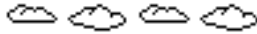


Harlequin Games
presents

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



GAME # 34



Witch-king

Victory points : 0
Victory Conditions :

- To hold at game end the population center of Nothva Rhaglaw at 1908.
- To hold at game end the artifact: Helm of Isildur #57.
- To hold at game end the population center of Londaroth at 3110.
- To hold at game end the population center of Malborn High at 1406.
- To hold at game end the population center of Larach Duhnnan at 1817.

Internet 109033
John Stagoll (ac: 109033)

Game # : 34
Player # : 11
Turn # : 0
Security Code : 2967

Witch-king

(A Dark Servant)

Season : Fall

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	Dragon Lord	: Tolerated	Dog Lord	: Tolerated
Cloud Lord	: Tolerated	Blind Sorcerer	: Tolerated	Ice King	: Tolerated
Quiet Avenger	: Tolerated	Fire King	: Tolerated	Long Rider	: Tolerated
Dark Lieutenants	: Tolerated	Corsairs	: Neutral	Haradwaith	: Neutral
Dunlendings	: Neutral	Rhudaur	: Neutral	Easterlings	: Neutral

POPULATION CENTERS

Angsûl Location : @ 1905 in Open Plains Climate is Cold

Size : Village	Fortifications : Tower	Loyalty : 40	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	137	0	0	0	235	0	2	0
Current stores	206	0	0	0	353	0	3	-

Cargash Location : @ 1806 in Open Plains Climate is Cool

Size : Town	Fortifications : Fort	Loyalty : 55	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	264	0	0	0	557	0	5	0
Current stores	396	0	0	0	836	0	8	-

An army bearing the banner of the Witch-king under Lord Durkarian is here.

Carn Dûm (Capital) Location : @ 1804 in Mountains Climate is Polar

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	19	18	0	0	0	0	900
Current stores	0	29	27	0	3000	0	0	-

An army bearing the banner of the Witch-king under Lord Cykur is here.

Eldanar Location : @ 1907 in Open Plains Climate is Cool

Size : Town	Fortifications : Tower	Loyalty : 55	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	154	0	0	0	374	0	43	0
Current stores	231	0	0	0	561	0	65	-

Kalá Dulakurth Location : @ 2703 in Hills & Rough Climate is Polar

Size : Town	Fortifications : Fort	Loyalty : 55	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	38	0	0	0	13	5	0
Current stores	0	57	0	0	2250	20	8	-

Morkai Location : @ 2005 in Open Plains Climate is Cold

Size : Village	Fortifications : Tower	Loyalty : 40	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	77	0	0	0	175	0	10	0
Current stores	116	0	0	0	263	0	15	-

Mt Gram Location : @ 2006 in Mountains Climate is Polar

Size : Major Town	Fortifications : Fort	Loyalty : 75	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	41	19	0	0	0	0	690
Current stores	0	62	29	0	3000	0	0	-

An army bearing the banner of the Witch-king under Regent Ashdurbuk Zalg is here.

Mt Gundabad Location : @ 2305 in Mountains Climate is Polar
 Size : Major Town Fortifications : Fort Loyalty : 75 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 48 34 0 0 0 0 900
 Current stores 0 72 51 0 3000 0 0 -
 An army bearing the banner of the Witch-king under Regent Dancu is here.

Shedûn Location : @ 1906 in Open Plains Climate is Cool
 Size : Village Fortifications : Tower Loyalty : 40 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 358 0 0 0 589 0 26 0
 Current stores 537 0 0 0 884 0 39 -

ARMIES AND NAVIES

Army Commander : Regent Ashdurbuk Zalg Location : @ 2006 in Mountains Climate is Polar
 Army morale : 50 Warships : 0 Transports : 0 (9) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Northman horsemen w/lances 10 30 0 600 Heavy Cavalry
 Orc footsoldiers w/scimitars 10 30 0 300 Light Infantry
 Goblin archers w/short bows 10 60 0 300 Archers
 Mannish slaves w/maces 10 30 10 600 Men-at-Arms
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 10560
 War machines 0
 The Major Town/Fort of Mt Gram flying the flag of the Witch-king is here.

Army Commander : Lord Cykur Location : @ 1804 in Mountains Climate is Polar
 Army morale : 60 Warships : 0 Transports : 0 (8) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Northman horsemen w/lances 10 30 0 300 Heavy Cavalry
 Mixed Northman horsemen w/maces 10 30 0 300 Light Cavalry
 Troll footsoldiers w/flails 10 30 0 300 Heavy Infantry
 Mannish slaves w/maces 10 30 10 600 Men-at-Arms
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 9240
 War machines 0
 The Major Town/Castle of Carn Dûm flying the flag of the Witch-king is here.

Army Commander : Regent Dancu Location : @ 2305 in Mountains Climate is Polar
 Army morale : 60 Warships : 0 Transports : 0 (6) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Northman horsemen w/maces 10 30 0 300 Light Cavalry
 Orc footsoldiers w/scimitars 10 30 0 600 Light Infantry
 Goblin archers w/short bows 10 60 0 300 Archers
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 6600
 War machines 0
 The Major Town/Fort of Mt Gundabad flying the flag of the Witch-king is here.

