

Strategic Fantasy Games of Australia
presents

Middle-earth Play-By-Mail™

Third Age, circa 2950



GAME # 1



--- Game Won ! ---

Final Victory Points: 1984

Victory Conditions :

- To acquire 10 additional artifacts (13) of any alignment.√
- To see to the termination of Ethacali by any means whatsoever.√
- To see to the termination of Tathar by any means whatsoever.
- To see to the termination of Dîn Ohtar by any means whatsoever.√
- To see to the termination of Aragorn II by any means whatsoever.√

Top 3 Positions :

Woodmen [2500] Northmen [2117] White Wizard [1984]

Wealth Victory Points : 450

Army Victory Points : 400

Population Center Victory Points : 367

Character Victory Points : 367

Individual Victory Points : 400

The One Ring was held by Gollum @ 1316

Internet W1P24M_Peters
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Bradbury, NSW, 2560

Game #	:	1
Player #	:	24
Turn #	:	60
Account	:	\$62.00
Free Turns	:	0
Security Code	:	4607
Special Service	:	YES
[Keep \$8+ on account]		

White Wizard

(A Free People)

Season : Summer

RELATIONS WITH OTHER NATIONS

Woodmen	: Neutral	Northmen	: Neutral	Riders of Rohan	: Neutral
Dúnadan Rangers	: Neutral	Silvan Elves	: Neutral	Northern Gondor	: Neutral
Southern Gondor	: Neutral	Dwarves	: Tolerated	Sinda Elves	: Friendly
Noldo Elves	: Neutral	Witch-king	: Hated	Dragon Lord	: Neutral
Dog Lord	: Neutral	Cloud Lord	: Disliked	Blind Sorcerer	: Neutral
Ice King	: Disliked	Quiet Avenger	: Neutral	Fire King	: Disliked
Long Rider	: Hated	Dark Lieutenants	: Neutral	Corsairs	: Neutral
Rhûn Easterlings	: Neutral	Dunlendings	: Neutral	Khand Easterlings	: Neutral

POPULATION CENTERS

Aldburg	Location : @ 2421 in Open Plains				Climate is Warm			
Size : Village	Fortifications : Tower	Loyalty : 84	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	472	0	0	0	864	0	32	0
Current stores	944	0	0	0	3387	0	32	-

Amon Ethir	Location : @ 2015 in Hills & Rough				Climate is Mild			
Size : Camp	Fortifications : None	Loyalty : 39	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	210	0	0	0	261	27	0
Current stores	0	1140	0	0	0	2105	27	-

Amon-Elek	Location : @ 1822 in Hills & Rough				Climate is Mild			
Size : Camp	Fortifications : None	Loyalty : 60	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	50	0	0	360	36	0
Current stores	0	0	50	0	0	2903	36	-

Angrenost (Capital)	Location : @ 2119 in Open Plains				Climate is Mild			
Size : City	Fortifications : Citadel	Loyalty : 90	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	96	0	0	0	69	0	24	0
Current stores	28829	0	7872	0	14925	0	10085	-

Araitl	Location : @ 1918 in Hills & Rough				Climate is Mild			
Size : Camp	Fortifications : Tower	Loyalty : 42	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	130	200	0	0	0	0	2200
Current stores	0	706	200	0	0	0	0	-

Baldor's Pass	Location : @ 2117 in Mountains				Climate is Cool			
Size : Camp	Fortifications : None	Loyalty : 50	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	100	30	0	0	0	1200
Current stores	0	0	0	0	0	0	0	-

Bells and Whistle	Location : @ 1106 in Hills & Rough				Climate is Mild			
Size : Camp	Fortifications : None	Loyalty : 51	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	150	0	0	0	27	1300
Current stores	0	0	150	0	0	0	27	-

Cacanga	Location : @ 2020 in Open Plains				Climate is Mild			
Size : Camp	Fortifications : None	Loyalty : 44	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	90	0	0	0	801	0	36	0
Current stores	180	0	0	0	3140	0	36	-

Cheap Eats

Location : @ 2120 in Open Plains Climate is Warm

Size : Camp	Fortifications : None	Loyalty : 52	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	210	0	0	0	1080	0	30	0
Current stores	420	0	0	0	4234	0	30	-

Cillien

Location : @ 1916 in Hills & Rough Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 27	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	342	0	190	0	0	0	72	0
Current stores	684	0	190	0	0	0	72	-

