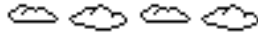


**Harlequin Games
presents**

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



GAME # 30



Northern Gondor

Victory points : 0
Victory Conditions :

To hold at game end the population center of Sûkh Akhôr at 2535.
To hold at game end the artifact: Moon-axe #119.
To hold at game end the population center of Kas Shafra at 2534.
To see to the termination of Marahil by any means whatsoever.
To hold at game end the population center of Aradhrynd at 2908.

Internet 109003
Gian Giacope (a/c:109003)

Game # : 30
Player # : 6
Turn # : 0
Security Code : 9148

Northern Gondor

(A Free People)

Season : Summer

RELATIONS WITH OTHER NATIONS

Woodmen	: Tolerated	Northmen	: Tolerated	Éothraim	: Tolerated
Arthedain	: Tolerated	Cardolan	: Tolerated	Southern Gondor	: Tolerated
Dwarves	: 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	: Tolerated	Haradwaith	: Disliked
Dunlendings	: Tolerated	Rhudaur	: Disliked	Easterlings	: Neutral

POPULATION CENTERS

Aglarond Location : @ 2121 in Mountains Climate is Cool

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	60	0	20	0	0	0	1100
Current stores	0	60	0	20	2000	0	0	-

Angrenost Location : @ 2119 in Open Plains Climate is Mild

Size : Town	Fortifications : Citadel	Loyalty : 55	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	70	0	0	0	470	0	49	0
Current stores	70	0	0	0	470	0	49	-

A small army bearing the banner of Northern Gondor under Lord Caranthir is here.

Bar-en-Tinnen Location : @ 3026 in Shore/Plains Climate is Hot

Size : Town	Fortifications : Tower	Loyalty : 55	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	202	0	0	0	629	0	48	0
Current stores	202	0	0	0	629	0	48	-

Calmirië Location : @ 2421 in Open Plains Climate is Warm

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	208	0	0	0	316	0	20	0
Current stores	208	0	0	0	316	0	20	-

Dunlostir Location : @ 2220 in Open Plains Climate is Warm

Size : Village	Fortifications : None	Loyalty : 40	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	312	0	0	0	1032	0	16	0
Current stores	312	0	0	0	1032	0	16	-

Imdorad Location : @ 2622 in Mixed Forest Climate is Warm

Size : Town	Fortifications : Tower	Loyalty : 55	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	756	240	0	0
Current stores	0	0	0	0	756	240	0	-

Minas Anor (Capital) Location : @ 2924 in Shore/Plains Climate is Warm

Size : City	Fortifications : Citadel	Loyalty : 100	Docks : Port	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	122	0	0	0	410	0	3	0
Current stores	122	0	0	0	410	0	3	-

An army bearing the banner of Northern Gondor under Regent Vinyaran is here.

Minas Arthor Location : @ 2926 in Shore/Plains Climate is Hot
 Size : Town Fortifications : Tower Loyalty : 55 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 240 0 0 0 595 0 43 0
 Current stores 240 0 0 0 595 0 43 -

Minas Ithil Location : @ 3124 in Mountains Climate is Mild
 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 84 0 12 0 0 0 2100
 Current stores 0 84 0 12 2000 0 0 -

Onodrieth Location : @ 2520 in Open Plains Climate is Warm
 Size : Town Fortifications : Tower Loyalty : 55 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 306 0 0 0 636 0 42 0
 Current stores 306 0 0 0 636 0 42 -

Osgiliath Location : @ 3024 in Shore/Plains Climate is Warm
 Size : Major Town Fortifications : Fort Loyalty : 75 Docks : Harbor Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 136 0 0 0 676 0 20 0
 Current stores 136 0 0 0 676 0 20 -

A navy bearing the banner of Northern Gondor under Regent Tarondor is here.

Pelargir Location : @ 2927 in Shore/Plains Climate is Hot
 Size : City Fortifications : Castle Loyalty : 100 Docks : Port Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 22 0 0 0 107 0 8 0
 Current stores 22 0 0 0 107 0 8 -

A navy bearing the banner of Northern Gondor under Regent Telumehtar is here.

