Game Systems Inc presents

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



--- Game Won ! ---

Final Victory Points: 1834 Victory Conditions : To terminate 10 characters by personal challenge or by assassination. \checkmark To hold at game end the artifact: Believer's Bane #111. To hold at game end the population center of Urlurtsu Nurn at 3627. To hold at game end the artifact: Tinculin #15.

Top 3 Positions

Easterlings [1917] Long Rider [1834] Cloud Lord [1700] Character Victory Points : 500 Population Center Victory Points : 400 Army Victory Points : 367 Wealth Victory Points : 367 Individual Victory Points : 200 The One Ring was still lost @ 4312

	Game #	:		265 19
	Player # Turn #	÷		2.4
Internet jstormy@freeway.net	Account		\$	0.00
JAMES M BABCOCK	Free Turns	:		0
232 TUTTLE ST	Security Code	:		5903
APT #2	Special Service			
APLENA MI 49707-2728	[Keep \$7+ on ac	200	our	ıt]

Long Rider

(A Dark Servant)

Season : Spring

RELATIONS WITH OTHER NATIONS

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

POPULATION CENTERS

Ardinaak	Location	n : @ 4218	in Shore/H	lains Cli	mate is Mi	lld		
Size : Village	Fortifications	: None	Loyalty :	40 Docks	: None	Hidden ? :	No Sie	ged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	259	0	0	0	900	0	22	0
Current stores	776	0	0	0	80	0	25	-
Azanulinbar-dûm	Location	n : @ 3707	in Hills &	Rough Cl	imate is C	Cold		

Size : Town	Fortifications	: Fort	Loyalty :	59 Docks	: None	Hidden ? :	No S	ieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	279	0	5	840
Current stores	0	0	0	0	189	0	6	-

Bar-en-Tinnen	Locatio	n : @ 3026	in Shore/H	lains Cli	mate is Wa	arm		
Size : Village	Fortifications	: Tower	Loyalty :	23 Docks	: None	Hidden ? : 1	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	464	0	0	0	1048	0	24	0
Current stores	2182	0	0	0	108	0	27	-

Barad Harn	Locatio	n : @ 2631	in Hills 8	& Rough Cl	imate is !	Warm		
Size : Village	Fortifications	: Tower	Loyalty :	33 Docks	: None	Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	272	0	0	0	0	240	8	0
Current stores	1279	0	0	0	0	696	9	-

Barak-shathûr	Locatio	on : @ 3607	in Hills &	Rough Cl	imate is	Cold		
Size : Town	Fortifications	: Tower	Loyalty :	58 Docks	: None	Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	104	0	0	0	7	1500
Current stores	0	0	371	0	б	0	18	-
An army bearing the	banner of the 1	Long Rider	under Gene	ral Ûvatha i	s here.			

Bloodfield	Locatio	n : @ 4316	in Shore/H	lains Clir	nate is Co	pol		
Size : Village	Fortifications	: None	Loyalty :	46 Docks	: None	Hidden ? :	No S:	ieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	96	0	0	0	774	0	19	0
Current stores	300	0	0	0	69	0	22	-

Buhr Waldmarh Location : @ 3012 in Open Plains Climate is Cool Size : Major Town Fortifications : Fort Loyalty : 30 Docks : None Hidden ? : No Sieged ? : No Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold 0 0 0 140 0 0 0 0 12 0 12 Expected production 47 0 Current stores 194 0 -A large army bearing the banner of the Long Rider under Regent YYurkoon is here.

Bûth Ovaisa Location : @ 4325 in Open Plains Climate is Hot Size : Village Fortifications : None Loyalty : 32 Docks : None Hidden ? : No Sieged ? : No Steel Mithril Food Timber Mounts Surplus Product Leather Bronze Gold Expected production 339 0 0 0 1005 0 6 0 1695 106 Current stores 0 0 0 7 0 -

Location : @ 3818 in Open Plains Climate is Mild Dunwedh Size : City Fortifications : None Loyalty : 100 Docks : None Hidden ? : No Sieged ? : No Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold 0 0 0 9 Expected production 32 0 194 0 Current stores 258 0 0 0 40 0 22 -A small army bearing the banner of the Long Rider under Hero Kakatal is here.

