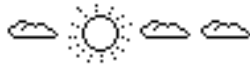


**MEPBM GAMES**  
presents

# Middle-earth Play-By-Mail™ Third Age, circa 2950



GAME # 229



## Dark Lieutenants

Victory points : 0  
Victory Conditions :

To acquire 10 additional artifacts (20) of any alignment.  
To hold at game end the population center of Lag-dagor at 2921.  
To hold at game end the population center of Kâl Nargil at 3630.  
To see to the termination of Meonid Ito by any means whatsoever.  
To see to the termination of Grîma Wormtongue by any means whatsoever.

Internet G229N20  
NONE  
NONE  
NONE  
NONE

Game # : 229  
Player # : 20  
Turn # : 0  
Account : \$ 0.00  
Free Turns : 0  
Security Code : 8272  
Special Service : YES

# Dark Lieutenants

(A Dark Servant)

Season : Winter

## RELATIONS WITH OTHER NATIONS

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

## POPULATION CENTERS

**Barad-dûr (Capital)** Location : @ 3423 in Mountains Climate is Hot  
 Size : Major Town Fortifications : Castle Loyalty : 75 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 170 98 0 0 0 0 2400  
 Current stores 0 255 147 0 3000 0 0 -  
 An army bearing the banner of the Dark Lieutenants under Captain Grishnákh is here.

**Carvarad** Location : @ 3621 in Mountains Climate is Cold  
 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 96 30 0 0 0 0 1440  
 Current stores 0 144 45 0 750 0 0 -

**Lag-lithlad** Location : @ 3323 in Desert Wastes 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 368 0 0 0 0 0 72 0  
 Current stores 552 0 0 0 750 0 108 -

**Minas Durlith** Location : @ 3622 in Mountains Climate is Cold  
 Size : Town Fortifications : Castle Loyalty : 55 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 61 65 0 0 0 0 1200  
 Current stores 0 92 98 0 2250 0 0 -  
 An army bearing the banner of the Dark Lieutenants under Captain Azgûrath is here.

**Thuringwathost** Location : @ 3120 in Open Plains Climate is Hot  
 Size : Camp Fortifications : Tower Loyalty : 30 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 392 0 0 0 1400 0 48 0  
 Current stores 588 0 0 0 2100 0 72 -

## ARMIES AND NAVIES

**Army Commander : Captain Azgûrath** Location : @ 3622 in Mountains Climate is Cold  
 Army morale : 40 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Mannish slaves w/maces 30 30 10 300 Men-at-Arms  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 660  
 War machines 0

The Town/Castle of Minas Durlith flying the flag of the Dark Lieutenants is here.

**Army Commander : Captain Grishnákh** Location : @ 3423 in Mountains Climate is Hot  
 Army morale : 40 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Mannish slaves w/maces 30 30 10 300 Men-at-Arms  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 660  
 War machines 0  
 The Major Town/Castle of Barad-dûr flying the flag of the Dark Lieutenants is here.

**COMPANY COMMANDERS :**

None

**MARKET PRICES**

| Product                       | Leather | Bronze | Steel | Mithril | Food  | Timber | Mounts |
|-------------------------------|---------|--------|-------|---------|-------|--------|--------|
| Market units available        | 9000    | 6000   | 4500  | 750     | 30727 | 7500   | 3000   |
| Purchase at market price/unit | 7       | 9      | 12    | 86      | 3     | 9      | 20     |
| Sell to market price/unit     | 3       | 4      | 6     | 42      | 1     | 4      | 10     |

**MISCELLANEOUS**

| Maintenance Costs expected next turn are:  | Totals for Nation: | Stores | Production |
|--------------------------------------------|--------------------|--------|------------|
| Armies/Navies : 600                        | Leather            | 1140   | 760        |
| Pop Centers : 3500                         | Bronze             | 491    | 327        |
| Characters : 12400                         | Steel              | 290    | 193        |
|                                            | Mithril            | 0      | 0          |
| Total : 16500                              | Food               | 8850   | 1400       |
|                                            | Timber             | 0      | 0          |
| Current Tax rate : 40%                     | Mounts             | 180    | 120        |
| Revenue expected next turn : 10040 (-6460) |                    |        |            |
| Current Gold reserve : 54910               |                    |        |            |

