsteady, and fast-paced!

Dan N (*Corsairs*)

January FtF Game

FTF went with a bang. Thanks to everyone who turned up and made it a great game. Friday the FP had the advantage, Saturday morning DS pulled it back, FP then got it back Saturday afternoon. Sunday DS got it back together - well you get the idea! With 22 players and nations played (no Arthedain, Cardolan had his items, no Blind Sorcerer but FK had his items) so the NW was hotly contested.

In all told 16 turns run with IK, Rhudaur and Eothraim out of the game when we finished at 3pm on Sunday. Following on from that 8 of us played Boardgames until late... (Saturday late night was Poker night). In all an honourable draw was awarded to both teams by Sam (GM). We'll get pictures on the website and further details of the game soon. Congrats to Richard Farrer, Rob Glass and Ulrik Bisgaard who are now 3 FTFs without defeat and special mention to David Clemmensen, Chris Meyer and Ulrik for travelling large distances but everyone contributed to what could have been the best FTF we've had...

Nations: 1 Mark Stuckey, 2 Shaun Walker, 3 David Clemmensen 5 Clint Oldridge, 6 Mike Sankey, 7 Chris Courtiour, 8 Kevin O'Keefe, 9 Simon Proctor, 10 Robert Glass, 21 Simon Dunsterville, 23 Phillip Cullen, 11 Andy Wright, 12 Colin Forbes, 13 Chris Littlejohn, 14 Chris Guise, 16 Frank Redmond, 17 Richard Farrer, 18 Ed Lane and Nick Barham-Hall, 19 Ulrik Bisgaard, 20 Chris Meyer, 22 Lewis Morton, 24 Tom Fyfe



Middle Earth Games

Trivial Pursuit

Lord of the Rings style

by Eric Ridley

Lord of the Rings: Trivial Pursuit was brought out in time to cash in on the fervour that surrounds the *Return of the King* film, which is currently laying waste to all in its path at the box office. *Hasbro* have previously been responsible for Star Wars Trivial Pursuit and its expansion based on Episode One. Both of these games were solid, and enjoyed by me very much, so a slightly sweaty panic came over me when I realised that LotR triv (as those in the know call it) was soon to be upon us.

I ran to my local toyshop (well, drove actually) and gasped at the huge display for the game, then I gasped a second time as I looked at the price tag. I had forgotten how much Triv always costs. The original version was not cheap, the Star Wars edition came in at £50 and now the LotR version looked set to sting me for a forty spot. It is ten pounds cheaper than the Star Wars version but I still consider this quite perturbing. Nonetheless, I forked over the money I had stolen from my Nana and jogged (drove) home.

Upon opening the box I noticed that there were new rules included to add extra flavour to the game. You could still play Triv the way everyone knows how, but this allowed you to have a Ringwraith chasing you and gave you an excuse to wear the one ring (provided in the box) without looking weird(er). The new rules are not long, or complex, so one trip to the kazie later and I was familiar with them.

They are as follows. A Ringwraith starts in the centre section and as soon as a player gains a wedge of any colour he is given the One Ring: at this point the Ringwraith starts out from the centre and heads for the Ring Bearer at a rate of one die roll per turn. Every time any player gains a wedge the One Ring changes hands and the Wraith will chase them instead. If the Black Rider should land on any space occupied by a player with a wedge it is taken from them, the same happens if it gets to the Ring Bearer, the difference being an exact roll is not required to land on his space. So what is the bonus for carrying such a heavy burden? Well, once per turn if the Ring Bearer gets a question he doesn't like, he can skip it and be asked another. If he gets that wrong though, he loses a wedge. Exciting stuff.