Eithel Thurin	Locatio	n : @ 2630	in Hills &	Rough Cl	imate is	Warm		
Size : Village	Fortifications	: None	Loyalty :	27 Docks	: None	Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	0	272	56	1800
Current stores	0	0	0	0	0	789	64	-

Elgaer	Locatio	n : @ 4415	in Shore/P	lains Cli	mate is Co	ol		
Size : Village	Fortifications	: None	Loyalty :	24 Docks	: None	Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	275	0	0	0	563	0	26	0
Current stores	859	0	0	0	50	0	30	-

Ginglith	Locatio	n : @ 4021	in Mountai	ns Climat	e is Cool			
Size : Village	Fortifications	: None	Loyalty :	32 Docks	: None	Hidden ? :	No S	ieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	144	72	0	0	0	0	1300
Current stores	0	324	324	0	0	0	0	-

Herëamon	Locatio	n : @ 4225	in Open Pi	lains Clima	ate is Hot			
Size : Village	Fortifications	: None	Loyalty :	31 Docks	: None	Hidden ? : 1	No Si	leged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	154	0	0	0	282	0	6	0
Current stores	770	0	0	0	30	0	7	-

Location : @ 3712 in Shore/Plains Climate is Cool Kardavan Size : Town Fortifications : Tower Loyalty : 57 Docks : None Hidden ? : No Sieged ? : No Leather Bronze Steel Mithril Food Timber Mounts Surplus Product Gold Expected production 163 0 0 0 706 0 5 0 687 Current stores 0 0 105 0 6 0 -

Lag-malmâbûs Location : @ 3230 in Mountains Climate is Cool Size : Village Fortifications : None Loyalty : 38 Docks : None Hidden ? : No Sieged ? : No Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold 40 0 2400 Expected production 0 320 0 0 0 640 152 0 Current stores 0 0 0 0 -

Lâgari Orath	Locatio	n : @ 4425	in Open Pi	lains Clim	ate is Hot			
Size : Village	Fortifications	: None	Loyalty :	32 Docks	: None	Hidden ? : 1	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	205	0	0	0	1018	0	58	0
Current stores	1076	0	0	0	109	0	66	-

Location : @ 4121 in Mountains Climate is Cool Mukatana Size : Camp Fortifications : None Loyalty : 28 Docks : None Hidden ? : No Sieged ? : No Leather Bronze Steel Mithril Food Timber Mounts Surplus Product Gold Expected production 0 260 80 0 0 0 0 2000 520 Current stores 0 304 0 0 0 0 -

Neburcha Location : @ 4324 in Open Plains Climate is Hot Size : Village Fortifications : None Lovalty : 36 Docks : None Hidden ? : No Sieged ? : No Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold 0 0 365 218 32 Expected production 0 0 0 Current stores 1825 0 0 0 23 0 36 -

NAVIES	
AND	
ARMIES	

Nirnaeth	Locatio	n : @ 3617	in Open Pla	Location : @ 3617 in Open Plains Climate is Mild	ate is Mi	lđ			
Size : Camp	Fortifications : None	: None	Loyalty :	Loyalty : 18 Docks : None	: None	Hidden ? : No	01	Sieged ? : No	
Surplus Product	Leather	Bronze	Steel M	Mithril	Food	Timber	Mounts	Gold	
Expected production	252	0	0	0	945	0	45	0	
Current stores	756	0	0	0	84	0	51	,	
Olbamarl	Locatio	n : @ 3329	in Mountaiı	Location : @ 3329 in Mountains Climate is Cool	e is Cool				

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Olbamarl	Location	1:@3329	in Mountain	iocation : @ 3329 in Mountains Climate is Cool	is Cool			
Size : City	Fortifications : Castle Loyalty : 79 Docks : None	: Castle	Loyalty :	79 Docks	: None	Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	70	18	0	0	0	0	1000
Current stores	0	140	69	0	0	0	0	'

	oN :	q	0	,
	Sieged ? : No	Gold	120	
	Sie	Mounts	0	0
	on :			
	Hidden ?	Timber	0	0
is Cool		Food	0	0
Climate is Cool	loyalty : 24 Docks : None	Mithril	30	78
ins	: 24	Ψ		
in Mounta	Loyalty :	Steel	0	0
ocation : @ 4221 in Mountains	s : None	Bronze	160	320
Locatior	Fortifications	Leather	0	0
Osteluir	Size : Camp	Surplus Product	Expected production	Current stores

