

Strategic Fantasy Games of Australia  
presents

# Middle-earth Play-By-Mail™

## Third Age, circa 2950



GAME # 2



**Dwarves**

Victory points : 0

Victory Conditions :

- To hold in stores at game end the greatest amount of Mithril.
- To hold at game end the population center of Minas Durlith at 3622.
- To hold at game end the population center of Galadbrynd at 2709.
- To hold at game end the artifact: Angian #114.
- To hold at game end the population center of Lag-zâjarzot at 3324.

Internet W2P8A\_Sheridan  
Adrian Sheridan

Game #	:	2
Player #	:	8
Turn #	:	0
Account	:	\$30.00
Free Turns	:	0
Security Code	:	7729
Special Service	:	YES
[Keep \$9+ on account]		

# Dwarves

(A Free People)

Season : Spring

## RELATIONS WITH OTHER NATIONS

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

## POPULATION CENTERS

**Azanulinbar-dûm (Capital)** Location : @ 3707 in Hills & Rough Climate is Cold

Size : Major Town	Fortifications : Fort	Loyalty : 75	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 64 41 0 0 77 0 0				
Current stores	0 64 41 0 2000 77 0 -				

An army bearing the banner of the Dwarves under Captain Thralin III is here.

**Barak-shathûr** Location : @ 3607 in Hills & Rough Climate is Cold

Size : Village	Fortifications : Tower	Loyalty : 40	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 144 0 0 0 0 10 1260				
Current stores	0 144 0 0 1000 0 10 -				

**Belegost** Location : @ 0812 in Mountains Climate is Cool

Size : Village	Fortifications : Fort	Loyalty : 40	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 144 0 32 0 0 0 2200				
Current stores	0 144 0 32 1000 0 0 -				

An army bearing the banner of the Dwarves under Captain Dáin II is here.

**Kheled-nâla** Location : @ 3916 in Hills & Rough Climate is Mild

Size : Village	Fortifications : Tower	Loyalty : 40	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 0 112 0 468 0 0 2000				
Current stores	0 0 112 0 468 0 0 -				

An army bearing the banner of the Dwarves under Warlord Balin is here.

**Noegrod** Location : @ 0606 in Mountains Climate is Cold

Size : Village	Fortifications : Tower	Loyalty : 40	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 48 0 24 0 0 0 1020				
Current stores	0 48 0 24 1000 0 0 -				

**Zarak-dûm** Location : @ 2004 in Mountains Climate is Polar

Size : Camp	Fortifications : Tower	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 81 0 15 0 0 0 600				
Current stores	0 81 0 15 500 0 0 -				

**ARMIES AND NAVIES**

**Army Commander : Warlord Balin** Location : @ 3916 in Hills & Rough Climate is Mild  
 Army morale : 40 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Dwarven footsoldiers w/battle axes 40 40 40 300 Light Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 660  
 War machines 0  
 The Village/Tower of Kheled-nâla flying the flag of the Dwarves is here.

**Army Commander : Captain Dáin II** Location : @ 0812 in Mountains Climate is Cool  
 Army morale : 70 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Dwarven footsoldiers w/war hammers 40 40 40 300 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 660  
 War machines 0  
 The Village/Fort of Belegost flying the flag of the Dwarves is here.

**Army Commander : Captain Thralin III** Location : @ 3707 in Hills & Rough Climate is Cold  
 Army morale : 40 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Dwarven footsoldiers w/war hammers 40 40 40 200 Heavy Infantry  
 Dwarven footsoldiers w/battle axes 40 40 40 200 Light Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 880  
 War machines 0  
 The Major Town/Fort of Azanulinbar-dûm flying the flag of the Dwarves is here.

**COMPANY COMMANDERS :**

None

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	6000	4000	3000	500	24101	5000	2000
Purchase at market price/unit	8	14	15	105	3	11	21
Sell to market price/unit	5	9	10	69	2	7	14

**MISCELLANEOUS**

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 3000	Leather	0	0
Pop Centers : 4000	Bronze	481	481
Characters : 7800	Steel	153	153
	Mithril	71	71
Total : 14800	Food	5968	468
	Timber	77	77
Current Tax rate : 40%	Mounts	10	10
Revenue expected next turn : 14080 (-720)			
Current Gold reserve : 24080			

Ships have been left anchored at the following locations:

None

You have the following double agents:

None

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Orcrist	Sword	83	No	None	COMBAT - Increases damage by 750 points.
Boots of Iron	Boots	210	Yes	None	Increases Command Rank by 10.
Cloak of Protection	Cloak	211	Yes	None	Increases Agent Rank by 10.
Cloak of Hiding	Cloak	212	Yes	None	Increases Stealth Rank by 10.

