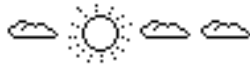


Strategic Fantasy Games of Australia  
presents

# Middle-earth Play-By-Mail™

## Third Age, circa 2950



GAME # 6



Long Rider

Victory points : 0  
Victory Conditions :

To see to the termination of Gríma Wormtongue by any means whatsoever.  
To hold at game end the greatest amount of artifacts.  
To see to the termination of Ethacali by any means whatsoever.  
To hold at game end the population center of Lag-dagor at 2921.  
To see to the termination of Daumdorût by any means whatsoever.

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

Internet W6P19J\_Edwards(M\_P)  
John (Gavin) Edwards  
petersm@ideal.net.au

Game # : 6  
Player # : 19  
Turn # : 0  
Account : \$ 0.00  
Free Turns : 0  
Security Code : 4422  
Special Service : YES  
[Keep \$8+ on account]

# Long Rider

(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	Fire King	: Tolerated
Dark Lieutenants	: Tolerated	Corsairs	: Neutral	Rhûn Easterlings	: Neutral
Dunlendings	: Neutral	White Wizard	: Neutral	Khand Easterlings	: Neutral

## POPULATION CENTERS

**Bûth Ovaisa** Location : @ 3017 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	376	0	0	0	992	0	24	0
Current stores	376	0	0	0	992	0	24	-

A large army bearing the banner of the Long Rider under Commander Mornadak is here.

**Lâgari Orath** Location : @ 4425 in Open Plains Climate is Hot

Size : Village	Fortifications : None	Loyalty : 40	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	205	0	0	0	960	0	38	0
Current stores	205	0	0	0	960	0	38	-

**Olbamarl (Capital)** Location : @ 3329 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	191	85	0	0	0	0	2200
Current stores	0	191	85	0	2000	0	0	-

**Ordûga Harmal** Location : @ 4433 in Hills & Rough Climate is Hot

Size : Village	Fortifications : None	Loyalty : 40	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	38	0	0	339	0	1520
Current stores	0	0	38	0	1000	339	0	-

A large army bearing the banner of the Long Rider under Commander Hargrog is here.

**Tol Burûth** Location : @ 4215 in Mountains Climate is Cool

Size : Village	Fortifications : Castle	Loyalty : 40	Docks : None	Hidden ? : YES	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	152	56	0	0	0	0	1900
Current stores	0	152	56	0	1000	0	0	-

## ARMIES AND NAVIES

**Army Commander : Commander Hargrog** Location : @ 4433 in Hills & Rough Climate is Hot

Army morale :	40	Warships :	0	Transports :	0 (4)	Travel mode :	Normal
Troops		Training	Weapon	Armor	# Troops	Troop Type	
Mixed Easterling chariotmen w/swords		40	30	30	100	Heavy Cavalry	
Mixed Easterling camelriders w/spears		40	30	30	500	Light Cavalry	
Baggage Train	Leather	Bronze	Steel	Mithril			
Weapons	-	0	0	0			
Armor	0	0	0	0			
Food	5280						
War machines	0						

The Village of Ordûga Harmal flying the flag of the Long Rider is here.

**Army Commander : Commander Mornadak** Location : @ 3017 in Open Plains Climate is Warm  
 Army morale : 40 Warships : 0 Transports : 0 (4) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Mixed Easterling chariotmen w/swords 40 30 30 200 Heavy Cavalry  
 Mixed Easterling camelriders w/spears 40 30 30 400 Light Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 5280  
 War machines 0  
 The Village of Bûth Ovaisa flying the flag of the Long Rider 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 : 4500	Leather	581	581
Pop Centers : 3000	Bronze	343	343
Characters : 7800	Steel	179	179
	Mithril	0	0
Total : 15300	Food	5952	1952
	Timber	339	339
Current Tax rate : 40%	Mounts	62	62
Revenue expected next turn : 12620 (-2680)			
Current Gold reserve : 22780			