Culwic

Location : @ 0707 in Open Plains Climate is Mild

Size : Village	Fortifications : Tower	Loyalty : 74	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	202	0	0	0	554	0	58	0
Current stores	404	0	0	0	2172	0	58	-

Dor-Murod

Location : @ 1921 in Open Plains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 56	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	171	0	0	0	648	0	27	0
Current stores	342	0	0	0	4589	0	27	-

Dunlostir

Location : @ 2220 in Open Plains Climate is Warm

Size : Village	Fortifications : None	Loyalty : 61	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	184	0	0	0	1576	0	48	0
Current stores	368	0	0	0	6178	0	48	-

Dunwedh

Location : @ 2024 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 44	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	72	0	0	184	24	0
Current stores	0	0	72	0	0	1623	24	-

Easten Home

Location : @ 4212 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 42	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	504	180	45	0
Current stores	0	0	0	0	1976	1391	45	-

Eats very Cheap

Location : @ 1105 in Hills & Rough Climate is Cool

Size : Village	Fortifications : None	Loyalty : 55	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	144	104	0	0	0	0	1400
Current stores	0	718	104	0	0	0	0	-

Edoras

Location : @ 2321 in Mountains Climate is Cool

Size : Major Town	Fortifications : Castle	Loyalty : 71	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	112	0	21	0	0	0	3700
Current stores	0	542	0	129	0	0	0	-

Fools Gold

Location : @ 1923 in Mountains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 50	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	160	60	10	0	0	0	0
Current stores	0	775	60	61	0	0	0	-

Forestvale

Location : @ 2521 in Mixed Forest Climate is Warm

Size : Camp	Fortifications : None	Loyalty : 43	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	880	230	0	0
Current stores	0	0	0	0	3450	1785	0	-

Fort Location : @ 1720 in Open Plains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 36 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 414 0 0 0 243 0 72 0
 Current stores 828 0 0 0 953 0 72 -

Grant's Gift Location : @ 0912 in Hills & Rough Climate is Mild
 Size : Camp Fortifications : None Loyalty : 11 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 963 0 18 1900
 Current stores 0 0 0 0 3072 0 18 -

Grant's Present Location : @ 0712 in Mountains Climate is Mild
 Size : Village Fortifications : None Loyalty : 42 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 144 0 16 0 0 0 1400
 Current stores 0 800 0 114 0 0 0 -

Hagnor Top Location : @ 1005 in Hills & Rough Climate is Cool
 Size : Village Fortifications : None Loyalty : 46 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 109 0 0 0 0 90 0 1900
 Current stores 218 0 0 0 0 575 0 -

Herëamon Location : @ 1924 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : None Loyalty : 27 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 360 224 40 0
 Current stores 0 0 0 0 1411 1976 40 -

Hodrond Location : @ 2221 in Mountains Climate is Cool
 Size : Camp Fortifications : None Loyalty : 40 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 230 150 0 0 0 0 1600
 Current stores 0 1114 150 0 0 0 0 -

Imdorad Location : @ 2622 in Mixed Forest Climate is Warm
 Size : Camp Fortifications : None Loyalty : 57 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 1650 140 60 0
 Current stores 0 0 0 0 6468 1087 60 -

Lag-Rak Location : @ 1424 in Mountains Climate is Mild
 Size : Village Fortifications : None Loyalty : 45 Docks : None Hidden ? : No Sieged ? : YES
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 200 48 0 0 0 0 1000
 Current stores 0 600 108 0 0 0 0 -

Lag-sharak Location : @ 2118 in Mountains Climate is Cool
 Size : Camp Fortifications : None Loyalty : 19 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 270 0 10 0 0 0 2700
 Current stores 0 1307 0 52 0 0 0 -

Lag-thrúgrim Location : @ 2215 in Mountains Climate is Cool
 Size : Village Fortifications : Tower Loyalty : 12 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 160 0 32 0 0 0 3000
 Current stores 0 928 0 237 0 0 0 -

Larach Duhnnan II Location : @ 1817 in Open Plains Climate is Mild
 Size : Major Town Fortifications : Tower Loyalty : 29 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 239 0 0 0 206 0 24 0
 Current stores 478 0 0 0 808 0 24 -

Minas Malloth Location : @ 1510 in Hills & Rough Climate is Mild
 Size : Camp Fortifications : None Loyalty : 42 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 0 288 36 1500
 Current stores 0 0 0 0 0 2176 36 -
 Foreign characters reported in the hex : **Tarane.**

