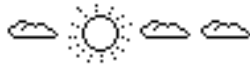


Strategic Fantasy Games of Australia
presents

Middle-earth Play-By-Mail™

Third Age, circa 2950



GAME # 6



Fire King

Victory points : 0
Victory Conditions :

To see to the termination of Arador by any means whatsoever.
To see to the termination of Braega by any means whatsoever.
To acquire 10 additional artifacts (14) of any alignment.
To see to the termination of Bain I by any means whatsoever.
To see to the termination of Ethacali by any means whatsoever.

Your account balance is low! Send funds now!
Your account balance is too low to run more turns!

Internet W6P18J_Williams
Joseph Williams
drj@lamar.colostate.edu

Game # : 6
Player # : 18
Turn # : 0
Account : \$ 0.00
Free Turns : 0
Security Code : 7151
Special Service : YES
[Keep \$8+ on account]

Fire King

(A Dark Servant)

Season : Summer

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	Long Rider	: Tolerated
Dark Lieutenants	: Tolerated	Corsairs	: Neutral	Rhûn Easterlings	: Neutral
Dunlendings	: Neutral	White Wizard	: Neutral	Khand Easterlings	: Neutral

POPULATION CENTERS

Barad Ungol (Capital) Location : @ 3224 in Mountains Climate is Mild
 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 64 48 0 0 0 0 2200
 Current stores 0 64 48 0 2000 0 0 -
 An army bearing the banner of the Fire King under Commander Shagrat is here.

Barad-wath Location : @ 3426 in Mountains 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 0 150 132 0 0 0 0 2500
 Current stores 0 150 132 0 1500 0 0 -
 An army bearing the banner of the Fire King under Captain Uklurg is here.

Lag-dígtumarr Location : @ 3225 in Mountains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 30 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 120 50 0 0 0 0 1600
 Current stores 0 120 50 0 500 0 0 -

Lag-vrásfotak Location : @ 3327 in Mountains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 30 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 220 190 0 0 0 0 2500
 Current stores 0 220 190 0 500 0 0 -

Lag-zâjarzot Location : @ 3324 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 328 0 0 0 0 0 80 0
 Current stores 328 0 0 0 500 0 80 -

ARMIES AND NAVIES

Army Commander : Commander Shagrat Location : @ 3224 in Mountains Climate is Mild
 Army morale : 50 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mannish slaves w/maces 30 30 10 400 Men-at-Arms
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 880
 War machines 0

The Major Town/Castle of Barad Ungol flying the flag of the Fire King is here.

Army Commander : Captain Uklurg Location : @ 3426 in Mountains Climate is Mild
 Army morale : 50 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mannish slaves w/maces 30 30 10 400 Men-at-Arms
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 880
 War machines 0
 The Town of Barad-wath flying the flag of the Fire King 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	7	12	14	117	3	11	23
Sell to market price/unit	3	6	6	56	1	5	11

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 800	Leather	328	328
Pop Centers : 1500	Bronze	554	554
Characters : 7600	Steel	420	420
	Mithril	0	0
Total : 9900	Food	5000	0
	Timber	0	0
Current Tax rate : 40%	Mounts	80	80
Revenue expected next turn : 13800 (+3900)			
Current Gold reserve : 23800			

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
Helm of Sen Jey	Helm	54	Yes	None	Increases Command Rank by 10.
Ongrum	Mace	84	No	Evil	COMBAT - Increases damage by 500 points.
Believer's Bane	Bow	111	No	None	COMBAT - Increases damage by 500 points.
Burning Blade	Sword	112	No	Evil	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 Rhûn Easterlings at 3319.
Reports suggest the presence of holdings/forces of the Dark Lieutenants at 3120.
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 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 Dark Lieutenants at 3621.
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 Dark Lieutenants at 3622.
Reports suggest the presence of holdings/forces of the Dragon Lord at 3822.
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 Dark Lieutenants at 3323.
Reports suggest the presence of holdings/forces of the Dark Lieutenants at 3423.
Reports suggest the presence of holdings/forces of the Witch-king at 3124.
Reports suggest the presence of holdings/forces of the Dog Lord at 3624.
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 3627.
Reports suggest the presence of holdings/forces of the Cloud Lord at 3428.
Reports suggest the presence of holdings/forces of the Cloud Lord at 3528.
Reports suggest the presence of holdings/forces of the Long Rider at 3329.
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? 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: \$9.00, new player registrations are: \$40.00

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 (03) 51 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

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

2-week game: Game 17 - All positions accepted.