You have hidden the following additional artifacts:

None

## NATION MESSAGES

*Reports suggest the presence of holdings/forces of the Rhûn Easterlings at 3605.*

*Reports suggest the presence of holdings/forces of the Northmen at 3109.*

*Reports suggest the presence of holdings/forces of the Rhûn Easterlings at 3713.*

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES

None

## 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: \$9.50, new player registrations are: \$35.00

**ADDRESS CHANGES** - Because of the large number of address changes that are made at this time of year, and in order to insure your turns arrive on time, we ask that you notify us of changes in any and all games you are in, and also whether these changes are temporary and if so, for how long.

**HOLIDAY MAIL** - Because of the slowdown in mail delivery during the 2 weeks directly following holidays, we recommend that you mail your turns off as soon as possible during these times. This will reduce the number of you experiencing late turns.

### 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 (051) 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**

2-week game: Game 12 - Neutral, FP and DS positions needed.

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

#### **ME-PBM 2950**

2-week game: Game 2 - Neutrals needed - Start-up turns will probably be sent out 3rd week in March.

1-week Team All-Email game: All positions accepted.

### **ORDERS GIVEN**

None

Balin



Ranks : Command 70 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 70  
 Artifacts : None  
 Spells (+0) : None

*He commands an army in the Hills & Rough at 3916. The Village/Tower of Kheled-nâla flying the flag of the Dwarves is here.*

Dain II



Ranks : Command 40 (50) Agent 10 (20) Emissary 20 Mage 0  
 Health 100 Stealth 0 Challenge 56  
 Artifacts : #210 Boots of Iron #211 Cloak of Protection  
 Spells (+0) : None

*He commands an army in the Mountains at 0812. The Village/Fort of Belegost flying the flag of the Dwarves is here.*

Dis



Ranks : Command 20 Agent 0 Emissary 0 Mage 10  
 Health 100 Stealth 0 Challenge 22  
 Artifacts : None  
 Spells (+0) : #6 Greater Heal(55)

*She is currently in the Hills & Rough at 3607. The Village/Tower of Barak-shathûr flying the flag of the Dwarves is here.*

Gimli



Ranks : Command 20 Agent 10 Emissary 0 Mage 0  
 Health 100 Stealth 0 (10) Challenge 21  
 Artifacts : #212 Cloak of Hiding  
 Spells (+0) : None

*He is currently in the Mountains at 2004. The Camp/Tower of Zarak-dûm flying the flag of the Dwarves is here.*

Glóin



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

Glóin has a special ability. He has a bonus to his healing (2x normal).  
*He is currently in the Mountains at 0606. The Village/Tower of Noegrod flying the flag of the Dwarves is here.*

Gróin



Ranks : Command 30 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 30  
 Artifacts : None  
 Spells (+0) : None

*He is currently in the Mountains at 0606. The Village/Tower of Noegrod flying the flag of the Dwarves is here.*

Therin II



Ranks : Command 60 Agent 10 Emissary 10 Mage 0  
 Health 100 Stealth 0 Challenge 78  
 Artifacts : #83 Orcrist/  
 Spells (+0) : None

*He is currently in the Hills & Rough at 3707. The Major Town/Fort of Azanulinbar-dûm flying the flag of the Dwarves is here.*