Minas Refmen Location : @ 1227 in Hills & Rough Climate is Hot
 Size : Major Town Fortifications : None Loyalty : 71 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 285 0 13 1440
 Current stores 0 0 0 0 2190 0 13 -

Minas Tirith Location : @ 2924 in Shore/Plains Climate is Warm
 Size : City Fortifications : Citadel Loyalty : 65 Docks : Harbor Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 133 0 0 0 255 0 24 0
 Current stores 266 0 0 0 1000 0 24 -
 Foreign characters reported in the hex : **Beneoracer - Beorn - Cahulaks - Waulfa.**

Minesite Location : @ 2323 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : None Loyalty : 42 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 304 0 32 960
 Current stores 0 0 0 0 1192 0 32 -

Mithlond-East Location : @ 0710 in Hills & Rough Climate is Mild
 Size : Major Town Fortifications : Fort Loyalty : 12 Docks : Harbor Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 367 0 11 2200
 Current stores 0 0 0 0 1439 0 11 -

A small army bearing the banner of the Long Rider under General Macha is here.

A small army bearing the banner of the White Wizard under Warlord Victory is here.

Mur-Thirare Location : @ 1327 in Mountains Climate is Mild
 Size : Major Town Fortifications : None Loyalty : 68 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 64 0 4 0 0 0 1300
 Current stores 0 175 0 35 0 0 0 -

Nin-in-Eilph Location : @ 1715 in Shore/Plains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 41 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 225 0 0 0 963 0 63 0
 Current stores 0 0 0 0 0 0 0 -

Noegrod Location : @ 0606 in Mountains Climate is Cool
 Size : Village Fortifications : Tower Loyalty : 64 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 120 0 32 0 0 0 2300
 Current stores 0 613 0 216 0 0 0 -

Polmus Location : @ 1723 in Mountains Climate is Mild
 Size : Town Fortifications : None Loyalty : 33 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 90 30 0 0 0 0 1700
 Current stores 0 650 30 0 0 0 0 -

Sorry Sight Location : @ 1421 in Mixed Forest Climate is Mild
 Size : Camp Fortifications : None Loyalty : 56 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 210 0 0 1098 180 0 0
 Current stores 0 1140 0 0 4304 1452 0 -

Stowburg Location : @ 2520 in Open Plains Climate is Warm
 Size : Major Town Fortifications : Tower Loyalty : 61 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 240 0 0 0 536 0 28 0
 Current stores 480 0 0 0 2101 0 28 -

Telorn Location : @ 2919 in Hills & Rough Climate is Warm
 Size : Camp Fortifications : None Loyalty : 35 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 120 0 0 0 0 350 0 1700
 Current stores 240 0 0 0 0 2717 0 -
 Foreign characters reported in the hex : - Uma Thurmen - Vargoth.

Tharbad Location : @ 1614 in Shore/Plains Climate is Mild
 Size : Major Town Fortifications : Fort Loyalty : 60 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 126 0 0 0 223 0 4 0
 Current stores 252 0 0 0 874 0 4 -

Tree-Home Location : @ 3115 in Mixed Forest Climate is Warm
 Size : Camp Fortifications : None Loyalty : 58 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 610 390 0 0
 Current stores 0 0 0 0 2391 3027 0 -

Treforn Location : @ 2017 in Mixed Forest Climate is Mild
 Size : Camp Fortifications : None Loyalty : 66 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 1233 369 0 0
 Current stores 0 0 0 0 4833 2975 0 -

Ugly's Home Location : @ 1920 in Open Plains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 42 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 99 0 0 0 891 0 9 0
 Current stores 198 0 0 0 3493 0 9 -

Wiloke Location : @ 2620 in Hills & Rough Climate is Warm
 Size : Village Fortifications : None Loyalty : 35 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 0 216 16 1100
 Current stores 0 0 0 0 0 1675 16 -

Zhund Location : @ 1825 in Hills & Rough Climate is Hot
 Size : Town Fortifications : None Loyalty : 90 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 134 0 0 0 192 10 0
 Current stores 0 850 0 0 0 1280 10 -

Zor-Dum Location : @ 2724 in Mountains Climate is Cool
 Size : Village Fortifications : None Loyalty : 24 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 224 120 0 0 0 0 1800
 Current stores 0 728 300 0 0 0 0 -

ARMIES AND NAVIES

Army Commander : Captain Dúnhere Location : @ 2725 in Hills & Rough Climate is Hot
 Army morale : 24 Warships : 0 Transports : 0 (6) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Mannish footmen w/battle axes 13 60 60 1412 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 25676
 War machines 0
 Characters traveling with army : - Tawar Woses.
The Major Town of Revenge flying the flag of the Ice King is here.

