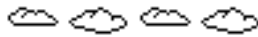


**Allsorts PBM Games
presents**

**Middle-earth Play-By-Mail™
Third Age, circa 1650**



GAME # 91



Easterlings

Victory points : 0
Victory Conditions :

To hold at game end the population center of Neburcha at 4324.
To see to the termination of Gaerdae by any means whatsoever.
To see to the termination of Baltab by any means whatsoever.
To hold at game end the artifact: Shield of Anárion #49.
To hold at game end the artifact: Staff of Bronze #25.

Internet g91_p25
Rick Fletcher (a/c:104633)

Game # : 91
Player # : 25
Turn # : 0
Security Code : 1062

Easterlings

(A Neutral)

Season : Spring

RELATIONS WITH OTHER NATIONS

Woodmen	: Neutral	Northmen	: Neutral	Éothraim	: Neutral
Arthedain	: Neutral	Cardolan	: Neutral	Northern Gondor	: Neutral
Southern Gondor	: Neutral	Dwarves	: Neutral	Sinda Elves	: Neutral
Noldo Elves	: Neutral	Witch-king	: Neutral	Dragon Lord	: Neutral
Dog Lord	: Neutral	Cloud Lord	: Neutral	Blind Sorcerer	: Neutral
Ice King	: Neutral	Quiet Avenger	: Neutral	Fire King	: Neutral
Long Rider	: Neutral	Dark Lieutenants	: Neutral	Corsairs	: Neutral
Haradwaith	: Neutral	Dunlendings	: Neutral	Rhudaur	: Neutral

POPULATION CENTERS

An Karagmir Location : @ 3538 in Desert Wastes Climate is Hot

Size : Town	Fortifications : None	Loyalty : 55	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	221	0	0	0	0	0	24	0
Current stores	221	0	0	0	1500	0	24	-

Ashkiri Location : @ 3220 in Open Plains Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	208	0	0	0	544	0	64	0
Current stores	208	0	0	0	544	0	64	-

Ilanin Location : @ 3713 in Shore/Plains Climate is Cool

Size : Town	Fortifications : None	Loyalty : 55	Docks : Harbor	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	168	0	0	0	696	0	24	0
Current stores	168	0	0	0	696	0	24	-

An army bearing the banner of the Easterlings under Captain Tros Hesnef is here.

Khand Amu Location : @ 4228 in Open Plains Climate is Hot

Size : Major Town	Fortifications : None	Loyalty : 75	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	67	0	0	0	368	0	29	0
Current stores	67	0	0	0	368	0	29	-

Laorki Location : @ 4430 in Hills & Rough Climate is Hot

Size : Town	Fortifications : None	Loyalty : 55	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	130	0	0	0	14	1680
Current stores	0	0	130	0	1500	0	14	-

Lar-Huz Location : @ 3605 in Open Plains Climate is Cold

Size : Town	Fortifications : None	Loyalty : 55	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	20	0	0	0	243	0	9	0
Current stores	20	0	0	0	243	0	9	-

Mistrand Location : @ 4318 in Shore/Plains Climate is Mild

Size : Town	Fortifications : None	Loyalty : 55	Docks : Harbor	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	184	0	0	0	324	0	22	0
Current stores	184	0	0	0	324	0	22	-

Ovatharac Location : @ 4335 in Hills & Rough Climate is Hot
 Size : Town Fortifications : None Loyalty : 55 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 686 149 38 0
 Current stores 0 0 0 0 686 149 38 -

Riavod Location : @ 4014 in Shore/Plains Climate is Cool
 Size : Town Fortifications : Tower Loyalty : 55 Docks : Harbor Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 86 0 0 0 326 0 24 0
 Current stores 86 0 0 0 326 0 24 -

An army bearing the banner of the Easterlings under Commander Hûz Of Amov is here.

Sturlurtsa Khand (Capital) Location : @ 4133 in Hills & Rough Climate is Hot
 Size : City Fortifications : Castle Loyalty : 100 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 0 60 4 1200
 Current stores 0 0 0 0 2500 60 4 -

An army bearing the banner of the Easterlings under Commander Nazrog is here.

An army bearing the banner of the Easterlings under Captain Ovatha II is here.