**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
Listening Helm	Helm	53	Yes	None	Increases Agent Rank by 10.
Ring of Binding	Ring	70	Yes	Evil	Increases Agent Rank by 30.
Talisman of Absorption	Ring	71	Yes	Evil	Increases Mage Rank by 20.
Cloak of Duvorn	Cloak	72	Yes	None	Increases Agent Rank by 25.
Stormless Bow	Bow	79	No	None	COMBAT - Increases damage by 500 points.
Horse-tamer	Lance	92	No	None	COMBAT - Increases damage by 500 points.
Flails of Horselaying	Flail	198	No	Evil	COMBAT - Increases damage by 500 points.
Spear of Following	Spear	203	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 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 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 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 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 Fire King at 3327.*  
*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 Blind Sorcerer at 3829.*

**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

Din Ohear



Ranks : Command 0 Agent 30 (60) Emissary 20 Mage 10  
 Health 100 Stealth 30 Challenge 50  
 Artifacts : #70 Ring of Binding  
 Spells (+0) : #304 Fast Stride(76)

*He is currently in the Mountains at 3329. The Major Town/Castle of Olbamarl flying the flag of the Long Rider is here.*

Giordia



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

*She is currently in the Mountains at 4215. The Village/Castle of Tol Burûth flying the flag of the Long Rider is here.*

Hargrog



Ranks : Command 30 Agent 20 Emissary 0 Mage 10  
 Health 100 Stealth 0 Challenge 46  
 Artifacts : #198 Flails of Horseslaying\ #203 Spear of Following  
 Spells (+0) : #408 Perceive Nationality(59)

Hargrog has a special ability. He has a bonus to his Mage rank.  
*He commands an army in the Hills & Rough at 4433. The Village of Ordûga Harmal flying the flag of the Long Rider is here.*

Lomelindë



Ranks : Command 0 Agent 30 (55) Emissary 0 Mage 10 (30)  
 Health 100 Stealth 0 Challenge 48  
 Artifacts : #71 Talisman of Absorption #72 Cloak of Duvorn  
 Spells(+20) : #310 Major Return(50)

*She is currently in the Hills & Rough at 4433. The Village of Ordûga Harmal flying the flag of the Long Rider is here.*

Morlammen



Ranks : Command 0 Agent 0 Emissary 0 Mage 30  
 Health 100 Stealth 0 Challenge 30  
 Artifacts : None  
 Spells (+0) : #6 Greater Heal(88) #102 Barriers(60) #304 Fast Stride(89)

*He is currently in the Open Plains at 3017. The Village of Bûth Ovaisa flying the flag of the Long Rider is here.*

Mornadak



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 Open Plains at 3017. The Village of Bûth Ovaisa flying the flag of the Long Rider is here.*

Uvatha



Ranks : Command 60 Agent 20 (30) Emissary 20 Mage 0  
Health 100 Stealth 30 Challenge 78  
Artifacts : #53 Listening Helm #79 Stormless Bow #92 Horse-tamer  
Spells (+0) : None