Army Commander : General Ugluk Location : @ 1511 in Hills & Rough Climate is Mild
 Army morale : 6 Warships : 0 Transports : 0 (15) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Mannish footmen w/battle axes 18 19 21 3677 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 13969
 War machines 0
The Town of Malcambi flying the flag of the Long Rider is here.

Army Commander : Marshal Vice Location : @ 1425 in Mountains Climate is Mild
 Army morale : 26 Warships : 0 Transports : 0 (12) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Mannish wolfriders w/shortswords 100 60 60 1737 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 13336
 War machines 30
 Characters traveling with army : - Dun - Duncce - Homer - Murazor.
The Camp of Minas Imaril flying the flag of the Witch-king is here.

Army Commander : Warlord Victory Location : @ 0710 in Hills & Rough Climate is Mild
 Army morale : 10 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Mannish footmen w/battle axes 10 10 0 400 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
 The Major Town/Fort of Mithlond-East flying the flag of the White Wizard is here.
A small army bearing the banner of the Long Rider under General Macha is here.

COMPANY COMMANDERS :

Commander Mauhír Location : @ 2628 Traveling with him are : Elkak - Hagar - Humer - Lugdush - Oretur - Saruman the White.

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	12466	23560	2507	1163	88718	12463	4521
Purchase at market price/unit	23	18	67	288	5	28	63
Sell to market price/unit	18	13	50	216	4	21	48

MISCELLANEOUS

Maintenance Costs expected next turn are:		Totals for Nation:	Stores	Production
Armies/Navies :	32378	Leather	35131	3472
Pop Centers :	12500	Bronze	12786	2602
Characters :	35420	Steel	9286	1274
		Mithril	844	155
Total :	80298	Food	80580	17163
		Timber	28747	3654
Current Tax rate :	39%	Mounts	10944	946
Revenue expected next turn :	80225 (-73)			
Current Gold reserve :	305241			

No new characters available at this time

Ships have been left anchored at the following locations:

None

You have the following double agents:

Beoraborn of the Woodmen @ 2430

Double agent Beoraborn reports he was ordered to assassinate a character. He was not able to assassinate the character because the character was not permitted as a target.

Celeborn of the Sinda Elves @ 1407

Double agent Celeborn reports he was ordered to sabotage the fortifications. He was not able to sabotage the fortifications because of tight security.

Double agent Celeborn reports he was ordered to move the company. He accepted the company movement orders.

Gal tonn of the Sinda Elves @ 1407

Double agent Gal tonn reports she was ordered to guard a character. Galadriel was guarded.

Double agent Gal tonn reports she was ordered to move the company. She accepted the company movement orders.

Gimli of the Woodmen @ 2430

Double agent Gimli reports he was ordered to steal the Gold. He was not able to steal Gold because Caras Tolfalas was of the same nation.

Double agent Gimli reports he was ordered to find an artifact. An artifact search was attempted. No artifact was found at 2430.

Taurann of the Sinda Elves @ 1502

Double agent Taurann reports he was ordered to move. He accepted the movement orders.

Double agent Taurann reports he was ordered to scout for any characters. A scout for characters was attempted. Found: No foreign characters found.

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Ring of Wind	Ring	1	Yes	None	Increases Agent Rank by 45.

Ring of Stargazing	Ring	2	Yes	None	Increases Mage Rank by 25.
Wôlor Priest Ring	Ring	10	Yes	None	Increases Mage Rank by 15.
Ring of Angrenost	Ring	17	No	None	COMBAT - Increases damage by 500 points.
Palantír of Orthanc	Orb	30	No	None	SCRYING - "Scout Area" on any hex.
Collar of Might	Collar	42	Yes	None	Increases Mage Rank by 35.
Thôlogaer Ciryatano	Helm	48	Yes	None	Increases Mage Rank by 30.
Morgul Plate	Armor	52	Yes	Evil	Increases Command Rank by 10.
Ulûkai	Jewel	67	Yes	Evil	Increases Command Rank by 25.
Vasamacil	Sword	75	No	Evil	COMBAT - Increases damage by 750 points.
Wood-shadow	Cloak	123	Yes	None	Increases Stealth Rank by 15.
Glosovagil	Sword	162	No	None	COMBAT - Increases damage by 1500 points.
Flails of Horseslaying	Flail	198	No	Evil	COMBAT - Increases damage by 500 points.