Rhûbar	Locatic	n : @ 4413	Location : @ 4413 in Mixed Forest Climate is Cool	cest Clim	ate is Co	101		
Size : Village	Fortifications : None	: None	Loyalty : 52 Docks : None Hidden ? : No	2 Docks	None	Hidden ? :	: No Sieged	ged
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Ŭ

? : No

Fortifications: None Loyalty: 27 Docks: None Hidden ?: No Fortifications: None Loyalty: 27 Docks: None Hidden ?: No Leather Bronze Steel Mithril Food Timber Mounts cion 0 190 0 0 0 0 0 0 0 0 0 0 0 0 0		Sieged ? : No	Gold	1900	ı
Fortifications: None Loyalty: 27 Docks: None Leather Bronze Steel Mithril Food cion 0 190 0 10 0 0 0 0 0 0			Mounts	0	0
Fortifications: None Loyalty: 27 Docks: None Leather Bronze Steel Mithril Food cion 0 190 0 10 0 0 0 0 0 0		Hidden ? :	Timber	0	0
Fortifications : Work Fortifications : None Leather Brouze ion 0 190 380	TOOD at	None	Food	0	0
Fortifications : Work Fortifications : None Leather Brouze ion 0 190 380	CTTIIIQLE	Docks :	thril	10	26
Fortifications : Work Fortifications : None Leather Brouze ion 0 190 380	ILALIJA	y : 27	l Mit	0	~
Fortific Leat	TTO MONT	Loyalt	Stee]	0	0
Fortific Leat	1 · @ 01702	: None	Bronze	190	380
cior	TOCALTO.	Fortifications	Leather	0	0
Cu Ex Su	TOTTAGTERT	Size : Camp	Surplus Product	Expected production	Current stores

	Sieged ? : No	Gold	0	ı
	?:No Sie	Mounts	72	82
1.cm	Hidden	Timber	0	0
te is Wa	None	Food	1584	163
Location : @ 3028 in Shore/Plains Climate is Warm	Loyalty : 25 Docks : None	Mithril	0	0
in Shore/F	Loyalty :	Steel	0	0
1:@ 3028		Bronze	0	0
Location	Fortifications : Tower	Leather	344	1618
Tir Ethraid	Size : Village	Surplus Product	Expected production	Current stores

Sieged ? : No 0 1 Gold Mounts 0 0 Location : @ 3229 in Mountains Climate is Cool Locations : None Loyalty : 29 Docks : None Hidden ? : No ~*~^1 Mithril Food Timber M 0 0 0 0 16 44 120 510 232 464 Size : Village Fortifications : None Surplus Product Leather Bronze 0 0 Expected production Current stores Tokeliant

rution control i @ 4215 in Mountains Climate is Cold
rol Burûth (Capital) Location : @ 4215 in Mountains Climate is Cold
Size : City Fortifications : Castle Loyalty : 99 Docks : Harbor Hidden ? : YES Sieged ? : No
Size : City for the state steel Mithril Food Timber Mounts Gold
0 2280 1 Mounts 0 0 Timber 0 0 Surplus Product Leather Bronze Steel Mithril Pood Ti Surpeted production 0 78 38 0 0 0 Current Stores 0 156 154 0 0 An army bearing the banner of the Long Rider under Captain Goldwine Frec is here. Steel 38 154

MartingerLocation: @ 3716 in Open Plains Climate is MildSize: CityFortifications: TowerLoyalty: 91Docks: NoneHidden ?: NoSurplus ProductLeatherBronzeSteelMithrilFoodTimberMontsGoldSurplus Production7000128000000Current stores237916280001106--An arwy bearing the banner of the Long Rider under Commander Bronog is here.01106-

Army Commander : Commander EromogLocation: @ 3716 in Open Plains Climate is MildArmy morale : 25 Warships : 0 Transports : 0 (0) Travel mode : NormalTroopsTroopsMixed Easterling chariotmen w/swords20Mixed Easterling chariotmen w/swords2210Mixed Easterling footmen w/swords22101100Heavy Infantry , 0 30 4 0 0 Mithril War machines 0 The City/Tower of Warfinger flying the flag of the Long Rider is here. 20 22 Steel 0 0 0 0 Out of Food !! 0 -- '-~ the flag 0 0 Bronze Mixed Easterling chariotmen w/swords Mixed Easterling footmen w/swords Baggage Train Leather Bronze Weapons Armor Food