Ursh Lanna Location : @ 3319 in Open Plains Climate is Mild
 Size : Town Fortifications : None Loyalty : 55 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 194 0 0 0 891 0 43 0
 Current stores 194 0 0 0 891 0 43 -

ARMIES AND NAVIES

Army Commander : Commander Hûz Of Amov Location : @ 4014 in Shore/Plains Climate is Cool

Army morale : 40 Warships : 0 Transports : 0 (10) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Mixed Easterling chariotmen w/spears		50	30	0	900	Heavy Cavalry
Mixed Easterling horsemen w/javelins		50	30	0	600	Light Cavalry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	13200					
War machines	0					

The Town/Tower of Riavod flying the flag of the Easterlings is here.

Army Commander : Commander Nazrog Location : @ 4133 in Hills & Rough Climate is Hot

Army morale : 40 Warships : 0 Transports : 0 (10) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Mixed Easterling chariotmen w/spears		50	30	0	600	Heavy Cavalry
Mixed Easterling horsemen w/javelins		50	30	0	900	Light Cavalry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	13200					
War machines	0					

The City/Castle of Sturlurtsa Khand flying the flag of the Easterlings is here.

An army bearing the banner of the Easterlings under Captain Ovatha II is here.

Army Commander : Captain Ovatha II Location : @ 4133 in Hills & Rough Climate is Hot

Army morale : 30 Warships : 0 Transports : 0 (5) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Mixed Easterling footmen w/spears		50	30	0	300	Heavy Infantry
Mixed Easterling footmen w/scimitars		50	30	0	300	Light Infantry
Mixed Easterling archers w/short bows		50	60	0	300	Archers
Mixed Easterling mercenaries w/slings		50	30	10	300	Men-at-Arms
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	5280					
War machines	0					

The City/Castle of Sturlurtsa Khand flying the flag of the Easterlings is here.

An army bearing the banner of the Easterlings under Commander Nazrog is here.

Army Commander : Captain Tros Hesnef Location : @ 3713 in Shore/Plains Climate is Cool
 Army morale : 30 Warships : 0 Transports : 0 (5) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Mixed Easterling footmen w/spears	50	30	0	300	Heavy Infantry
Mixed Easterling footmen w/scimitars	50	30	0	300	Light Infantry
Mixed Easterling archers w/short bows	50	60	0	300	Archers
Mixed Easterling mercenaries w/slings	50	30	10	300	Men-at-Arms

Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 5280
 War machines 0

The Town of Ilanin flying the flag of the Easterlings is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	6000	4000	3000	500	25000	5000	2000
Purchase at market price/unit	10	17	17	141	3	15	28
Sell to market price/unit	7	12	12	102	2	11	20

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 18900	Leather	1148	1148
Pop Centers : 2750	Bronze	0	0
Characters : 6600	Steel	130	130
	Mithril	0	0
Total : 28250	Food	9578	4078
	Timber	209	209
Current Tax rate : 40%	Mounts	295	295
Revenue expected next turn : 25880 (-2370)			
Current Gold reserve : 20000			

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
Usriev	Sword 76	No	None	COMBAT - Increases damage by 750 points.
Horse-slayer	Bow 146	No	None	COMBAT - Increases damage by 500 points.

You have hidden the following additional artifacts:

None

NATION MESSAGES

Reports suggest the presence of holdings/forces of the Dog Lord at 3624.
Reports suggest the presence of holdings/forces of the Long Rider at 4324.
Reports suggest the presence of holdings/forces of the Blind Sorcerer at 4025.
Reports suggest the presence of holdings/forces of the Long Rider at 4325.
Reports suggest the presence of holdings/forces of the Long Rider at 4425.
Reports suggest the presence of holdings/forces of the Cloud Lord at 3626.
Reports suggest the presence of holdings/forces of the Blind Sorcerer at 4126.
Reports suggest the presence of holdings/forces of the Blind Sorcerer at 3627.
Reports suggest the presence of holdings/forces of the Blind Sorcerer at 3928.
Reports suggest the presence of holdings/forces of the Cloud Lord at 3629.
Reports suggest the presence of holdings/forces of the Blind Sorcerer at 3829.
Reports suggest the presence of holdings/forces of the Blind Sorcerer at 3929.
Reports suggest the presence of holdings/forces of the Cloud Lord at 3630.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

None

SPECIAL MESSAGES

FREE TURNS! Do you have any friends that would enjoy playing ME-PBM? Allsorts will credit you with a free turn for each NEW Allsorts 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: £5.00, new player registrations are: £20.00

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.