You have hidden the following additional artifacts:

None

NATION MESSAGES

*Factory is no longer under our control.
The loyalty was influenced from the efforts or presence of A Balrog at Hodrond.
There are rumors of a kidnap attempt involving Beneoracer and Porthgar.
Our populace reports that a season change is imminent!*

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 1424

In the Mild climate of the Mountains of 1424, a conflict took place in the early hours of the evening during a driving storm.

At the head of a demoralized army rode **General Vice** of the nation of the White Wizard. The mount on which he rode stood cautiously at the rear of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1737 Mixed Mannish wolfriders w/shortswords	steel	steel	elite

The Town of Lag-Rak flying the flag of the Witch-king is situated in the Mountains here.

After the battle.... Vice's forces found no enemy armies to fight.

The attacking war machines let loose with a barrage of aerial missiles but inflicted no damage before the actual ground assault! The battle for Lag-Rak was over even before it began. The attackers were so numerous and strong that the defending militia had little chance to save themselves. The battle was over in just a few hours!!

After the attack on the population center.... Vice's army survived the attack on the Town, but suffered minor losses. Vice appeared to have survived. The Town has been reduced to a Village. The Village has been under siege/attack this turn. The Village now flies the flag of the White Wizard.

SPECIAL MESSAGES

FREE TURNS! Do you have any friends that would enjoy playing ME-PBM? SFGA will credit you with a free turn for each NEW SFGA player that signs up and mentions your name (New players can only mention one name). If you would like to start a game with several friends, just let us know! Please try to collect all names &

required funds, and mail together, when joining with friends. Current player set-ups are: \$9.00, new player registrations are: \$40.00

Standby positions

Dear players, in an effort to secure faster replacement of inactive positions, SFGA is now posting the positions that are available for 'standby' replacement. If anyone is interested in acquiring a standby position listed below (or want to check the current list of standby positions), please give SFGA a call as soon as possible. Our phone number is (03) 51 276977 and our phone hours are between 5pm - 9pm EST, Monday through Friday. Contact us quickly as they may go fast. We will, of course, continue our efforts to contact players on our standby lists, but we hope that by making our position needs known to all players that we will be able to restore those positions to active status more quickly. So, if you are interested in playing that hard-to-get position, or want to try your newest strategy with a tough position, then now is your chance!! Remember, a standby position comes with 3 free turns and a copy of the initial information sheet, so there is nothing to risk and everything to gain - another fun game and many new friends!! Hopefully, our combined efforts to find replacements more quickly will ensure that Middle-earth PBM stays the best PBM game for many years to come.

Current 1650 positions available: Nil

Current 2950 positions available: Nil

New Game positions

Dear Players, in an effort to facilitate the start of new games, we will try to post some listings here of ME-PBM games that are currently filling, and some idea of the positions preferred for those games to start soonest. So, if you have been waiting to start a new game, now is the chance to get started soon!

Special rate! For 1-week All-Email games, the turn fee has been reduced to only \$7.00 #per turn. Several games are filling below, so now is the perfect time to try one of #these fast-paced games!

ME-PBM 1650

1-week All-Email game: Game 11 - All positions accepted.

2-week game: Game 16 - All positions accepted.

ME-PBM 2950

1-week All-Email game: Game 4 - All positions accepted.

2-week game: Game 5 - Only 1 FP and 1 DS positions left to fill.

2-week game: Game 6 - All positions accepted.

ME-PBM 1000 (Fourth Age)

Game 2 is now open for bookings.

ORDERS GIVEN

Character	Order #	Order Code	Additional Information.....
Balack	555	CreCmp	Baldor's Pass
Balack	810	MovChar	2118
Duinhir	585	Uncover	
Duinhir	520	InfYour	
Dun	710	PrenMgy	
Dun	225	CstCbSp	112
Dunce	225	CstCbSp	108
Dunce	710	PrenMgy	
Dúnhere	430	TrpsMan	hi