Romenost Location : @ 3116 in Open Plains Climate is Warm
 Size : Town Fortifications : Tower Loyalty : 55 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 162 0 0 0 744 0 18 0
 Current stores 162 0 0 0 744 0 18 -

An army bearing the banner of Northern Gondor under Captain Vagaig is here.

Thorontir Location : @ 3316 in Open Plains Climate is Warm
 Size : Town Fortifications : Tower Loyalty : 55 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 330 0 0 0 378 0 18 0
 Current stores 330 0 0 0 378 0 18 -

Tir Anduin Location : @ 2619 in Open Plains Climate is Warm
 Size : Town Fortifications : Tower Loyalty : 55 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 168 0 0 0 774 0 36 0
 Current stores 168 0 0 0 774 0 36 -

Tir Ethraid Location : @ 3028 in Shore/Plains Climate is Hot
 Size : Town Fortifications : Tower Loyalty : 55 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 211 0 0 0 144 0 29 0
 Current stores 211 0 0 0 144 0 29 -

An army bearing the banner of Northern Gondor under Regent Elatar is here.

Tir Limlight Location : @ 2617 in Hills & Rough Climate is Warm
 Size : Town Fortifications : Tower Loyalty : 55 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 210 0 0 0 48 2100
 Current stores 0 0 210 0 1500 0 48 -

Tir Nindor Location : @ 3020 in Open Plains Climate is Warm
 Size : Town Fortifications : Tower Loyalty : 55 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 282 0 0 0 630 0 54 0
 Current stores 282 0 0 0 630 0 54 -

Warfinger Location : @ 3716 in Open Plains Climate is Warm
 Size : Town Fortifications : Tower Loyalty : 55 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 288 0 0 0 936 0 42 0
 Current stores 288 0 0 0 936 0 42 -

ARMIES AND NAVIES

Army Commander : Lord Caranthir Location : @ 2119 in Open Plains Climate is Mild
 Army morale : 50 Warships : 0 Transports : 0 (4) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Dúnadan footmen w/broadswords	40	40	30	300	Heavy Infantry
Lesser Dúnadan footmen w/shortswords	40	40	30	300	Light Infantry
Dúnadan archers w/crossbows	40	60	0	300	Archers
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	3960				
War machines	0				

The Town/Citadel of Angrenost flying the flag of Northern Gondor is here.

Army Commander : Regent Elatar Location : @ 3028 in Shore/Plains Climate is Hot
 Army morale : 60 Warships : 0 Transports : 0 (7) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Dúnadan knights w/lances	40	40	30	300	Heavy Cavalry
Dúnadan knights w/shortswords	40	40	30	300	Light Cavalry
Dúnadan footmen w/broadswords	40	40	30	300	Heavy Infantry
Lesser Dúnadan footmen w/shortswords	40	40	30	300	Light Infantry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	7920				
War machines	0				

The Town/Tower of Tir Ethraid flying the flag of Northern Gondor is here.

Army Commander : Captain Vagaig Location : @ 3116 in Open Plains Climate is Warm
 Army morale : 40 Warships : 0 Transports : 0 (8) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Dúnadan knights w/lances	40	40	30	600	Heavy Cavalry
Dúnadan knights w/shortswords	40	40	30	600	Light Cavalry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	10560				
War machines	0				

The Town/Tower of Romenost flying the flag of Northern Gondor is here.

Army Commander : Regent Vinyaran Location : @ 2924 in Shore/Plains Climate is Warm
 Army morale : 60 Warships : 0 Transports : 0 (9) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Dúnadan knights w/lances	40	40	30	900	Heavy Cavalry
Dúnadan footmen w/broadswords	40	40	30	300	Heavy Infantry
Lesser Dúnadan footmen w/shortswords	40	40	30	300	Light Infantry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	10560				
War machines	0				

The City/Citadel of Minas Anor flying the flag of Northern Gondor is here.

Navy Commander : Regent Tarondor Location : @ 3024 in Shore/Plains Climate is Warm

Army morale : 60 Warships : 14 Transports : 7 (3) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Dúnadan footmen w/broadswords		40	40	30	300	Heavy Infantry
Lesser Dúnadan footmen w/shortswords		40	40	30	300	Light Infantry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	2640					
War machines	0					

The Major Town/Fort of Osgiliath flying the flag of Northern Gondor is here.