New rules are great, but an entire game they make not. The quality of the questions is all-important in this situation. The game is based on the entire movie trilogy, not the books. That's great if you ask me: thousands of people have seen the movie, but not all have read the books. The aspect that is slightly annoying is that for Hasbro to release this game in time for the third film to come out they had to start producing it only knowing fully about the first two films. If you are aware of this it makes some of the questions a little easier, especially the 'Making Movies' questions because you know the answer has to lie in the first two films, not the last one. Anyhow, without wanting to infringe on any copyright, here are a few sample questions from the game.

Who wears the ring of power called Nenya? What's the name of the creature that guards the pass of Cirith Ungol? What's the name of the actor who plays King Theoden? In my mind the game is set at the mid level of difficulty. I find a lot of the questions easy, some very hard. It will

boost your ego a bit knowing that you can get about six or seven questions in a row that you know the answer to. Then there will be an absolute stinker that you have no chance of getting (usually when a wedge is at stake).

The board is of fantastic quality and the pewter pieces (Gandalf, Aragorn, Frodo and Galadriel) are pretty too. The whole thing is very nicely put together and presented, as it should be for the price. The cost of the game as opposed to the number of times you will play it is my main concern with this game. If you think you are going to get the use out of it then it is a good choice; if it is a once every few months at a party type of affair then maybe think twice. The new rules add a little spice to the game but with a lot of people playing it can really slow it down with players losing wedges all the time. You have to be pretty hot at the questions to get it finished in a reasonable length of time. I like the game and my girlfriend is good enough to play me regularly at it. I think the questions are about right for you to be able to play it with casual fans and lunatics (sorry, enthusiasts) alike. Watch out for the sharp price tag though, ouch.

This review was first published in Flagship, issue 106 and is reprinted by permission.



Flagship Challenge Cup



Flagship magazine has agreed to sponsor a **Middle Earth PBM Flagship Challenge Cup**.

The cup will be 1650 12 vs 12 only and will initially be decided between **The Council of Sarumen** (*Richard Devereux TC*) and **Filthy Little Hobbitses** (*Mike Bateman TC*)

The team who wins this game will hold the Flagship challenge Cup. After consultations it has been decided not to present an actual cup to the team captain or a team nominated "Best Player", as it was felt this would be against the whole teamwork aspect of the game. Instead the cup will be engraved with the team name (please think of a suitable name for your team if you do not already have one), and kept at the News from Bree offices. It will be displayed at face to face games and a picture will also be placed on the web.

Members of the winning team will receive certificates stating that they have won the cup, and six months free subscription to Flagship*. In addition, the names of people on the winning team will be published in Flagship, and also displayed on the website alongside the picture of the cup. A scroll will be kept with the actual cup at all times with the names of the winners enscribed.

Naturally the winning team may be challenged for the cup - in fact if the Cup Holders do not start a new game within 3 months of the last game ending, they may (at the discretion of ME Games and Flagship) be stripped of the cup - providing that a challenging team can be found of course!

The defending team must contain at least 7 players from the 12 that won the cup.

Any other rules are at the discretion of ME Games and Flagship as no doubt issues will arise that we have not thought of at the time of writing.

* Flagship are responsible for all prizes, not ME Games.

Team Ratings

The much talked about (and controversial) *Player Rating System* is now up and running. In this issue of *News from Bree* we'll look at the 'Ainur' Team Ratings and (one the next page)

The full list of all ratings can be found at:
www.middleearthgames.com.

Ainur is a system rating for Grudge teams which rewards teams who win without losing too many nations along the way. Grudge teams are all listed (if you want to rename them then please get in touch).

A Grudge Team is defined as any group of players which has at least 5 members of the same team as played together before. It also has same designated Team Co-ordinator. Members can come and go as long as 5 players of the original team remain.

If you make a change to a team roster between games you lose (C x C) points, where C = number of players changed. This means you lose 1 point if you change 1 team member on the roster, 4 points if you change 2, and 25 points if you change 5 etc.