Dúnhere	850	MovArmy	w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^
Elkak	500	Double	beora
Elkak	215	RfsPers	
Hagar	500	Double	dain
Hagar	215	RfsPers	
Homer	610	GrdChar	vice
Homer	215	RfsPers	
Humer	610	GrdChar	mauhi
Humer	215	RfsPers	
Hungry	810	MovChar	1517
Hungry	325	NatSell	mi 100
Lugdush	215	RfsPers	
Lugdush	930	ScoChar	
Mauhír	820	MovCmpy	2628
Mauhír	925	Recon	
Murazor	610	GrdChar	vice
Murazor	430	TrpsMan	hc
Oretur	500	Double	gimli
Oretur	215	RfsPers	
Saruman the White	500	Double	monti
Saruman the White	935	UsScArt	30 2711
The Spy	325	NatSell	ti 100
The Spy	325	NatSell	mo 100
Ugluk	552	PosCmp	Nin-in-Eilph
Ugluk	860	ForcMar	nw nw nw nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^
Vice	860	ForcMar	se w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^
Vice	255	CptrPop	ch
Victory	770	HrArmy	400 hi no no 0
Victory	870	MovJoin	1511 ugluk

Balack



Ranks : Command 0 Agent 0 Emissary 100 Mage 0
 Health 100 Stealth 0 Challenge 50
 Artifacts : None
 Spells (+0) : None

Balack was located in the Mountains at 2117.

He was ordered to create a camp. A camp named Baldor's Pass was created.

He was ordered to move. He accepted the movement orders.

He is currently in the Mountains at 2118. The Camp of Lag-sharak flying the flag of the White Wizard is here.

Desk Bound



Ranks : Command 65 Agent 0 Emissary 0 Mage 0
 Health 65 Stealth 0 Challenge 65
 Artifacts : None
 Spells (+0) : None

Desk Bound was located in an unknown location.

Desk Bound could not escape from being held hostage.

She is currently being held hostage. Location unknown. No Gold ransom demanded at this time.

Duinhir



Ranks : Command 0 Agent 0 Emissary 71 Mage 0
 Health 100 Stealth 0 Challenge 35
 Artifacts : None
 Spells (+0) : None

Duinhir was located in the Mountains at 2215.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Lag-thrûgrim.

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Cloud Lord has collapsed and is no longer active - uncovered that the nation of the Blind Sorcerer has collapsed and is no longer active.

He is currently in the Mountains at 2215. The Village/Tower of Lag-thrûgrim flying the flag of the White Wizard is here.

Dun



Ranks : Command 0 Agent 0 Emissary 0 Mage 65
 Health 100 Stealth 0 Challenge 65
 Artifacts : None

Spells (+0) : #102 Barriers(59) #106 Deflections(77) #112 Shields(81)
 #208 Words of Pain(100) #220 Words of Agony(69) #308 Capital Return(75)
 #402 Perceive Allegiance(80)

Dun was located in the Mountains at 1424.

She was ordered to cast a combat spell. Shields was cast.

She was ordered to prentice magery. The prentice magery was successful and her Mage rank has been improved.

She moved with the army to 1425.

She is traveling with Vice in the Mountains at 1425. The Camp of Minas Imaril flying the flag of the Witch-king is here.

Dunce



Ranks : Command 0 Agent 0 Emissary 0 Mage 59
 Health 100 Stealth 0 Challenge 59
 Artifacts : None

Spells (+0) : #104 Resistances(67) #108 Blessings(77) #308 Capital Return(54)
 #412 Research Artifact(72) #413 Scry Population Center(82)

Dunce was located in the Mountains at 1424.

He was ordered to cast a combat spell. Blessings was cast.

He was ordered to prentice magery. The prentice magery was successful and his Mage rank has been improved.

He moved with the army to 1425.

He is traveling with Vice in the Mountains at 1425. The Camp of Minas Imaril flying the flag of the Witch-king is here.

Dúnhere



Ranks : Command 45 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 45
 Artifacts : None

Spells (+0) : None

Dúnhere was located in the Hills & Rough at 2825.

He was ordered to put some troops on maneuvers. The maneuvers for the Heavy Infantry were completed.

He was ordered to move the army. He accepted the army movement orders.

Scouting was performed by the Tawar Woses. A scout of the area was attempted. Foreign armies identified: None. See report below.

He commands an army in the Hills & Rough at 2725. The Major Town of Revenge flying the flag of the Ice King is here.

Elkak



Ranks : Command 0 Agent 0 Emissary 100 Mage 0
 Health 100 Stealth 0 Challenge 50
 Artifacts : None
 Spells (+0) : None

Elkek was located in the Hills & Rough at 2430.