Army Commander : Captain Goldwine Frec Location : @ 4215 in Mountains Climate is Cold

	Troop Type	Heavy Cavalry	Heavy Infantry							
: Normal	# Troops	15	1894							
rel mode	Armor	0	0	Mithril	0	0				lere.
Trav	Weapon	10	10							der is b
0 (8)	Training Weapon Armor # Troops	41	27	Steel	0	0			ogen.	le Long Ri
									22	th
Army morale : 50 Warships : 0 Transports : 0 (8) Travel mode : Normal		w/swords	words	Bronze	0	0	Low Supplies !!		Characters traveling with army : - Drurgandra - Rogen.	The City/Castle of Tol Burûth flying the flag of the Long Rider is here.
Warships :	ŭ	hariotmen	ootmen w/s	cher	ī	0	10 Lov	0	with army	ol Burûth
50	Troops	ng c	ng f	Leat					ling	of T
Army morale :	H	Mixed Easterling chariotmen w/swords	Mixed Easterling footmen w/swords	Baggage Train Leather	Weapons	Armor	Food	War machines	Characters trave	The Citv/Castle

		Troop Type	Heavy Infantry						
is Mild	: Normal	Training Weapon Armor # Troops	700						- Slaine.
Climate	rel mode	Armor	10 0	Mithril	0	0			Krakin
lains	Trav	Weapon	10						rgrog - e.
in Open P	0 (3)	Training	40	Steel	0	0			orgus - Ha ler is her
Army Commander : Hero Kakatal Location : @ 3818 in Open Plains Climate is Mild	Army morale : 12 Warships : 0 Transports : 0 (3) Travel mode : Normal		ords	Bronze	0	0	Low Supplies !!		Characters traveling with army : - Celedhring - Gorgus - Hargrog - Krakin - Slaine. The City of Dunwedh flying the flag of the Long Rider is here.
: Hero Kakatal	12 Warships :	Troops	Mixed Easterling footmen w/swords	Leather	ı	0	100 Low	0	eling with army wedh flying the 1
Army Commander	Army morale :		Mixed Easterl	Baggage Train Leather	Weapons	Armor	Food	War machines	Characters trav The City of Dun

Heavy Cavalry Heavy Infantry Troop Type Army Commander : General Övatha Location : © 3607 in Hills & Rough Climate is Cold Army morale : 16 Warships : 0 Transports : 0 (6) Travel mode : Normal 250 1050 Training Weapon Armor # Troops 0 0 Armor 0 0 00 of Food 1 Food 0 0ut of Food 11 War machines 0 1 The Town/Tower of Barak-shathûr flying the flag of the Long Rider is here. 0 0 Mithril 10 0 0 Steel 32 29 Mixed Easterling - chariotmen w/swords Mixed Easterling footmen w/swords Baggage Train Leather Bronze 0 0 Troops Weapons

Troop Type Heavy Cavalry Heavy Infantry Army Commander : Regent YYurkconLocation : @ 3012 in Open Plains Climate is CoolArmy morale : 25 Warships : 0 Transports : 0 (17) Travel mode : Normal
TroopsTraining Weapon Armor # TroopsMixed Esterling charitemen w/swords323010Wixed Esterling formen w/swords28101095 10 Mithril 0 0 32 28 Steel 0 0 0 0 Out of Food !! Mixed Easterling chariotumen w/swords Mixed Easterling footmen w/swords Baggage Train Leather Bronze 0 0 Weapons Armor Food

War machines 0 The Major Town/Fort of Buhr Waldmarh 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	52154	36966	13505	934	235559	26938	10962
Purchase at market price/unit	9	10	20	260	£	12	28
Sell to market price/unit	4	7	14	181	2	6	20
	SIM	MISCELLANEOUS	SU				
Maintenance Costs expected next turn are:	t turn are:		Total	Totals for Nation:	1: Stores	res	Production