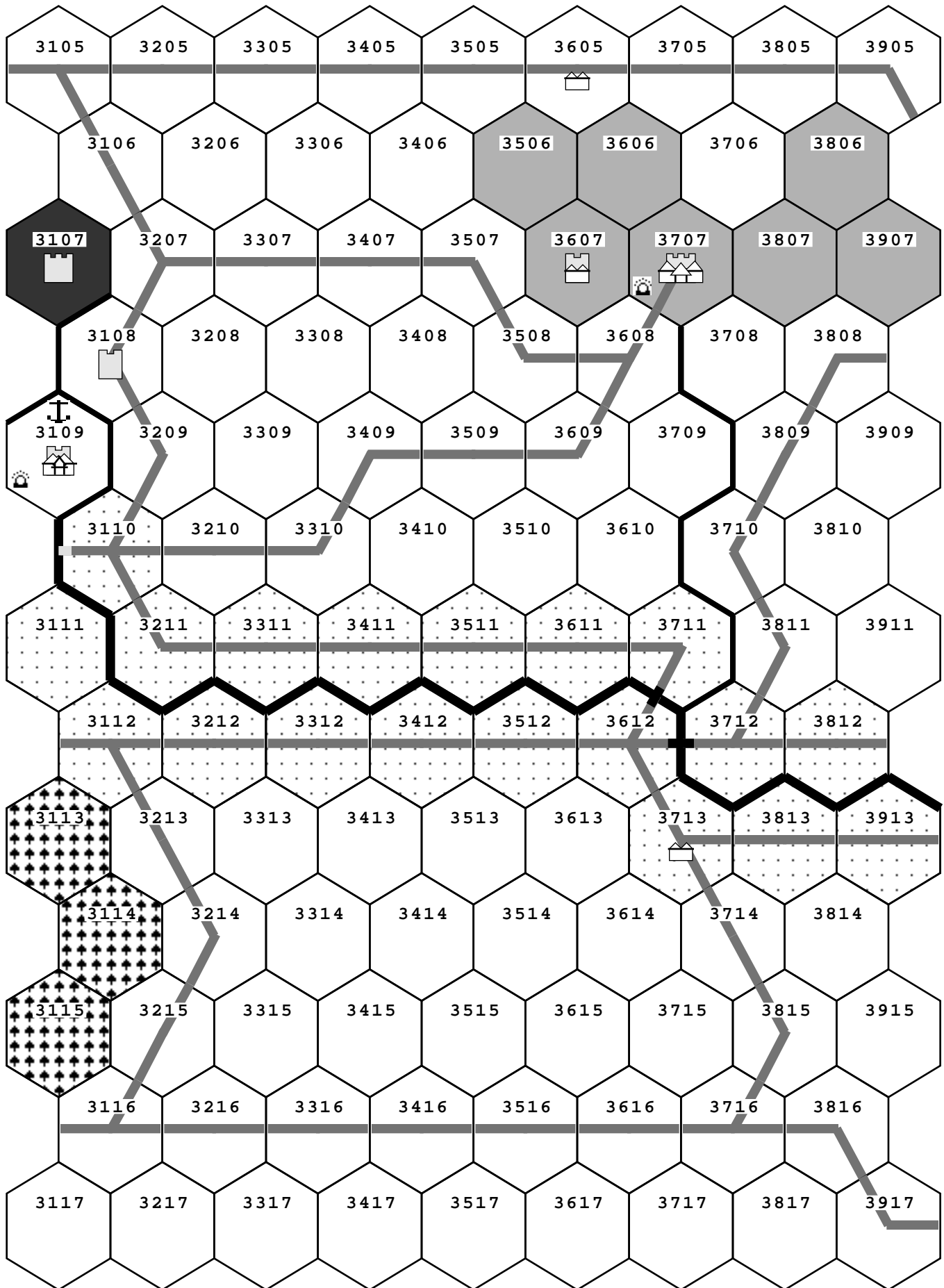
Thralin III



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

*He commands an army in the Hills & Rough at 3707. The Major Town/Fort of Azanulinbar-dûm flying the flag of the Dwarves is here.*





Order	->	# _____	Code _____	Type _____
		_____	_____	_____
Required		_____	_____	_____
Information		_____	_____	_____
		_____	_____	_____
		_____	_____	_____

Order	->	# _____	Code _____	Type _____
		_____	_____	_____
Required		_____	_____	_____
Information		_____	_____	_____
		_____	_____	_____
		_____	_____	_____

**Gimli (ID: gimli) @ 2004 Command Agent**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
			_____								_____				
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				
			_____								_____				

**Glóin (ID: gloin) @ 0606 Command**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
			_____								_____				
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				
			_____								_____				

**Gróin (ID: groin) @ 0606 Command**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
			_____								_____				
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				
			_____								_____				

**Thorin II (ID: thori) @ 3707 Command Agent Emissary**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
			_____								_____				
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				
			_____								_____				

**Thralin III (ID: thral) @ 3707 Command**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
			_____								_____				
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				
			_____								_____				

## How did you hear? .....

How did you hear about your game?  
 (skip this if you are currently in a ME-PBM game)  
 Magazine ad \_\_\_\_\_  
 If yes, then which magazine? \_\_\_\_\_  
 A friend \_\_\_\_\_  
 If yes, then who? \_\_\_\_\_  
 Other (specify) \_\_\_\_\_

## Special Service

If you wish special service, please circle YES.  
 For details, see House Rules and Procedures.  
 Verification of this service will appear on your resultsheet.

**YES**                      **NO**

## Standby Players

If you are an experienced ME-PBM player - would  
 you like to have your name placed on our "STANDBY"  
 player list. Contact SFGA if you have any questions.

**YES**                      **NO**

If "YES", can you provide SFGA with a contact phone number

[Include Area code]      Days:                      Evenings:

## Emergency Contact Number

From time to time, SFGA has need to contact players regarding  
 game actions, turnsheet reception problems, etc...  
 For SFGA to be able to reach players in such instances, day or evening,  
 we need an emergency contact phone number, e-mail address,  
 fax number, etc... We will not call unless necessary, but having  
 such information could help us all avoid missed turns or orders.

[Include Area code]      Days:                      Evenings:

[Include Area code]      Fax:                      E-mail:

Thanks for your help and good luck in the game!!