**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 Iron Magic       | Ring   | 3   | Yes    | Evil      | Increases Mage Rank by 35.                |
| Voice of the Dark Tower  | Amulet | 37  | Yes    | Evil      | Increases Emissary Rank by 20.            |
| Cloak of the Abyss       | Cloak  | 45  | Yes    | None      | Increases Stealth Rank by 40.             |
| Robes of the Orc Priests | Robes  | 46  | Yes    | Evil      | Increases Command Rank by 15.             |
| Helm of the Dark         | Helm   | 58  | Yes    | Evil      | Increases Command Rank by 15.             |
| Hatred Curse             | Hammer | 117 | No     | None      | COMBAT - Increases damage by 750 points.  |
| Skull Flail              | Flail  | 118 | No     | None      | COMBAT - Increases damage by 1000 points. |
| Moon-axe                 | Axe    | 119 | No     | None      | COMBAT - Increases damage by 750 points.  |
| Taurin                   | Staff  | 155 | No     | None      | COMBAT - Increases damage by 2000 points. |
| Maranya                  | Ring   | 156 | Yes    | None      | Increases Mage Rank by 30.                |

**You have hidden the following additional artifacts:**

None

## NATION MESSAGES

*Reports suggest the presence of holdings/forces of the Silvan Elves at 2915.*  
*Reports suggest the presence of holdings/forces of the Long Rider at 3017.*  
*Reports suggest the presence of holdings/forces of the Rhûn Easterlings at 3319.*  
*Reports suggest the presence of holdings/forces of the Rhûn Easterlings at 3220.*  
*Reports suggest the presence of holdings/forces of the Dog Lord at 2921.*  
*Reports suggest the presence of holdings/forces of the Dog Lord at 3221.*  
*Reports suggest the presence of holdings/forces of the Dog Lord at 3321.*  
*Reports suggest the presence of holdings/forces of the Dog Lord at 3421.*  
*Reports suggest the presence of holdings/forces of the Ice King at 3122.*  
*Reports suggest the presence of holdings/forces of the Cloud Lord at 3222.*  
*Reports suggest the presence of holdings/forces of the Ice King at 3123.*  
*Reports suggest the presence of holdings/forces of the Ice King at 3223.*  
*Reports suggest the presence of holdings/forces of the Northern Gondor at 2924.*  
*Reports suggest the presence of holdings/forces of the Northern Gondor at 3024.*  
*Reports suggest the presence of holdings/forces of the Witch-king at 3124.*  
*Reports suggest the presence of holdings/forces of the Fire King at 3224.*  
*Reports suggest the presence of holdings/forces of the Fire King at 3324.*  
*Reports suggest the presence of holdings/forces of the Dog Lord at 3624.*  
*Reports suggest the presence of holdings/forces of the Fire King at 3225.*  
*Reports suggest the presence of holdings/forces of the Northern Gondor at 2926.*  
*Reports suggest the presence of holdings/forces of the Northern Gondor at 3026.*  
*Reports suggest the presence of holdings/forces of the Fire King at 3426.*  
*Reports suggest the presence of holdings/forces of the Cloud Lord at 3626.*  
*Reports suggest the presence of holdings/forces of the Northern Gondor at 2927.*  
*Reports suggest the presence of holdings/forces of the Fire King at 3327.*  
*Reports suggest the presence of holdings/forces of the Blind Sorcerer at 3627.*

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES

None

## SPECIAL MESSAGES

**FREE TURNS!** Do you have any friends that would enjoy playing ME-PBM? MEPBM will credit you with a free turn for each NEW 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: £10.00

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.

ME-PBM Forum and ME-PBM Mailing List

This is to let you know that we have started an ME-PBM forum on our web site. The address for the web site is [www.MiddleEarthGames.com](http://www.MiddleEarthGames.com). From there, you can go to links that allow you to log into the message board and to subscribe to the mailing list. If you have any questions, feel free to contact our office.