Navy Commander : Regent Telumehtar Location : @ 2927 in Shore/Plains Climate is Hot

Army morale : 60 Warships : 14 Transports : 7 (5) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Dúnadan knights w/shortswords		40	40	30	300	Light Cavalry
Dúnadan footmen w/broadswords		40	40	30	600	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	5280					
War machines	0					

The City/Castle of Pelargir flying the flag of Northern Gondor 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	9	16	17	132	3	13	23
Sell to market price/unit	7	12	13	102	2	10	18

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 26700	Leather	3059	3059
Pop Centers : 17250	Bronze	144	144
Characters : 9600	Steel	210	210
	Mithril	32	32
Total : 53550	Food	14733	9233
	Timber	240	240
Current Tax rate : 40%	Mounts	494	494
Revenue expected next turn : 50300 (-3250)			
Current Gold reserve : 25150			

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
Ring of Axardil	Ring	6	Yes	None	Increases Command Rank by 10.
Palantír of Osgiliath	Orb	27	No	None	SCRYING - "Scout Area" on any hex.
Palantír of Minas Ithil	Orb	28	No	None	SCRYING - "Scout Area" on any hex.
Palantír of Minas Anor	Orb	29	No	None	SCRYING - "Scout Area" on any hex.
Palantír of Orthanc	Orb	30	No	None	SCRYING - "Scout Area" on any hex.
Shield of Anárion	Shield	49	Yes	None	Increases Command Rank by 25.
Helm of Isildur	Helm	57	Yes	None	Increases Command Rank by 20.
Gildagor	Sword	95	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 3121.
Reports suggest the presence of holdings/forces of the Ice King at 3022.
Reports suggest the presence of holdings/forces of the Ice King at 3123.
Reports suggest the presence of holdings/forces of Southern Gondor at 2324.
Reports suggest the presence of holdings/forces of Southern Gondor at 2424.
Reports suggest the presence of holdings/forces of the Sinda Elves at 2325.
Reports suggest the presence of holdings/forces of Southern Gondor at 2425.
Reports suggest the presence of holdings/forces of the Ice King at 3125.
Reports suggest the presence of holdings/forces of Southern Gondor at 2426.
Reports suggest the presence of holdings/forces of Southern Gondor at 2626.
Reports suggest the presence of holdings/forces of Southern Gondor at 2327.
Reports suggest the presence of holdings/forces of Southern Gondor at 2427.
Reports suggest the presence of holdings/forces of Southern Gondor at 2527.
Reports suggest the presence of holdings/forces of Southern Gondor at 2328.
Reports suggest the presence of holdings/forces of Southern Gondor at 2628.
Reports suggest the presence of holdings/forces of the Haradwaith at 2430.
Reports suggest the presence of holdings/forces of the Haradwaith at 2630.
Reports suggest the presence of holdings/forces of the Haradwaith at 2730.
Reports suggest the presence of holdings/forces of the Haradwaith at 2631.
Reports suggest the presence of holdings/forces of the Haradwaith at 2731.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

None

SPECIAL MESSAGES

FREE TURNS! Do you have any friends that would enjoy playing ME-PBM? Harlequin will credit you with a free turn for each NEW Harlequin 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

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

Alandur



Ranks : Command 40 Agent 0 Emissary 10 Mage 0
 Health 100 Stealth 0 Challenge 41
 Artifacts : None
 Spells (+0) : None

He is currently in the Open Plains at 2421. The Major Town/Fort of Calmirië flying the flag of Northern Gondor is here.

Caranthir



Ranks : Command 50 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 50
 Artifacts : #30 Palantir of Orthanc
 Spells (+0) : None

He commands an army in the Open Plains at 2119. The Town/Citadel of Angrenost flying the flag of Northern Gondor is here.

Elatar



Ranks : Command 60 Agent 10 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 61
 Artifacts : None
 Spells (+0) : None

He commands an army in the Shore/Plains at 3028. The Town/Tower of Tir Ethraid flying the flag of Northern Gondor is here.