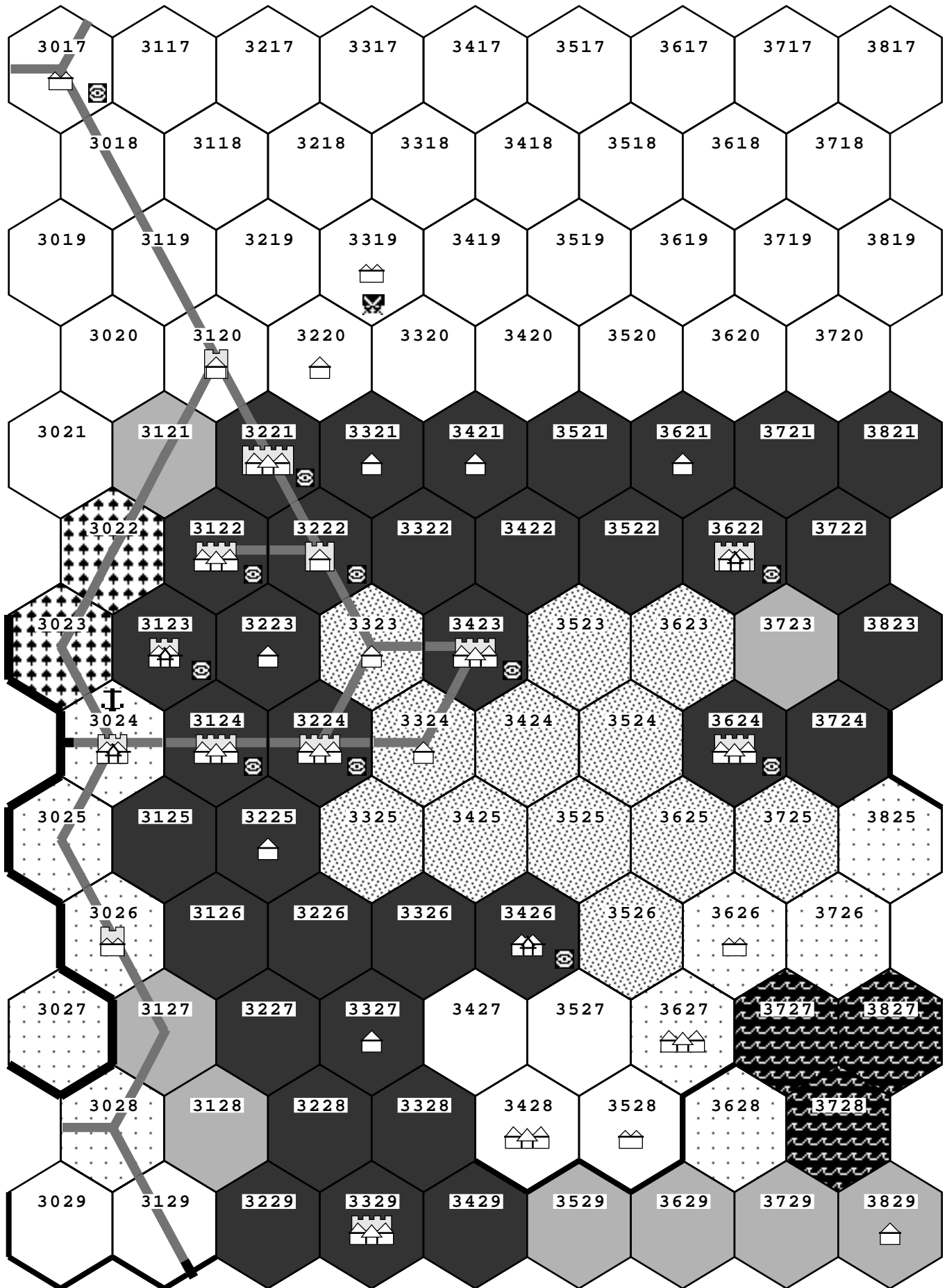
*He is currently in the Mountains at 4215. The Village/Castle of Tol Burûth flying the flag of the Long Rider is here.*

Voisiol



Ranks : Command 0 Agent 0 Emissary 0 Mage 30  
Health 100 Stealth 0 Challenge 30  
Artifacts : None  
Spells (+0) : #102 Barriers(67) #228 Frost Balls(53) #304 Fast Stride(66)

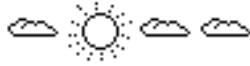
*He is currently in the Open Plains at 4425. The Village of Lâgari Orath flying the flag of the Long Rider is here.*



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

Long Rider

## URNSHEET



Game # 6



John (Gavin) Edwards  
petersm@ideal.net.au

Game # : 6  
Player # : 19  
Turn # : 1  
Security # : 4422

### 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 #: \_\_\_\_\_

#### Dîn Ohtar (ID: din o) @ 3329 Agent Emissary Mage

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

#### Giordia (ID: giord) @ 4215 Agent Emissary

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

#### Hargrog (ID: hargr) @ 4433 Command Agent Mage

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

**Lomëлиндë (ID: lomel) @ 4433 Agent Mage**

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

**Morlammen (ID: morla) @ 3017 Mage**

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

**Mornadak (ID: morna) @ 3017 Command**

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

**Ūvatha (ID: uvath) @ 4215 Command Agent Emissary**

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

**Voisiol (ID: voisi) @ 4425 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!!**