**ORDERS GIVEN**

None

Azg rath



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 Mountains at 3622. The Town/Castle of Minas Durlith flying the flag of the Dark Lieutenants is here.*

Bolvag



Ranks : Command 20 (35) Agent 0 Emissary 0 Mage 50  
 Health 100 Stealth 0 Challenge 73  
 Artifacts : #46 Robes of the Orc Priests #117 Hatred Curse  
 Spells (+0) : #6 Greater Heal(78) #102 Barriers(72) #308 Capital Return(100)  
 #416 Reveal Production(81) #418 Locate Artifact(72)

*He is currently in the Mountains at 3621. The Camp of Carvarad flying the flag of the Dark Lieutenants is here.*

Carrog



Ranks : Command 0 Agent 20 Emissary 20 Mage 30  
 Health 100 Stealth 30 Challenge 36  
 Artifacts : None  
 Spells (+0) : #6 Greater Heal(95) #104 Resistances(54) #310 Major Return(90)

*He is currently in the Desert Wastes at 3323. The Camp of Lag-lithlad flying the flag of the Dark Lieutenants is here.*

Celedhring



Ranks : Command 20 Agent 30 Emissary 0 Mage 50 (80)  
 Health 100 Stealth 0 Challenge 130  
 Artifacts : #155 Taurin√ #156 Maranya  
 Spells(+30) : #2 Minor Heal(95) #104 Resistances(79) #226 Chill Bolts(82)  
 #302 Long Stride(87) #410 Divine Allegiance Forces(96)

*He is currently in the Mountains at 3423. The Major Town/Castle of Barad-dûr flying the flag of the Dark Lieutenants is here.*

Gothmog



Ranks : Command 70 Agent 30 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 95  
 Artifacts : #118 Skull Flail√ #119 Moon-axe  
 Spells (+0) : None

*He is currently in the Open Plains at 3120. The Camp/Tower of Thuringwathost flying the flag of the Dark Lieutenants is here.*

Grishn kh



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 Mountains at 3423. The Major Town/Castle of Barad-dûr flying the flag of the Dark Lieutenants is here.*

Tormog



Ranks : Command 30 Agent 40 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 37  
 Artifacts : None  
 Spells (+0) : None