ALLSORTS PBM GAMES UPDATE

NEW GM MESSAGE

UPDATED:3/6/97

(PO Box 25 - Bude - Cornwall - EX23 9YU)

(Tel: 01288 361112 Fax: 01288 361919 CompuServe: 100425,1444 Internet: mepbm@allsorts.demon.co.uk)

World Wide Web Home Page: <http://www.suilven.demon.co.uk/allsorts/>

MEPBM PROCEDURES UPDATE SINCE MARCH 1ST 1997:

If you haven't already, please make a point of reading the recent house rules update that we have sent out to all players over the past couple of weeks. If you haven't recieved a copy yet, please let us know as soon as possible. It is vital that you are aware of our policies regarding how we deal with our players, our games and also how we expect our players to organise themselves in order for our games to be run as fairly and as efficiently as possible, and if you are unaware of the way we do things it could put you in a weak position should you ever have a problem. They are as much for your benefit as they are for us, and you may find that you are able to take advantage of some of the services that we have on offer, as many players have already.

OUR OTHER GAMES:

Many of you may only be aware of Middle Earth, but we are currently running a number of other games which may be of interest to you. Some ME players have already taken the plunge but we get the impression that some of you are blissfully unaware of the other wares that we have on offer, or maybe even a little bit suspect of the quality of the games in comparison to Middle Earth. Although our other games take a simpler form, we can recommend them as a challenge worthy of your attention:

BATTLE OF THE PLANETS is a simple but deceptively involved and exciting science fiction PBM that we have recently revamped and are developing throughout 1997. Far in the future where space travel and 'planet-hopping' is a common event, you are the leader of a smallnation who own a single planet. You have under your control industries, military forces, spacecraft, raw material and of course the people of your

planet. With such power at your fingertips you are required through the use of cunning, diplomacy, deception and brute strength to take control of all the planets in the galaxy. With 20 players in each game at game start, this shouldn't be easy!

PREMIER FOOTBALL: This is what we feel is shaping up to being the best all-round football simulation PBM around. Gone are the days of A5 booklets, results stuffed in small envelopes, poorly laid-out and designed result sheets. The result sheets themselves have been tastefully and practically designed to make them as pleasant and easily readable as possible. This doesn't mean that the game is all glitz and no guts. The gameplay system involved is being continuously monitored and moulded to be as realistic and exciting as possible. Details on request.

IRON & STEAM is a game of railroads. Each player manages an upstart railroad company in the mid 1800's to early 1900's. Each turn, a player must make critical organizational decisions that will govern how well his company functions. I&S is designed to mimic reality as close as possible. As a result, you will seldom find that there is a single right or wrong answer to every problem you face. rather, you will often have many choices and have to rely on your best judgement and live with the rewards or drawbacks of your decisions.

CYBER TYCOON: We would like to apologise profusely to those of you that have already applied for start-ups in Cyber Tycoon. The speed with which we are able to get the game up and running is well out of our hands and we are constantly in contact with those concerned to try and speed up proceedings. We desperately want to get the game running and are doing what we can to get the show on the road. Hopefully it should be worth the wait!

We are happy to send out more information to anyone requesting it, so feel free!

NEW MIDDLE-EARTH GAMES CLOSE TO RUNNING: Please help us fill up the various Middle Earth Games that we have waiting to start. The table below shows all the current games and a rough breakdown of the positions available. Please help with the games that are at the top of our list, These have probably been waiting the longest and should be the first to start:

Priority Order	Game Number	Positions Available			Game Type	Turnaround (in Weeks)	Scenario Type	Total Available
		FREE	EVIL	NEUTRAL				
1	94*	0	2	1(E)	Ex,T,Pre-aligned	2	1650	3
2	97*	10	0	3	Ex,T	2	1650	13
3	95	10	0	4	B,T	2	1650	14
4	20	8	8	3	M	2	2950	19
5	21	10	0	5	M,T	2	2950	15
6	18	5	9	5	M (E-mail access)	2	2950	19
7	116	6	8	4	M	3	1650	18

Key:

GAME TYPES:- E = E-mail, Ex = Experienced, M = Mixed Players, B = Beginners, T = Team, S=Special

* = Priority games.

STANDBY LIST.