ידוורפוומווכם כספרפ פעלפכרפת וופער רתדוו מדפי	ים בייהברו				ICCUTE TOT NACTON:	COTOS	DDDD IJ
Armies/Navies	avies :	35	39238		Leather	16654	
Pop Centers	ers :	w	8250		Bronze	4572	
Characters	 sa	37	7200		Steel	1884	
					Mithril	148	
Total		84	84688		Food	1252	1
					Timber	3773	
Current Tax rate	Tax rate			40%	Mounts	484	
Revenue	Revenue expected next turn :	next t	urn :	58820 (-25868)			
Current Gold reserve	Gold rest	erve		119716			

3337 1454 472 56 10494 864 417

No new characters available at this time

Ritual character terminations: 11

Ships have been left anchored at the following locations:

6 warships at hex 4215

6 transports at hex 4215

You have the following double agents:

None

You have the following hostages:

None

You possess the following artifacts:

: Alignment Known Powers	None Increases Command Rank by 40.	None Increases Agent Rank by 10.	Evil Increases Agent Rank by 30.	Evil Increases Mage Rank by 15.	None Increases Agent Rank by 25.	None COMBAT - Increases damage by 500 points.	None COMBAT - Increases damage by 500 points.	None COMBAT - Increases damage by 1000 points.	None COMBAT - Increases damage by 750 points.	None COMBAT - Increases damage by 2000 points.	None Increases Mage Rank by 25.
# Latent	Yes	Yes	Yes	Yes	Yes	No	No	No	No	No	Yes
#	10	53	70	71	72	79	92	120	140	155	156
Item	Ring	Helm	Ring	Ring	Cloak	Bow	Lance	Hammer 120	Hammer 140	Staff 155	Ring 156
Name of artifact	Dwarven Ring of Power	Listening Helm	Ring of Binding	Talisman of Absorption	Cloak of Duvorn	Stormless Bow	Horse-tamer	Hammer of the Deeps	Hammer of Returning	Taurin	Maranya

You have hidden the following additional artifacts:

None

NATION MESSAGES

The loyalty was influenced from the efforts or presence of Sauron at Dunwedh. There are rumors of an assassination attempt involving Vizzini and Tharúdan. There are rumors of an encounter involving Halbarad at 2311.

ENCOUNTER MESSAGES

Encounter for Dîn Ohtar at 2912

DIN Ohtar had traveled long one day and had begun to look for a good campeite. For some reason, none of the sites 'fielt' right and he decided to keep looking. Finally, as he was getting tired, he decided that it was just a case of merves and began to build a fire, has he did so, he felt as if there were eyes behind him that were staring into his back. Finally giving up, he hurriedly put out the fire and began moving away quickly. Behind him, he noticed a mist starting to gather and to pursue him. The mist seemed to be gathering speed and he began to travel faster.

(only one word) WAIT for the mist to catch up Attempt to stay HIDDEN State your ALLEGIANCE ATTACK the mist FLEE Say

How will D1n Ohtar react ? (Choose any reaction shown in all CAPS or provide info requested in parenthesis. If no reaction is given, he will be assumed to have chosen "FLEE".)

COMBAT MESSAGES

None

SPECIAL MESSAGES

FRE TURNS! Do you have any friends that would enjoy playing ME-PBM? GSI will credit you with a free turn for each NEW GSI player that rights 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; plases try to collect all names $\hat{\kappa}$ required funds, and mail together, when joining with friends. Current player set-ups are: \$12.50, new player registrations are: \$25.00

Standby positions

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 GSI a call as soon as possible. Our phone number is (303) 274 - 5559 and our phone hours are between 2pm - 5pm - 5pm - 5pm - 5pm 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 Dear players, in an effort to secure faster replacement of inactive positions, GSI is now posting the Eor many years to come.

Current TA 1650 positions available: Ice King

Ice King Riders of Rohan Northmen Northern Gondor Current TA 2950 positions available:

Free People (SNAs 2, 10, 14, 19) Free Current FA 1000 positions available: Free People (SNAs 4, 12) People (SNAs 8, 19, 24) Free People (SNAs 13, 19)

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 prefered for those games to start sconest. So, if you have been waiting to start a new game, now is the chance to get started scon!

SPECIAL rate! For 1-week All-Email (single, team, and grudge) games, the turn fee has been reduced to only --> \$5.50 <-- per turn. Several games just started, but new ones are filling below, so now is the perfect time to try one of these fast-paced games!