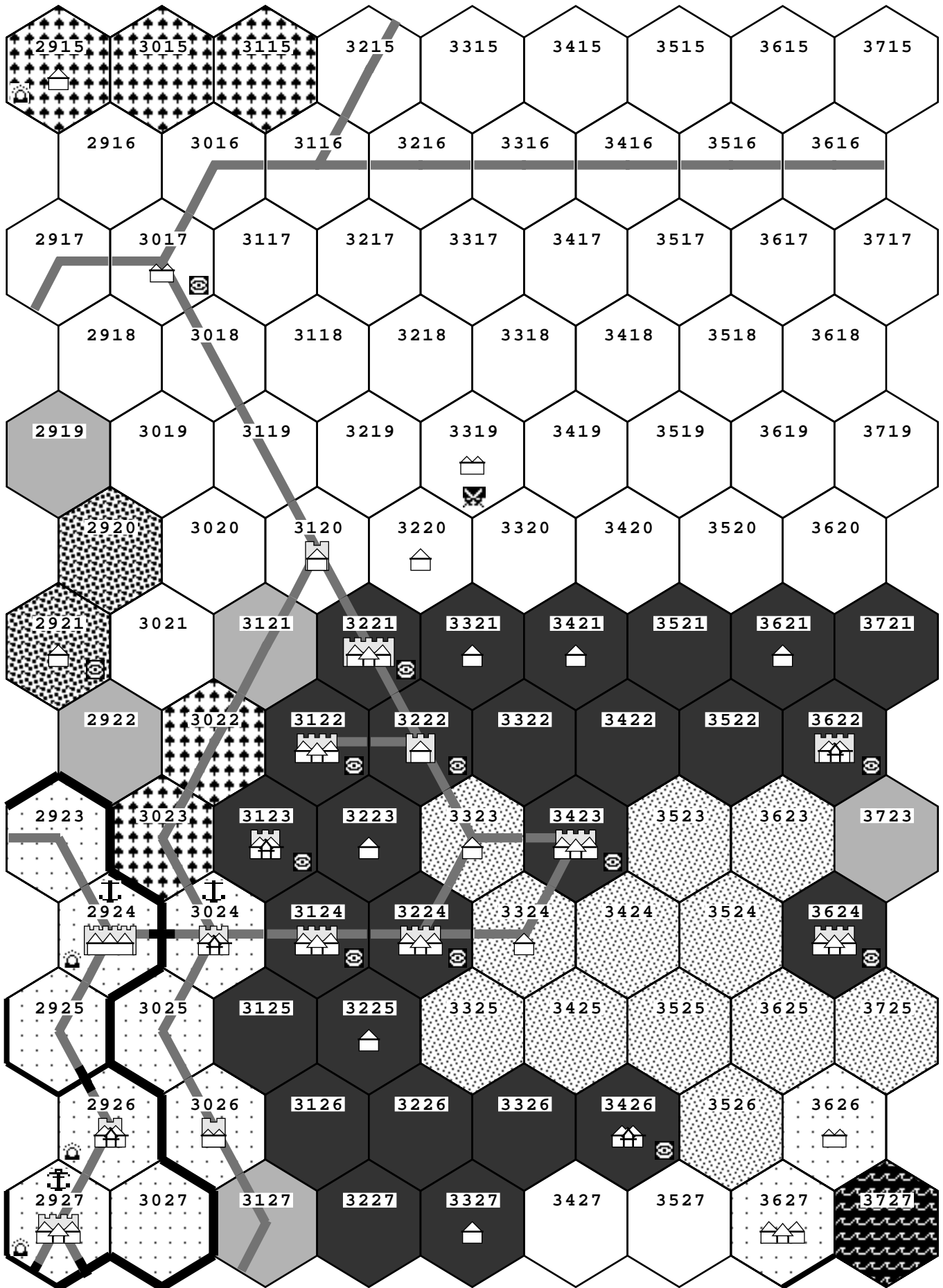
Tormog has a special ability. He has a bonus to his Command rank.  
*He is currently in the Mountains at 3423. The Major Town/Castle of Barad-dûr flying the flag of the Dark Lieutenants is here.*

rzahil



Ranks : Command 20 (35) Agent 0 Emissary 40 (60) Mage 70 (105)  
 Health 100 Stealth 0 (40) Challenge 121  
 Artifacts : #3 Ring of Iron Magic #37 Voice of the Dark Tower  
 #45 Cloak of the Abyss #58 Helm of the Dark  
 Spells(+35) : #106 Deflections(81) #222 Words of Stun(89) #226 Chill Bolts(87)  
 #308 Capital Return(96) #404 Perceive Relations(96)  
 #430 Reveal Character True(72) #504 Sickness(75)

*He is currently in the Mountains at 3423. The Major Town/Castle of Barad-dûr flying the flag of the Dark Lieutenants is here.*



MEPBM GAMES  
Middle-earth Play-By-Mail™  
Third Age, circa 2950

Dark Lieutenants

URNSHEET



Game # 229



NONE  
NONE  
NONE  
NONE

Game # : 229  
Player # : 20  
Turn # : 1  
Security # : 8272

Return this turnsheet before JANUARY 11

To MEPBM, 340 North Rd, Cardiff, Wales CF14 3BP Voice: +44 (0) 29 20913359  
Tel: +44 (0) 29 20913359 Fax: +44 (0) 29 20625532

Daytime Phone #: \_\_\_\_\_

**Azgûrath (ID: azgur) @ 3622 Command**

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

**Bolvag (ID: bolva) @ 3621 Command Mage**

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

**Carrog (ID: carro) @ 3323 Agent Emissary Mage**

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

**Celedhring (ID: celed) @ 3423 Command Agent Mage**

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

**Gothmog (ID: gothm) @ 3120 Command Agent**

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

**Grishnákh (ID: grish) @ 3423 Command**

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

**Tormog (ID: tormo) @ 3423 Command Agent**

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

**Ūrzahil (ID: urzah) @ 3423 Command Emissary 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 MEPBM if you have any questions.

**YES                      NO**

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

**[Include Area code]      Days:                              Evenings:**

**Emergency Contact Number**

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