He was ordered to refuse all personal challenges.

He was ordered to recruit a double agent. Beoraborn is now our double agent.

He moved with the company to 2628.

He is traveling with Mauhír in the Shore/Plains at 2628. The Village/Tower of Fanuilonð flying the flag of the Fire King is here.

Hagar



Ranks : Command 0 Agent 0 Emissary 97 Mage 0
 Health 100 Stealth 0 Challenge 48
 Artifacts : None
 Spells (+0) : None

Hagar was located in the Hills & Rough at 2430.

He was ordered to refuse all personal challenges.

He was ordered to recruit a double agent. Dáin II is now our double agent.

He moved with the company to 2628.

He is traveling with Mauhír in the Shore/Plains at 2628. The Village/Tower of Fanuilonð flying the flag of the Fire King is here.

Homer



Ranks : Command 0 Agent 81 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 60
 Artifacts : None
 Spells (+0) : None

Homer was located in the Mountains at 1424.

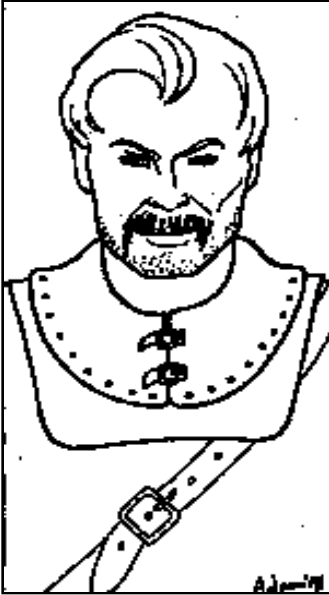
He was ordered to refuse all personal challenges.

He was ordered to guard a character. Vice was guarded.

He moved with the army to 1425.

He is traveling with Vice in the Mountains at 1425. The Camp of Minas Imaril flying the flag of the Witch-king is here.

Humer



Ranks : Command 0 Agent 79 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 59
 Artifacts : None
 Spells (+0) : None

Humer was located in the Hills & Rough at 2430.

He was ordered to refuse all personal challenges.

He was ordered to guard a character. Mauhír was guarded.

He moved with the company to 2628.

He is traveling with Mauhír in the Shore/Plains at 2628. The Village/Tower of Fanuilond flying the flag of the Fire King is here.

Hungry



Ranks : Command 0 Agent 84 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 63
 Artifacts : None
 Spells (+0) : None

Hungry was located in the Open Plains at 2119.

He was ordered to have the nation sell to the caravans. The stores sold was changed because the total product sold was more than the market purchase limit. No Mithril was sold.

He was ordered to move. He accepted the movement orders.

He is currently in the Mixed Forest at 1517. The City of Lag-Mar flying the flag of the Sinda Elves is here.

Lugdush



Ranks : Command 0 Agent 90 (135) Emissary 0 Mage 0
 Health 100 Stealth 0 (15) Challenge 101
 Artifacts : #1 Ring of Wind #123 Wood-shadow
 Spells (+0) : None

Lugdush was located in the Hills & Rough at 2430.

He was ordered to refuse all personal challenges.

He moved with the company to 2628.

He was ordered to scout for any characters. A scout for characters was attempted.

Found: No foreign characters found.

He is traveling with Mauhír in the Shore/Plains at 2628. The Village/Tower of Fanuilond flying the flag of the Fire King is here.

Mauhír



Ranks : Command 30 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : #52 Morgul Plate #75 Vasamacil #198 Flails of Horseslaying
 Spells (+0) : None

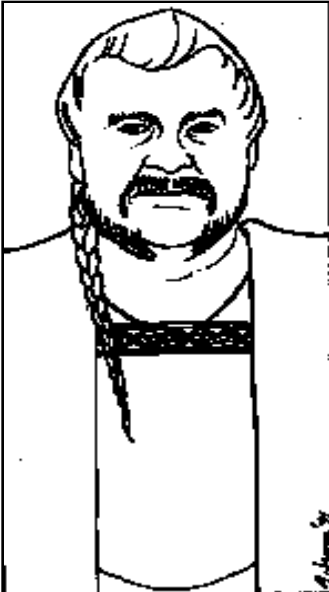
Mauhír was located in the Hills & Rough at 2430.

He was ordered to move the company. He accepted the company movement orders.

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: None. See report below.

He commands a company in the Shore/Plains at 2628. The Village/Tower of Fanuilond flying the flag of the Fire King is here.