The new standby list is now on the account front sheets (page 2). The positions on the list are those that are considered viable nations by the software. If you have any queries regarding stand-by's then please call me.

ORDERS GIVEN

None

Gorovod



Ranks : Command 0 Agent 10 Emissary 0 Mage 40
Health 100 Stealth 0 Challenge 41

Artifacts : None

Spells (+0) : #108 Blessings(58) #228 Frost Balls(65) #304 Fast Stride(74)
#419 Divine Nation Forces(66)

He is currently in the Shore/Plains at 4014. The Town/Tower of Riavod flying the flag of the Easterlings is here.

Hos Harf



Ranks : Command 0 Agent 0 Emissary 0 Mage 30
Health 100 Stealth 0 Challenge 30

Artifacts : None

Spells (+0) : #108 Blessings(55) #236 Fire Storms(78) #302 Long Stride(99)

He is currently in the Open Plains at 3319. The Town of Ursh Lanna flying the flag of the Easterlings is here.

H z Of Amov



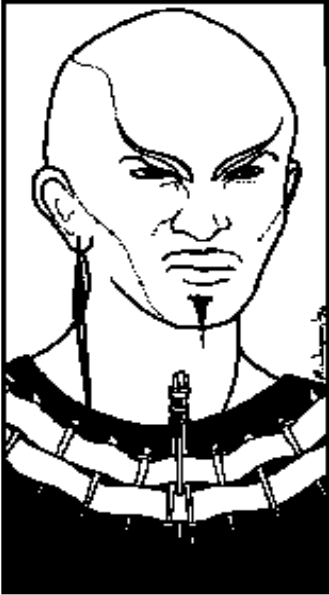
Ranks : Command 30 Agent 10 Emissary 0 Mage 0
Health 100 Stealth 0 Challenge 31

Artifacts : None

Spells (+0) : None

He commands an army in the Shore/Plains at 4014. The Town/Tower of Riavod flying the flag of the Easterlings is here.

Kav Makow



Ranks : Command 20 Agent 20 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 23
 Artifacts : None
 Spells (+0) : None

He is currently in the Hills & Rough at 4430. The Town of Laorki flying the flag of the Easterlings is here.

Nazrog



Ranks : Command 30 Agent 10 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 31
 Artifacts : None
 Spells (+0) : None

He commands an army in the Hills & Rough at 4133. The City/Castle of Sturlurtsa Khand flying the flag of the Easterlings is here.

Ovatha II



Ranks : Command 40 Agent 10 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 71+
 Artifacts : #76 Usriev #146 Horse-slayer
 Spells (+0) : None

Ovatha II has a special ability. He has a bonus of 15 to his Personal Challenge rank.
He commands an army in the Hills & Rough at 4133. The City/Castle of Sturlurtsa Khand flying the flag of the Easterlings is here.