Tarondor



Ranks : Command 60 (105) Agent 10 Emissary 20 Mage 0
 Health 100 Stealth 0 Challenge 109
 Artifacts : #29 Palantír of Minas Anor #49 Shield of Anárion
 #57 Helm of Isildur
 Spells (+0) : None

He commands a navy offshore at 3024. The Major Town/Fort of Osgiliath flying the flag of Northern Gondor is here.

Telumehtar



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

He commands a navy offshore at 2927. The City/Castle of Pelargir flying the flag of Northern Gondor is here.

Vagaig



Ranks : Command 40 Agent 0 Emissary 10 Mage 0
 Health 100 Stealth 0 Challenge 41
 Artifacts : None
 Spells (+0) : None

Vagaig has a special ability. He has a bonus to his Emissary rank.
He commands an army in the Open Plains at 3116. The Town/Tower of Romenost flying the flag of Northern Gondor is here.

Veantur



Ranks : Command 40 (50) Agent 0 Emissary 0 Mage 0
Health 100 Stealth 0 Challenge 60
Artifacts : #6 Ring of Axardil #28 Palantir of Minas Ithil #95 Gildagor√
Spells (+0) : None

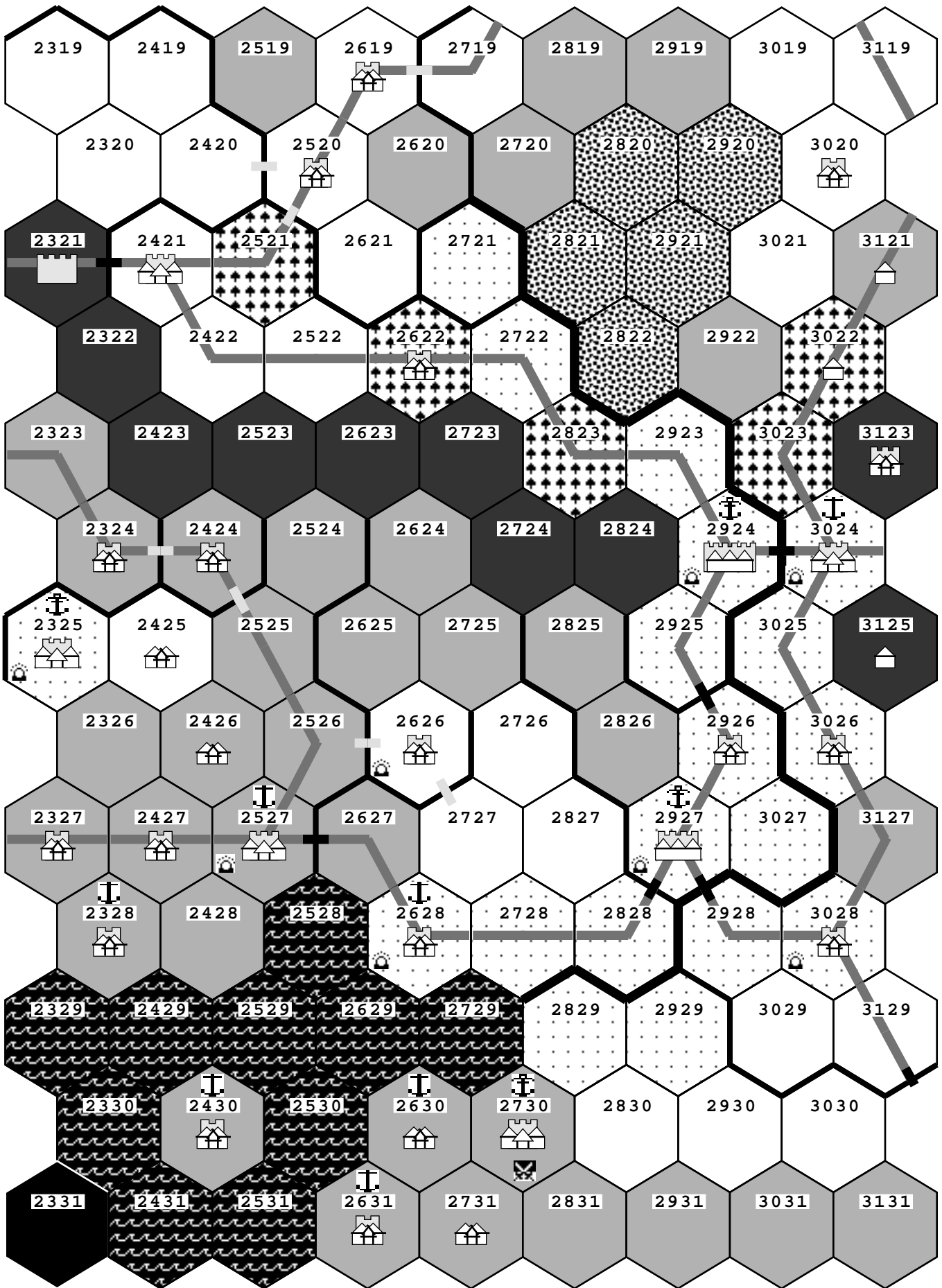
He is currently in the Mountains at 3124. The Major Town/Fort of Minas Ithil flying the flag of Northern Gondor is here.