Murazor



Ranks : Command 83 Agent 58 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 108+
 Artifacts : None
 Spells (+0) : None

Murazor was located in the Mountains at 1424.

He was ordered to put some troops on maneuvers. The maneuvers for the Heavy Cavalry were completed.

He was ordered to guard a character. Vice was guarded.

He moved with the army to 1425.

He is traveling with Vice in the Mountains at 1425. The Camp of Minas Imaril flying the flag of the Witch-king is here.

Oretur



Ranks : Command 0 Agent 0 Emissary 100 Mage 0
 Health 100 Stealth 0 Challenge 50
 Artifacts : None
 Spells (+0) : None

Oretur was located in the Hills & Rough at 2430.

He was ordered to refuse all personal challenges.

He was ordered to recruit a double agent. Gimli is now our double agent.

He moved with the company to 2628.

He is traveling with Mauhír in the Shore/Plains at 2628. The Village/Tower of Fanuilond flying the flag of the Fire King is here.

Saruman the White



Ranks : Command 0 Agent 0 Emissary 100 Mage 100 (205)
 Health 100 Stealth 20 Challenge 227
 Artifacts : #2 Ring of Starg... #10 W6lor Priest ... #17 Ring of Angre...
 #30 Palantír of O... #42 Collar of Might #48 Th6logaer Cir...
 Spells(+105) #6 Greater Heal(97) #308 Capital Return(100) #312 Return True(80)
 #413 Scry Population Center(100) #420 Reveal Character(100)
 #426 Divine Army True(85) #428 Locate Artifact True(100) #502 Weakness(100)
 #504 Sickness(89) #506 Curses(68)

Saruman the White was located in the Hills & Rough at 2430.

He was ordered to recruit a double agent. He was not able to recruit the double agent because he was not able to influence the character. Continued efforts may succeed.

He moved with the company to 2628.

He was ordered to use a scrying artifact. Palantír of Orthanc #30 was used. Foreign armies identified: - Braega of the Woodmen with about 5500 troops at 2711. Major Towns and Cities revealed: 0408 1409 2715 2711 2409 2608 2508 2305 3221 3124 4228 3929 2430 3329 3630 3624 2137 2438 3538 0307 3631 4436 3339. See report below.

He is traveling with Mauhír in the Shore/Plains at 2628. The Village/Tower of Fanuilon flying the flag of the Fire King is here.

Slijerdon



Ranks : Command 40 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 40
 Artifacts : None
 Spells (+0) : None

Slijerdon was located in an unknown location.

Slijerdon could not escape from being held hostage.

He is currently being held hostage. Location unknown. No Gold ransom demanded at this time.

The Spy



Ranks : Command 0 Agent 74 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 55
 Artifacts : #67 Ul6kai
 Spells (+0) : None

The Spy was located in the Open Plains at 2119.

She was ordered to have the nation sell to the caravans. The stores sold was changed because the total product sold was more than the market purchase limit. 5475 Timber were sold for 136875 Gold.

She was ordered to have the nation sell to the caravans. The stores sold was changed because the total product sold was more than the market purchase limit. No Mounts was sold.

She is currently in the Open Plains at 2119. The City/Citadel of Angrenost flying the flag of the White Wizard is here.

Ugluk



Ranks : Command 83 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 113
 Artifacts : #162 Glosovagilv
 Spells (+0) : None

Ugluk was located in the Shore/Plains at 1715.

He was ordered to post a camp. A camp named Nin-in-Eilph was posted.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced.

He commands an army in the Hills & Rough at 1511. The Town of Malcambi flying the flag of the Long Rider is here.

Vice



Ranks : Command 90 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 90
 Artifacts : None
 Spells (+0) : None

Vice was located in the Mountains at 1424.

He was ordered to capture the Town of Lag-Rak. See Combat Messages.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced.

He commands an army in the Mountains at 1425. The Camp of Minas Imaril flying the flag of the Witch-king is here.

Victory



Ranks : Command 77 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 77
 Artifacts : None
 Spells (+0) : None

Victory was located in the Hills & Rough at 0710.

He was ordered to hire an army. An army of 400 Heavy Infantry with 0 Food was hired.

He was ordered to move and join the army. He was not able to move because he commands an army/navy or company.

He commands an army in the Hills & Rough at 0710. The Major Town/Fort of Mithlond-East flying the flag of the White Wizard is here.