----> ALL POSITIONS ACCEPTED <----ME-PBM 1650

1-week All-Email game: FREE PEOPLES and DARK SERVANTS needed.

2-week Solo game: FREE PEOPLES and DARK SERVANTS needed.
2-week Team game: FREE PEOPLES and NEUTRAL teams needed.
2-week Grudge game: ONE (10-player) FREE PEOPLE team needed !!!

----> ALL POSITIONS ACCEPTED <----ME-PBM 2950 1-week All-Email game: FREE PEOPLES and DARK SERVANTS needed.

2-week Solo game: FREE PEOPLES and DARK SERVANTS needed. 2-week Team game: FREE PEOPLE and DARK SERVANT teams needed. 2-week Grudge game: All teams accepted.

3-week Grudge game: ONE (10-player) DARK SERVANT team needed !!! 3-week game: CANCELLED !!!

----> ALL POSITIONS ACCEPTED <----ME-PBM 1000 1-week All-Email game: FREE PEOPLES and DARK SERVANTS needed.

2-week Solo game: DARK SERVANTS and NEUTRALS needed. 2-week Team game: DARK SERVANT and NEUTRAL teams needed. 2-week Grudge game: All teams accepted.

ORDERS GIVEN

Character	Order #	Order Code	Additional Information
Angel	605	GrdLoc	
Angel	810	MovChar	2912
Bromog	400	HVCVlry	475 br br
Bromog	520	InfYour	
Celedhring	710	PrenMgy	
Celedhring	430	TrpsMan	hi
Dîn Ohtar	810	MovChar	2912
Dîn Ohtar	930	ScoChar	
Drurgandra	430	TrpsMan	hi
Drurgandra	870	MovJoin	4215 goldw
Embreth	810	MovChar	3712
Embreth	520	InfYour	
Goldwine Frec	325	NatSell	fo 100
Goldwine Frec	408	HvInfan	500 × ×
Gorgus	408	HvInfan	400 ~ ~
Gorgus	925	Recon	
Grimloc	605	GrdLoc	
Grimloc	810	MovChar	2912
Hargrog	605	GrdLoc	
Hargrog	430	TrpsMan	hi
Kakatal	435	ArmyMan	
Kakatal	520	InfYour	

	2			5		5		5 goldw		3			< <			5	< <	
, rd	2912			4215		4215	hi	4215		4413			200			4215	400	
PrenMgy TrnsMan	MovChar	GrdLoc	PrenMgy	MovChar	PrenMgy	MovChar	TrpsMan	MovJoin	ImprPop	MovChar	GrdLoc	InfYour	HvInfan	ImprPop	InfYour	MovChar	HvCvlry	Recon
710	810	605	710	810	710	810	430	870	550	810	605	520	408	550	520	810	400	925
Krakin Krakin	Moradin the Black	Moradin the Black	Morlammen	Morlammen	Raven	Raven	Rogen	Rogen	Roogmoor	Roogmoor	Slaine	Slaine	Ûvatha	Ûvatha	Yorogg	Yorogg	YYurkoon	YYurkoon

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Angel .	Ranks : Command 0 Agent 76 Emissary 0 Mage 0 Health 100 Stealth 0 Challenge 57
	Artifacts : None
	Spells (+0) : None
10	
12	Angel was located in the Open Plains at 3818. He was ordered to guard the location. Dunwedh was guarded.
	He was ordered to move. He accepted the movement orders.
	He is currently in the Mixed Forest at 2912. The Major Town of Buhr Widu flying the flag of the Éothraim is here.
> /	
1	
}	
1	
A.	
Bromog	Ranks : Command 34 Agent 0 Emissary 52 Mage 0
	Health 100 Stealth 0 Challenge 40
$l_{i} = \lambda_{i}$	
7	Spells (+0) : None
N N	
2 27	Bromog was located in the Open Plains at 3716. Lack of Food may have affected army movement.
the states	Lack of Food restricted the army morale. He was ordered to recruit some heavy cavalry. 475 Heavy Cavalry w/Bronze weapons and
\sim	Bronze armor were recruited.
2000	He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Warfinger.
	He commands an army in the Open Plains at 3716. The City/Tower of Warfinger flying the flag of the Long Rider is here.
\ //	
$\langle \langle \rangle / \rangle$	
	1
Zeledhring	Ranks : Command 59 Agent 36 Emissary 0 Mage 81 (121)
1616	Health 100 Stealth 0 Challenge 182 Artifacts : #71 Talisman of Absorption #155 Taurin√ #156 Maranya
	Spells(+40) : #6 Greater Heal(73) #102 Barriers(89) #230 Wind Storms(88)
	<pre>#314 Teleport(85) #402 Perceive Allegiance(100) #420 Reveal Character(67) #508 Conjure Mounts(92)</pre>
XXXX	
	Celedhring was located in the Open Plains at 3818. He was ordered to put some troops on maneuvers. The maneuvers for the Heavy Infantry
YON	were completed.