ME-PBM 2950

1-week All-Email game: Game 4 - All positions accepted.

2-week game: Game 6 - All positions accepted.

ME-PBM 1000 (Fourth Age)

Game 3 is now open for bookings.

ORDERS GIVEN

None

Nazog



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

Nazog has a special ability. He has a bonus to his Agent rank.
He is currently in the Mountains at 3225. The Camp of Lag-digtumarr flying the flag of the Fire King is here.

Ren the Unclean



Ranks : Command 30 (40) Agent 0 Emissary 20 Mage 50
 Health 100 Stealth 30 Challenge 72
 Artifacts : #54 Helm of Sen Jey #111 Believer's Bane #112 Burning Blade
 Spells (+0) : #102 Barriers(67) #106 Deflections(61) #220 Words of Agony(66)
 #308 Capital Return(92) #413 Scry Population Center(71)

He is currently in the Desert Wastes at 3324. The Camp of Lag-zâjarzot flying the flag of the Fire King is here.

Rozilan



Ranks : Command 0 Agent 0 Emissary 20 Mage 30
 Health 100 Stealth 0 Challenge 32
 Artifacts : None
 Spells (+0) : #104 Resistances(76) #418 Locate Artifact(95)
 #420 Reveal Character(70)

She is currently in the Mountains at 3224. The Major Town/Castle of Barad Ungol flying the flag of the Fire King is here.

Shagrath



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

He commands an army in the Mountains at 3224. The Major Town/Castle of Barad Ungol flying the flag of the Fire King is here.

Skarqnakh



Ranks : Command 30 Agent 10 Emissary 0 Mage 10
 Health 100 Stealth 0 Challenge 44
 Artifacts : #84 Onglum
 Spells (+0) : #6 Greater Heal(50)

He is currently in the Mountains at 3224. The Major Town/Castle of Barad Ungol flying the flag of the Fire King is here.

Snaga



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 3327. The Camp of Lag-vrásfotak flying the flag of the Fire King is here.