Two examples of Grudge teams: Sam Roads' 'Team GM', or Ben Shushan's 'USA1'

Grudge games can occur across the spectrum of gaming formats, with a minimum of 10 nations filled a-side. Many players will never play a grudge game because they prefer different formats, so they need not worry about Ainur ratings.

There is no change in your rating if there was a draw, if you won the game you add the change, if you lost the game you subtract the change.

The Ainur rating is applicable to the team, not the individual players.

GruOrigLose = Original Grudge rating of Losing team
GruOrigWin = Original Grudge rating of Winning team
ActWinNtn = Number of Active nations on winning side at game end

NumNtn = Number of nations per side at game start
New Grudge rating = Original Grudge rating + Change

Change = $60 \times \left(\frac{\text{GruOrigLose}}{\text{GruOrigWin}} \right) \times \left(\frac{\text{ActWinNtn}}{\text{NumNtn}} \right)$

E.g. Winning Grudge team has an original rating of 1500, losing team of 1450. It started as a 12v12 game and the winning team lost 4 nations by the end of the game so ended with 8 active nations.

Change = $60 \times \left(\frac{1450}{1500} \right) \times \left(\frac{8}{12} \right)$
= $60 \times (0.97) \times (0.67)$
= 39 (rounded to nearest)

So the winning team would walk away with a new rating of 1539 points and the losers would skulk off with a new rating of 1411 points.

Ranking .. Ainur Rating Team Name or Captain

1 1975 US 1
2 1894 US 2
3 1869 Laurence Tilley
4 1869 John Choules
5 1869 Tom Francis
6 1840 Martin Cinke
7 1840 Andraste (Greek / International)
8 1840 Marc Pinsonneault
9 1840 Aussie
10 1840 UK 3
11 1810 Michael Bisgaard
12 1806 UK 5
13 1806 Bill Tallen
14 1806 Alex Vallet
15 1806 Brazilian
16 1766 Matt Lincoln
17 1766 US 3
18 1766 Spanish 3
19 1766 Alan Gourlay
20 1766 GM

Rankings Updated: 01 March 2004

Player Rating System

Active players will receive a monthly email with their ratings in it, and the website will also be updated monthly. If you wish to opt out of the PRS then do please get in touch and we'll be happy to remove you from this list.

To establish the initial ratings we sent out a survey asking how long you have played, how many games you have won in that period, and how many grudge games played. That was then weighted with the details that we have collated over that period to give you a rank in each of the 6 ratings.

Each of these ratings will be updated at the end of a game. If more than one player ran a nation, then the last player who ran that particular nation will be considered to have run the nation for the purposes of the ratings. (This means that a player who runs a nation, then stops and another player takes over, will not be counted for any of these ratings.)

If you are in more than one game, then, your rating could well be different by the end of a game to what it was when you started it. In these cases it is always your current rating that will be used to calculate your new ratings. So if you start one game with 1,500 points, then lose 50 from another game, when the game ends your ratings will be based on 1,450 as your 'original rating'.

Any games which begin with less than 20 positions will not count towards the ratings. Each rating will also alter as time goes on to show a true status of active players. So as time passes, players who have not played recently will find their scores dropping, whilst active players will remain at the top of the tables.

Feel Inspired? Want to write for Bree? Then contact the editor:
nfbree@yahoo.co.uk

Did Dwarf women have beards?

It seems they did. In the note on Dwarf women in Appendix A it was told:

It was said by Gimli that there are few dwarf-women, probably no more than a third of the whole people. They seldom walk abroad except at great need. They are in voice and appearance, and in garb if they must go on a journey, so like to the dwarf-men that the eyes and ears of other peoples cannot tell them apart.

The Return of the King, 360 (Appendix A)

Since beards were part of the appearance, not the garb, of dwarf-men, we must conclude that dwarf-women did in fact have beards.