- He was ordered to prentice magery. The prentice magery was successful and his Mage rank has been improved.
- He is traveling with Kakatal in the Open Plains at 3818. The City of Dunwedh flying the flag of the Long Rider is here.





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Goldwine Frec	Ranks : Command 44 Agent 10 Emissary 17 Mage 0 Health 100 Stealth 0 Challenge 47
all the	Artifacts : None
AS EN	Spells (+0) : None
	3
	Goldwine Frec was located in the Mountains at 4215. He was ordered to have the nation sell to the caravans. The stores sold was changed
	because the total product sold was more than the market purchase limit. 30007 Food were
	sold for 60014 Gold. He was ordered to recruit some heavy infantry. 500 Heavy Infantry w/Wood weapons and
	No armor were recruited. He commands an army in the Mountains at 4215. The City/Castle of Tol Burûth flying the
	flag of the Long Rider is here.
Gorqus	Ranks : Command 61 Agent 0 Emissary 0 Mage 0
Gorqus	Health 100 Stealth 0 Challenge 61
	Artifacts : None
(1)	Spells (+0) : None
12	Gorgus was located in the Open Plains at 3818.
	He was ordered to recruit some heavy infantry. 400 Heavy Infantry w/Wood weapons and No armor were recruited.
\searrow	He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: None. See report below.
71 //	He is traveling with Kakatal in the Open Plains at 3818. The City of Dunwedh flying the flag of the Long Rider is here.
	riag of the bong kider is here.
\smile	
العسان ک	
Grimloc	Ranks : Command 0 Agent 78 (88) Emissary 0 Mage 0 Health 100 Stealth 0 Challenge 66
	Artifacts : #53 Listening Helm Spells (+0) : None
()	
18 29	
1 4	Grimloc was located in the Open Plains at 3818.
ノく そ	He was ordered to guard the location. Dunwedh was guarded. He was ordered to move. He accepted the movement orders.
$\neg \neg \checkmark$	He is currently in the Mixed Forest at 2912. The Major Town of Buhr Widu flying the
\ \У/	flag of the Éothraim is here.
λ /	
\times /	
\sim	







