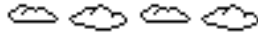


**Harlequin Games  
presents**

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



GAME # 30



**Woodmen**

Victory points : 0  
Victory Conditions :

To hold at game end the population center of Buhr Anthar at 3217.  
To hold at game end the population center of Thuin Boid at 2009.  
To hold at game end the population center of Cerin Amroth at 2413.  
To terminate 10 characters by personal challenge or by assassination.  
To see to the termination of Fuinur by any means whatsoever.

Internet 108998  
Ken Wickes (a/c:108998)

Game # : 30  
Player # : 1  
Turn # : 0  
Security Code : 6367

# Woodmen

(A Free People)

Season : Summer

## RELATIONS WITH OTHER NATIONS

Northmen	: Tolerated	Éothraim	: Tolerated	Arthedain	: Tolerated
Cardolan	: Tolerated	Northern Gondor	: 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

**Buhr Fram** Location : @ 2405 in Hills & Rough Climate is Cool

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	162	0	0	0	34	2100
Current stores	0	0	162	0	1500	0	34	-

**Buhr Widufiras** Location : @ 2711 in Mixed Forest Climate is Warm

Size : Major Town	Fortifications : Tower	Loyalty : 75	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	48	0	0	732	268	0	0
Current stores	0	48	0	0	732	268	0	-

An army bearing the banner of the Woodmen under Captain Beoraborn is here.

An army bearing the banner of the Woodmen under Commander Waulfa is here.

**Carrock** Location : @ 2609 in Open Plains Climate is Mild

Size : Town	Fortifications : None	Loyalty : 55	Docks : None	Hidden ? : YES	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	81	0	0	0	162	0	16	0
Current stores	81	0	0	0	162	0	16	-

**Eorcan** Location : @ 2411 in Open Plains Climate is Warm

Size : Camp	Fortifications : None	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	170	0	0	0	510	0	100	0
Current stores	170	0	0	0	510	0	100	-

**Maethelburg (Capital)** Location : @ 2508 in Open Plains Climate is Mild

Size : Major Town	Fortifications : Tower	Loyalty : 75	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	230	0	0	0	230	0	33	0
Current stores	230	0	0	0	230	0	33	-

An army bearing the banner of the Woodmen under Captain Osric is here.

**Sairthéod** Location : @ 2712 in Mixed Forest Climate is Warm

Size : Camp	Fortifications : None	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	1870	470	0	0
Current stores	0	0	0	0	1870	470	0	-

**Sarn Lothduin** Location : @ 2613 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	328	0	0	0	224	0	48	0
Current stores	328	0	0	0	224	0	48	-

**Vidus** Location : @ 2615 in Open Plains Climate is Warm  
 Size : Camp Fortifications : None Loyalty : 30 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 460 0 0 0 1770 0 50 0  
 Current stores 460 0 0 0 1770 0 50 -

**Waetan Lodge** Location : @ 2605 in Open Plains Climate is Cool  
 Size : Camp Fortifications : None Loyalty : 30 Docks : None Hidden ? : YES Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 456 0 0 0 392 0 8 0  
 Current stores 456 0 0 0 392 0 8 -

**ARMIES AND NAVIES**

**Army Commander : Captain Beoraborn** Location : @ 2711 in Mixed Forest Climate is Warm  
 Army morale : 30 Warships : 0 Transports : 0 (5) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Woodman footmen w/hand axes 50 30 10 600 Light Infantry  
 Woodman archers w/long bows 50 60 0 600 Archers  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 5280  
 War machines 0  
 The Major Town/Tower of Buhr Widufiras flying the flag of the Woodmen is here.  
 An army bearing the banner of the Woodmen under Commander Waulfa is here.

**Army Commander : Captain Osric** Location : @ 2508 in Open Plains Climate is Mild  
 Army morale : 40 Warships : 0 Transports : 0 (9) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Beorning footmen w/battle axes 50 30 10 1200 Heavy Infantry  
 Woodman footmen w/hand axes 50 30 10 900 Light Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 9240  
 War machines 0  
 The Major Town/Tower of Maethelburg flying the flag of the Woodmen is here.

**Army Commander : Commander Waulfa** Location : @ 2711 in Mixed Forest Climate is Warm  
 Army morale : 40 Warships : 0 Transports : 0 (5) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Beorning footmen w/battle axes 50 30 10 600 Heavy Infantry  
 Woodman footmen w/hand axes 50 30 10 600 Light Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 5280  
 War machines 0  
 The Major Town/Tower of Buhr Widufiras flying the flag of the Woodmen is here.  
 An army bearing the banner of the Woodmen under Captain Beoraborn 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 : 12600	Leather	1725	1725
Pop Centers : 1000	Bronze	48	48
Characters : 6400	Steel	162	162
	Mithril	0	0
Total : 20000	Food	7390	5890
	Timber	738	738
Current Tax rate : 40%	Mounts	289	289
Revenue expected next turn : 13100 (-6900)			
Current Gold reserve : 31050			

Ritual character terminations: 0

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:

None

You have hidden the following additional artifacts:

None

**NATION MESSAGES**

Reports suggest the presence of holdings/forces of the Northmen at 3105.  
 Reports suggest the presence of holdings/forces of the Sinda Elves at 2608.  
 Reports suggest the presence of holdings/forces of the Sinda Elves at 2908.  
 Reports suggest the presence of holdings/forces of the Northmen at 3108.  
 Reports suggest the presence of holdings/forces of the Dragon Lord at 2409.  
 Reports suggest the presence of holdings/forces of the Sinda Elves at 2709.  
 Reports suggest the presence of holdings/forces of the Northmen at 3109.  
 Reports suggest the presence of holdings/forces of the Northmen at 3110.  
 Reports suggest the presence of holdings/forces of the Éothraim at 2912.  
 Reports suggest the presence of holdings/forces of the Éothraim at 3012.  
 Reports suggest the presence of holdings/forces of the Éothraim at 3112.  
 Reports suggest the presence of holdings/forces of the Sinda Elves at 2413.  
 Reports suggest the presence of holdings/forces of the Éothraim at 3113.  
 Reports suggest the presence of holdings/forces of the Dragon Lord at 2715.  
 Reports suggest the presence of holdings/forces of the Sinda Elves at 2915.  
 Reports suggest the presence of holdings/forces of Northern Gondor at 3116.  
 Reports suggest the presence of holdings/forces of Northern Gondor at 2617.

*Reports suggest the presence of holdings/forces of the Éothraim at 3217.*

### **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

Beneoracer



Ranks : Command 30 Agent 10 Emissary 0 Mage 0  
 Health 100 Stealth 15 Challenge 31  
 Artifacts : None  
 Spells (+0) : None

*He is currently in the Open Plains at 2609. The Town of Carrock flying the flag of the Woodmen is here.*

Beoraborn



Ranks : Command 40 Agent 10 Emissary 0 Mage 10  
 Health 100 Stealth 15 Challenge 44  
 Artifacts : None  
 Spells (+0) : #308 Capital Return(50)

*He commands an army in the Mixed Forest at 2711. The Major Town/Tower of Buhr Widufiras flying the flag of the Woodmen is here.*

Bornbeneor



Ranks : Command 30 Agent 0 Emissary 10 Mage 0  
 Health 100 Stealth 15 Challenge 31  
 Artifacts : None  
 Spells (+0) : None

*He is currently in the Mixed Forest at 2711. The Major Town/Tower of Buhr Widufiras flying the flag of the Woodmen is here.*

Chilperic



Ranks : Command 0 Agent 0 Emissary 20 Mage 10  
 Health 100 Stealth 0 Challenge 12  
 Artifacts : None  
 Spells (+0) : #106 Deflections(79)

*He is currently in the Open Plains at 2508. The Major Town/Tower of Maethelburg flying the flag of the Woodmen is here.*

Guntram



Ranks : Command 10 Agent 20 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 17  
 Artifacts : None  
 Spells (+0) : None

*He is currently in the Open Plains at 2508. The Major Town/Tower of Maethelburg flying the flag of the Woodmen is here.*

Odagus



Ranks : Command 10 Agent 10 Emissary 10 Mage 0  
 Health 100 Stealth 0 Challenge 13  
 Artifacts : None  
 Spells (+0) : None

*He is currently in the Open Plains at 2411. The Camp of Eorcan flying the flag of the Woodmen is here.*

Osric



Ranks : Command 40 Agent 0 Emissary 0 Mage 0  
Health 100 Stealth 0 Challenge 60+  
Artifacts : None  
Spells (+0) : None

Osric has a special ability. He has a bonus of 20 to his Personal Challenge rank. He commands an army in the Open Plains at 2508. The Major Town/Tower of Maethelburg flying the flag of the Woodmen is here.

Waulfa



Ranks : Command 30 Agent 10 Emissary 0 Mage 10  
Health 100 Stealth 0 Challenge 34  
Artifacts : None  
Spells (+0) : #2 Minor Heal(63)

He commands an army in the Mixed Forest at 2711. The Major Town/Tower of Buhr Widufiras flying the flag of the Woodmen is here.



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

Woodmen

## TURNSHEET



Game # 30



Ken Wickes (a/c:108998)

Game # : 30  
Player # : 1  
Turn # : 1  
Security # : 6367

### Return this turnsheet before 63678, 1999

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

Emergency  
Alias \_\_\_\_\_ Daytime Phone #: \_\_\_\_\_

#### Beneoracer (ID: beneo) @ 2609 Command Agent

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

#### Beoraborn (ID: beora) @ 2711 Command Agent Mage

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

#### Bornbeneor (ID: bornb) @ 2711 Command Emissary

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

**Chilperic (ID: chilp) @ 2508 Emissary Mage**

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

**Guntram (ID: guntr) @ 2508 Command Agent**

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

**Odagus (ID: odagu) @ 2411 Command Agent Emissary**

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

**Osrice (ID: osric) @ 2508 Command**

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

**Waulfa (ID: waulf) @ 2711 Command Agent 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 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!!**