The question has been raised as to whether all dwarf men necessarily had beards (the above conclusion depends upon this premise). Insofar as the matter was mentioned at all, it was shown through either direct statements or casual references that at least Thorin, Dwalin, Balin, Fili, Kili, Gloin, Bombur, and Gimli all definitely had beards

The Hobbit, 20-22, 159, 186, 198; The Fellowship of the Ring, 240; The Return of the King, 148)

It is natural to assume that the others did as well. While no definite statement about the beard status of dwarf-men in general was ever presented as a matter of lore, a thought which reflects the assumed view was given to Bilbo early in the The Hobbit: [as Bilbo rode along wearing Dwalin's hood]

"His only comfort was that he couldn't be mistaken for a dwarf, as he had no beard." (The Hobbit, 42)

In any event, the notion of bearded dwarves seems an assumption with fairly firm foundations.

References:

* The Hobbit, 20-22 (Ch I), 42 (Ch II), 159 (Ch VIII), 186 (Ch X), 198 (Ch XI);

* The Fellowship of the Ring, 240 (II, 1);

* The Return of the King, 148 (V, 9), 153 (V, 9), 360 (Appendix A, III).

Valar Rating

This is based on similar ratings found in other games such as chess. The quality of both teams is taken into account, as is the division of the neutrals. (If this rating becomes popular, it will have a balancing effect on the neutrals, since it would be detrimental to one's rating to be a neutral player a game where your side has too many neutral nations and the game ends too quickly.)

There is no change in your rating if there was a draw, if you won the game you add the change, if you lost the game you subtract the change.

New Valar Rating = Original Rating + Change
Where: Change = $45 + (\text{TotLose} - \text{TotWin}) / 150$
Definitions: TotLose = Total of the Original ratings of the Losing team, TotWin = Total of the Original ratings of the Winning team

Neutrals that do not change allegiance are counted as losing players for their rating adjustment, but not for the total of the losing team's rating.

Example

The Free Peoples win on turn 30 with 11 players on their team. The losing team (DS) had 13 players on their team before the inevitable drops. One Neutral dropped and was not taken up.

Free People (winners) have a rating of:

Nation	Original Rating
Wood	1450
NortM	1550
Eothra	1200 (got knocked out on turn 5 but still counts)
Arth	1300
Card	1500
NortG	1524
SoutG	1544
Dwarf	1700
Sinda	1800
Noldo	1000
Harad	1200
Total (TotWin)	15768

Dark Servants have a Rating of:

Nation	Original Rating
WitchK	1290 (died on turn 8)
DragL	1100
DogL	1400 (dropped out two turns before the end of game)
Cloud	1050
BlinS	1784
IceK	1800
QuieA	1500 (new player so given default Provisional rating of 1500)
FireK	1600 (ran the Fire King and the Long Rider)
LongR	1600
DarkL	1856
Cors	1900
Dunl	1243
East	1542
Total (TotLose)	19665

Rhudaur was Neutral throughout the game so counts as losing. We'll come to that one later.

Change = $45 + (19665 - 15768) / 150$
= $45 + 25.98 = 71$ (round to nearest)

So the Dwarf's new score is: $1700 + 71 = 1771$, and the Blind Sorcerer's new score is: $1784 - 71 = 1713$