4/15/1998 Game 265 Player 19 Turn 24 Page 14 4/15/1998 Game 265 Player 19 Turn 24 Page 15 Moradin the Black Rogen Ranks : Command 0 Agent 63 Emissary 0 Mage 0 Ranks : Command 19 Agent 0 Emissary 0 Mage 36 Health 100 Stealth 0 Challenge 47 Health 100 Stealth 0 Challenge 40 Artifacts : None Artifacts : None Spells (+0) : None Spells (+0) : #104 Resistances(92) #308 Capital Return(85) #314 Teleport(79) Moradin the Black was located in the Open Plains at 3818 ogen was located in the Open Plains at 3818. He was ordered to quard the location. Dunwedh was quarded. She was ordered to put some troops on maneuvers. The maneuvers for the Heavy Infantry He was ordered to move. He accepted the movement orders. vere completed. He is currently in the Mixed Forest at 2912. The Major Town of Buhr Widu flying the She was ordered to move and join the army. She accepted the movement orders. She flag of the Éothraim is here. joined the army commanded by Goldwine Frec. She is traveling with Goldwine Frec in the Mountains at 4215. The City/Castle of Tol Burûth flying the flag of the Long Rider is here. Morlammen Roogmoor Ranks : Command 0 Agent 0 Emissary 0 Mage 84 Ranks : Command 0 Agent 0 Emissary 100 Mage 0 Health 100 Stealth 0 Challenge 94 Health 29 Stealth 0 Challenge 50 Artifacts : #79 Stormless Bow√ Artifacts : None Spells (+0) : #2 Minor Heal(91) #108 Blessings(85) #248 Fanaticism(85) #308 Capital Return(84) #416 Reveal Production(70) #508 Conjure Mounts(90) Spells (+0) : None Morlammen was located in the Open Plains at 3818. Roogmoor was located in the Open Plains at 3818. He was ordered to prentice magery. The prentice magery was successful and his Mage He was ordered to improve the population center size. Dunwedh was improved to a City. ank has been improved. He was ordered to move. He accepted the movement orders. He was ordered to move. He accepted the movement orders. He is currently in the Mixed Forest at 4413. The Village of Rhûbar flying the flag of He is currently in the Mountains at 4215. The City/Castle of Tol Burûth flying the flag the Long Rider is here. of the Long Rider is here. المسماري Slain Ranks : Command 0 Agent 0 Emissary 0 Mage 70 Ranks : Command 0 Agent 43 Emissary 70 Mage 0 Health 100 Stealth 0 Challenge 70 Health 100† Stealth 0 Challenge 43 Artifacts : None Artifacts : None Spells (+0) : #104 Resistances(51) #108 Blessings(53) #308 Capital Return(57) Spells (+0) : None #406 Divine Army(75) #502 Weakness(94) #508 Conjure Mounts(76) Raven was located in the Open Plains at 3818. Slaine was located in the Open Plains at 3818. He was ordered to prentice magery. The prentice magery was successful and his Mage He was ordered to influence the population center loyalty. The loyalty was rank has been improved. nfluenced/improved at Dunwedh. He was ordered to move. He accepted the movement orders. He was ordered to guard the location. Dunwedh was guarded. He is currently in the Mountains at 4215. The City/Castle of Tol Burûth flying the flag He is traveling with Kakatal in the Open Plains at 3818. The City of Dunwedh flying the of the Long Rider is here. flag of the Long Rider is here. Advance

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Úvarba	Ranks : Command 89 (129) Agent 40 Emissary 41 Mage 0 Health 100 Stealth 30 Challenge 151 Artifacts : #10 Dwarven Ring of Power #92 Horse-tamer√ #120 Hammer of the Deeps Spells (+0) : None
	<pre>Ûvatha was located in the Hills & Rough at 3607. Lack of Food may have affected army movement. Lack of Food restricted the army morale. He was ordered to recruit some heavy infantry. 200 Heavy Infantry w/Wood weapons and No armor were recruited. He was ordered to improve the population center size. Barak-shathûr was improved to a Town. He commands an army in the Hills & Rough at 3607. The Town/Tower of Barak-shathûr flying the flag of the Long Rider is here.</pre>
Уотод	Ranks : Command 0 Agent 0 Emissary 56 Mage 0
	Health 100 Stealth 0 Challenge 28 Artifacts : None Spells (+0) : None Yorogg was located in the Open Plains at 3818. He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Dunwedh. He was ordered to move. He accepted the movement orders. He is currently in the Mountains at 4215. The City/Castle of Tol Burûth flying the flag of the Long Rider is here.
YYurkoon	Ranks : Command 64 Agent 0 Emissary 0 Mage 0 Health 100 Stealth 0 Challenge 64 Artifacts : None Spells (+0) : None
	YYurkoon was located in the Open Plains at 3012. Lack of Food may have affected army movement. Lack of Food restricted the army morale. He was ordered to recruit some heavy cavalry. The troop recruitment was changed because of insufficient leather. The troop recruitment was changed because of insufficient mounts. 14 Heavy Cavalry W/Wood weapons and No armor were recruited. He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - El Vader of the Blind Sorcerer with about 1400 troops at 3112 - Dar'kwin Dak of the Blind Sorcerer with about 800 troops at 3112 - Fuinur of the Quiet Avenger with about 1700 troops at 2912 - Guthláf of the Éothraim with about 600 troops at 2912. See report below. He commands an army in the Open Plains at 3012. The Major Town/Fort of Buhr Waldmarh flying the flag of the Long Rider is here.