Tros Hesnef



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

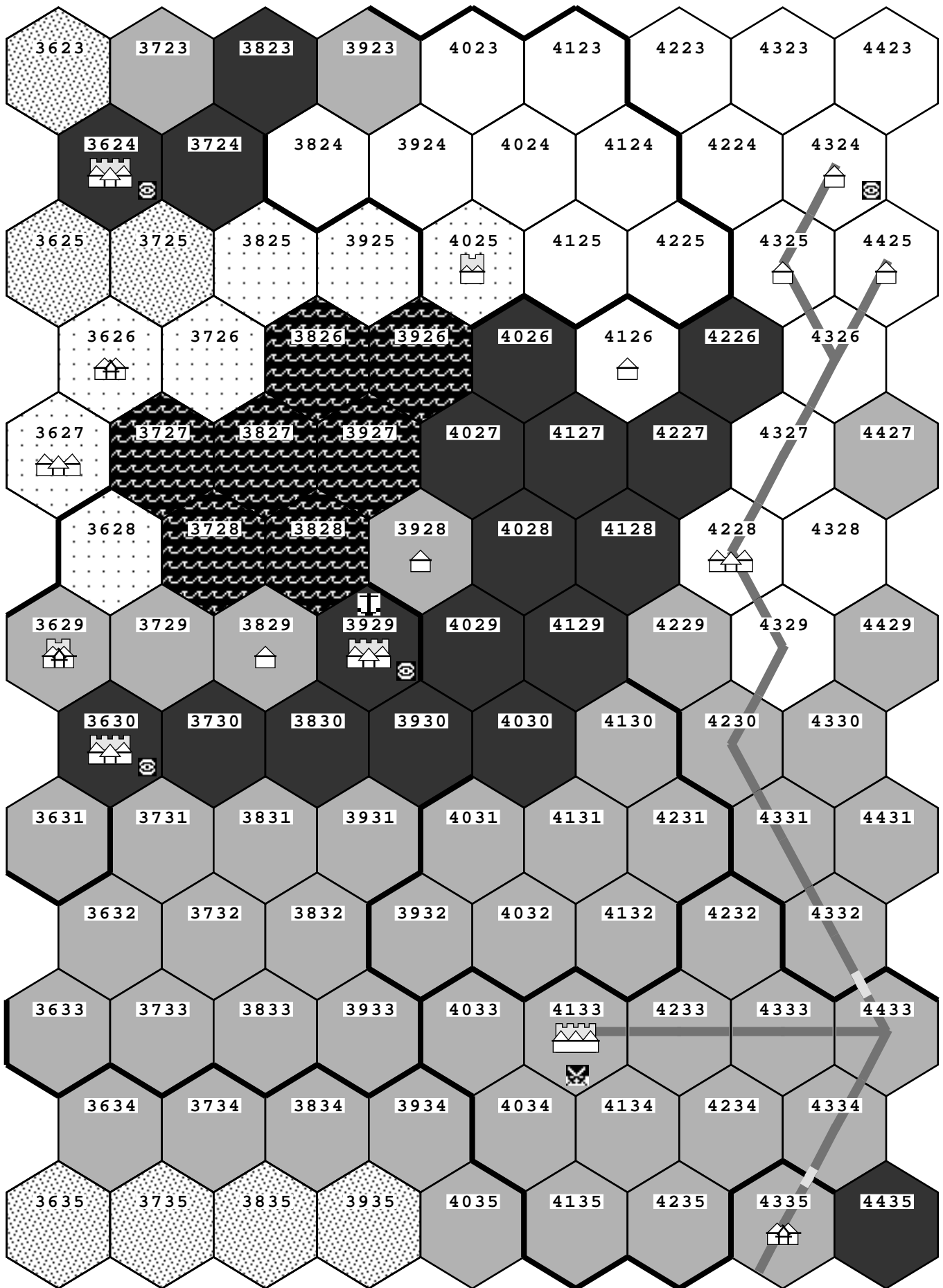
He commands an army in the Shore/Plains at 3713. The Town of Ilanin flying the flag of the Easterlings is here.

Urdrath



Ranks : Command 10 Agent 0 Emissary 0 Mage 30
 Health 100 Stealth 0 Challenge 32
 Artifacts : None
 Spells (+0) : #108 Blessings(71) #204 Wild Flames(100) #302 Long Stride(71)

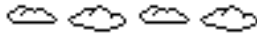
He is currently in the Shore/Plains at 4014. The Town/Tower of Riavod flying the flag of the Easterlings is here.



Allsorts PBM Games Middle-earth Play-By-Mail™ Third Age, circa 1650

Easterlings

URNSHEET



Game # 91



Rick Fletcher (a/c:104633)

Game # : 91
Player # : 25
Turn # : 1
Security # : 1062

Return this turnsheet before JUNE 23 1997

To Allsorts, PO Box 25, Bude, Cornwall, Tel: 01288 361001
ME Hot-Line: 01288 361112 Fax: 01288 361919

Alias _____ Emergency
Daytime Phone #: _____

Gorovod (ID: gorov) @ 4014 Agent Mage

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

Hos Harf (ID: hos h) @ 3319 Mage

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

Hûz Of Amov (ID: huz o) @ 4014 Command Agent

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

Kav Makow (ID: kav m) @ 4430 Command Agent

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

Nazrog (ID: nazro) @ 4133 Command Agent

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

Ovatha II (ID: ovath) @ 4133 Command Agent

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

Tros Hesnef (ID: tros) @ 3713 Command

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

Urdrath (ID: urdra) @ 4014 Command Mage

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 Allsorts if you have any questions.

YES NO

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

[Include Area code] Days: Evenings:

Emergency Contact Number

From time to time, Allsorts has need to contact players regarding
game actions, turnsheet reception problems, etc...
For Allsorts 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!!