#	Valar Rating	Player
1	2592	John Seals
2	2136	Martin Cinke
3	2090	Karsten Esser
4	2048	Ben Shushan
5	2027	Jason Vafiades
6	2000	Andrew Jones
7	1978	Steve Muller
8	1939	Mike Sankey
9	1921	Randall Brady
10	1912	Mark Schweitzer
11	1910	Ian Robinson
12	1902	Arturo Burgos
13	1899	Richard Wilson
14	1865	Sam Roads
15	1853	Dan Newman
16	1823	Mike Barber
17	1819	Joel Mason
18	1817	Thomas Kampmann
19	1817	Carlos Zeituni
20	1793	Tom Francis
21	1790	Thom Burnett
22	1778	Clint Oldridge
23	1775	Per Bovbjerg
24	1770	Mark Jaede
25	1757	Andrew Sheppard
26	1756	Steve Latham
27	1754	Benny Engsig
28	1735	Chesley Coughlin
29	1728	Clif Weatherford
30	1726	John Briggs
31	1725	James Mcisaac
32	1720	Ulrik Bisgaard
33	1718	Tony Ackroyd
34	1716	Kevan Mull
35	1716	Michael Hostetter
36	1711	Bradford Fisher
37	1703	William Minnig
38	1703	Jose Ramon Herrero
39	1702	Alan Jeffrey
40	1700	Travis Smith
41	1698	Jason Bennett
42	1691	Brian Martin
43	1691	Matt Lincoln
44	1691	Richard Mehl
45	1690	Joseph Williams
46	1689	Brad Brunet
47	1683	Michael Reisfeld
48	1683	Daniel Pang
49	1680	Javier Maqua
50	1680	Iain Fergie

Rankings Updated: 01 March 2004

(Note that a number of players have opted out)

Note - The Rhudaur player, who remained neutral all game loses 71 points. His previous rating does not impact on the calculation. The Fire King and the Long Rider's score is affected only once despite the fact that the player is running two positions.



A Winter Quiz - Results

In the last News from Bree we issued a challenge to all readers in the form of the Winter Quiz. All questions were Tolkien related (naturally), based on the Professor's books and the recent trilogy of films by Peter Jackson. There were a record number of entries (for a Bree competition) some 48 people in all.

As usual there are prizes on offer, including *free MEPBM turns, a year's free subscription to Flagship, and copies of David Day's book, "A Guide to Tolkien"*. All tied entries were determined by a draw from a hat.

The Answers

PART ONE

1: What was Pippin's full name?

A: Peregrin Took

2: How many members may a Company have in MEPBM?

A: 9

3: In Peter Jackson's film trilogy, what role did John Rhys-Davis play, in addition to Gimli?

A: Treebeard

4: Who are the children of Elrond?

A: Elrohir, Elladan, Arwen

5: From MEPBM, name three towns owned by Cardolan at the start of the 1650 scenario

A:

PART TWO

1: Who is the only cast member of Peter Jackson's film trilogy to have met Tolkien?

A: Christopher Lee

2: Name Eomer's mother.

A: Theodwyn

3: If a character in MEPBM has as many spells he can learn, how many orders will he have to issue to reduce that number to zero?

A: 3

4: What is the elven name for Pipeweed?

A: Galenas

5: Which is the odd one out? Incanus, Curunir, Mithrandir, Lathspell, Tharkun.

A: Curunir is Saurman's Elvish name, all the others are names given to Gandalf

PART THREE

1: Name the Towers of the Teeth that guarded Morannon.

A: Narchost and Carchost

2: What do the Orcs call the Woses?

A: Oghor-hai

3: Name the three eldest Ents.

A: Fangorn (Treebeard), Finglas (Leaflock), Fladril (Skinbark)

4: What was the original Dwarvish name for the city under the Blue Mountains known to the elves as Belegost?

A: Gabilgathol

5: Name the last of the six Elvish seasons.

A: Coire

The Winners

There were 48 entries, of which 4 people got all 15 answers correct. Well done! Sadly everybody cannot win and the prize winners are ...

Paul Sacco - 1st Prize 2 free MEPBM turns and a copy of *The Tolkien Quiz Book* by Andrew Murray

Laurence Tilley - 2nd Prize: A year's free subscription to Flagship magazine

Paul Crowther - 3rd Prize: A copy of David Day's *A Guide to Tolkien* plus 2 free copies of Flagship

Brian Mason - 4th Prize: A copy of David Day's *A Guide to Tolkien* plus 1 free copy of Flagship

Runners-up prizes of a free copy of Flagship go to:

Tonia Hartofilaka, Chris McGowan, Chris Montgomery, Manolis Perakis, Oystein Tvedten.