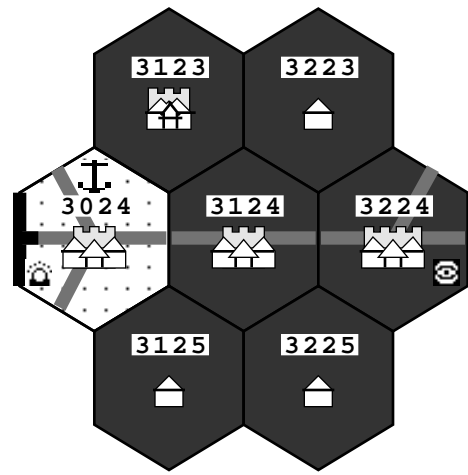
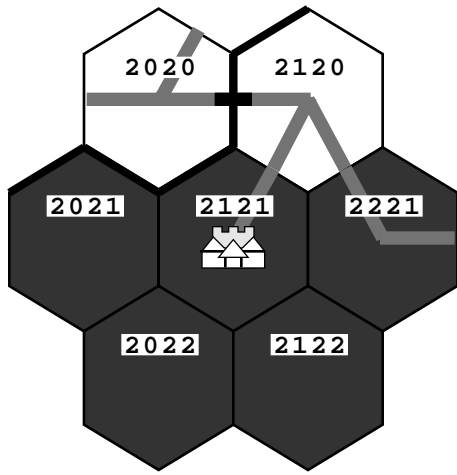
Vinyaran



Ranks : Command 60 Agent 0 Emissary 10 Mage 0
Health 100 Stealth 0 Challenge 61
Artifacts : #27 Palantir of Osgiliath
Spells (+0) : None

He commands an army in the Shore/Plains at 2924. The City/Citadel of Minas Anor flying the flag of Northern Gondor is here.





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

Northern Gondor

URNSHEET



Game # 30



Gian Giacoppe (a/c:109003)

Game # : 30
Player # : 6
Turn # : 1
Security # : 9148

Return this turnsheet before 91488, 1999

To Harlequin Games, 340 North Road, Cardiff, Wales, CF14 3BP
Tel: 01222 625665 Fax: 01222 625532 E-Mail: harlequin.games@dial.pipex.com

Alias _____ Emergency Daytime Phone #: _____

Alandur (ID: aland) @ 2421 Command Emissary

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

Caranthir (ID: caran) @ 2119 Command

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

Elatar (ID: elata) @ 3028 Command Agent

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

Tarondor (ID: taron) @ 3024 Command Agent Emissary

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

Telumehtar (ID: telum) @ 2927 Command

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

Vagaig (ID: vagai) @ 3116 Command Emissary

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

Veantur (ID: veant) @ 3124 Command

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

Vinyaran (ID: vinya) @ 2924 Command Emissary

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 Harlequin if you have any questions.

YES NO

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

[Include Area code] Days: Evenings:

Emergency Contact Number

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