Uklurg



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

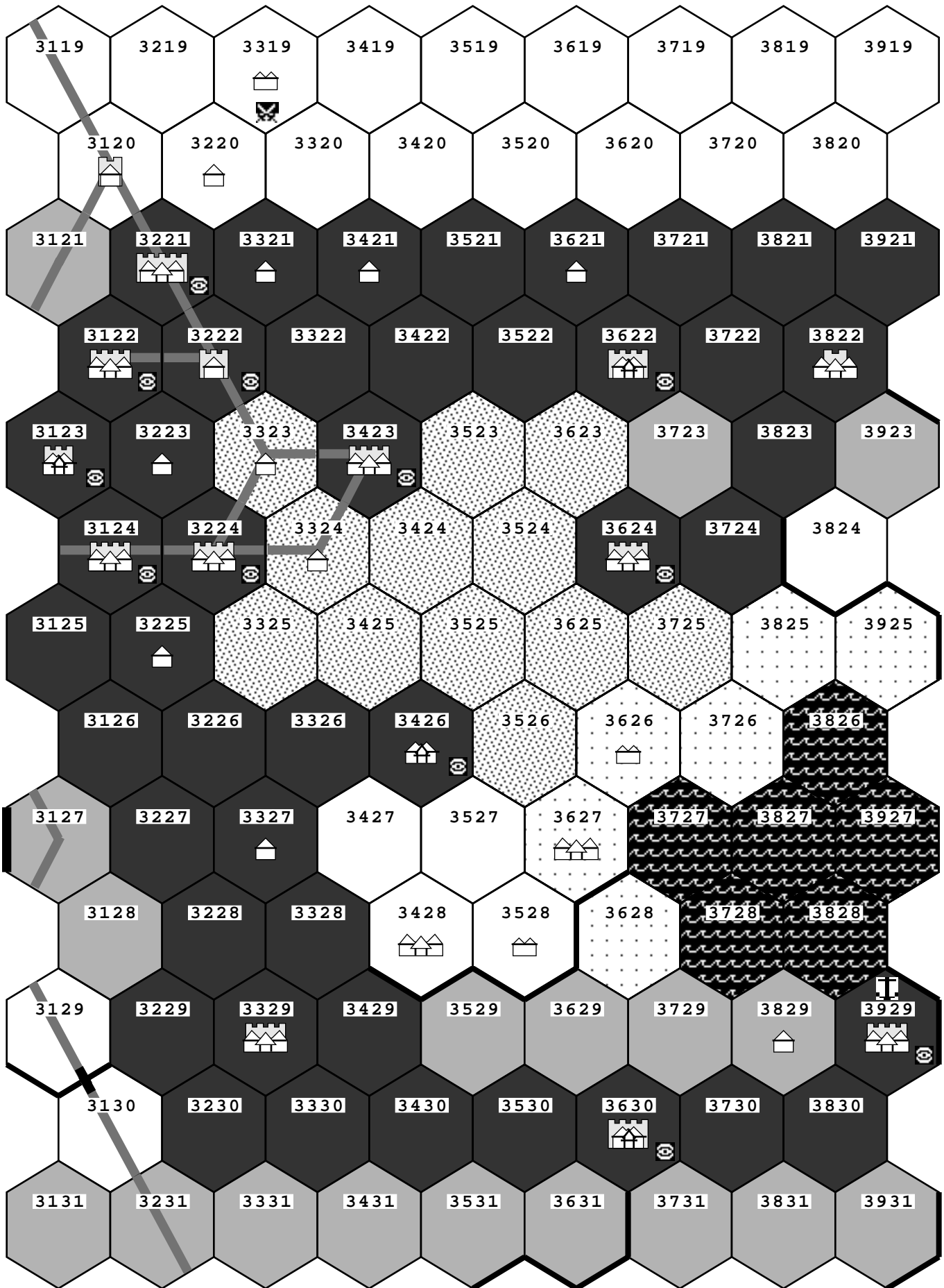
He commands an army in the Mountains at 3426. The Town of Barad-wath flying the flag of the Fire King is here.

Uchmag



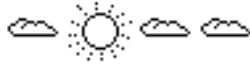
Ranks : Command 0 Agent 0 Emissary 0 Mage 40
 Health 100 Stealth 0 Challenge 40
 Artifacts : None
 Spells (+0) : #6 Greater Heal(93) #102 Barriers(88) #308 Capital Return(92)
 #417 Divine Characters w/Forces(57)

He is currently in the Mountains at 3224. The Major Town/Castle of Barad Ungol flying the flag of the Fire King is here.



Strategic Fantasy Games of Australia Middle-earth Play-By-Mail™ Third Age, circa 2950

Fire King TURNSHEET



Game # 6



Joseph Williams
drj@lamar.colostate.edu

Game # : 6
Player # : 18
Turn # : 1
Security # : 7151

Return this turnsheet before AUGUST 5 1999

To SFGA, PO Box 351, Newborough, Vic. 3825 Voice: (03) 51-276977
Email: SFGA@m150.aone.net.au Fax: (03) 51-271037

Alias _____ Emergency
Daytime Phone #: _____

Nazog (ID: nazog) @ 3225 Agent

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

Ren the Unclean (ID: ren t) @ 3324 Command Emissary Mage

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

Rozilan (ID: rozil) @ 3224 Emissary Mage

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

Shagrat (ID: shagr) @ 3224 Command

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

Skargnakh (ID: skarg) @ 3224 Command Agent Mage

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

Snaga (ID: snaga) @ 3327 Command

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

Uklurg (ID: uklur) @ 3426 Command

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

Uthmag (ID: uthma) @ 3224 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 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!!