Army Commander : Lord Durkarian Location : @ 1806 in Open Plains Climate is Cool
 Army morale : 50 Warships : 0 Transports : 0 (8) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Mixed Northman horsemen w/lances	10	30	0	300	Heavy Cavalry
Mixed Northman horsemen w/maces	10	30	0	300	Light Cavalry
Troll footsoldiers w/flails	10	30	0	300	Heavy Infantry
Mannish slaves w/maces	10	30	10	600	Men-at-Arms

Baggage Train	Leather	Bronze	Steel	Mithril
Weapons	-	0	0	0
Armor	0	0	0	0
Food	9240			
War machines	0			

The Town/Fort of Cargash flying the flag of the Witch-king is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	9000	6000	4500	750	37500	7500	3000
Purchase at market price/unit	9	16	16	122	3	12	28
Sell to market price/unit	4	7	7	55	1	5	13

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 17100	Leather	1486	990
Pop Centers : 7500	Bronze	220	146
Characters : 12800	Steel	107	71
	Mithril	0	0
Total : 37400	Food	14147	1930
	Timber	20	13
Current Tax rate : 40%	Mounts	138	91
Revenue expected next turn : 20490 (-16910)			
Current Gold reserve : 76095			

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
Belt of Durin	Belt	47	Yes	None	Increases Command Rank by 20.
Thôlogaer Ciryatano	Helm	48	Yes	None	Increases Mage Rank by 35.
Morgul Plate	Armor	52	Yes	Evil	Increases Command Rank by 10.
Ulûkai	Jewel	67	Yes	Evil	Increases Command Rank by 30.
Thrakurghash	Scimitar	68	No	Evil	COMBAT - Increases damage by 500 points.
Vasamacil	Sword	75	No	Evil	COMBAT - Increases damage by 750 points.
Romoquenâro	Bow	82	No	None	COMBAT - Increases damage by 750 points.
Nallagurth	Mace	86	No	Evil	COMBAT - Increases damage by 750 points.

Elfbane	Sword 100	No	Evil	COMBAT - Increases damage by 500 points.
Fire Mace	Mace 115	No	None	COMBAT - Increases damage by 750 points.
Blood Spike	Club 116	No	None	COMBAT - Increases damage by 750 points.
Pectoral	Amulet 157	Yes	None	Increases Emissary Rank by 30.

You have hidden the following additional artifacts:

None

NATION MESSAGES

Reports suggest the presence of holdings/forces of the Dwarves at 2004.
Reports suggest the presence of holdings/forces of Arthedain at 1406.
Reports suggest the presence of holdings/forces of Arthedain at 1407.
Reports suggest the presence of holdings/forces of Rhudaur at 2007.
Reports suggest the presence of holdings/forces of Rhudaur at 1908.
Reports suggest the presence of holdings/forces of Rhudaur at 2008.
Reports suggest the presence of holdings/forces of Arthedain at 1409.
Reports suggest the presence of holdings/forces of Rhudaur at 2009.
Reports suggest the presence of holdings/forces of Rhudaur at 2109.
Reports suggest the presence of holdings/forces of the Noldo Elves at 2209.
Reports suggest the presence of holdings/forces of Cardolan at 1510.
Reports suggest the presence of holdings/forces of Rhudaur at 1910.
Reports suggest the presence of holdings/forces of Rhudaur at 2010.
Reports suggest the presence of holdings/forces of Cardolan at 1513.

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

Ang lion



Ranks : Command 10 Agent 30 Emissary 30 (60) Mage 30
 Health 100 Stealth 0 Challenge 45
 Artifacts : #157 Pectoral
 Spells (+0) : #108 Blessings(50) #220 Words of Agony(50) #308 Capital Return(61)

Angûlion has a special ability. He has a bonus to his Agent rank.
He is currently in the Mountains at 1804. The Major Town/Castle of Carn Dûm flying the flag of the Witch-king is here.

Ashdurbuk Zalg



Ranks : Command 60 (90) Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 100
 Artifacts : #67 Ulûkai #68 Thrakurghash√
 Spells (+0) : None

He commands an army in the Mountains at 2006. The Major Town/Fort of Mt Gram flying the flag of the Witch-king is here.

Cykur



Ranks : Command 50 Agent 0 Emissary 10 Mage 0
 Health 100 Stealth 0 Challenge 51
 Artifacts : None
 Spells (+0) : None

He commands an army in the Mountains at 1804. The Major Town/Castle of Carn Dûm flying the flag of the Witch-king is here.

Dancu



Ranks : Command 60 Agent 20 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 73
 Artifacts : #100 Elfbane√
 Spells (+0) : None

He commands an army in the Mountains at 2305. The Major Town/Fort of Mt Gundabad flying the flag of the Witch-king is here.

Durkarian



Ranks : Command 50 (70) Agent 10 Emissary 10 Mage 0
 Health 100 Stealth 0 Challenge 73
 Artifacts : #47 Belt of Durin
 Spells (+0) : None

He commands an army in the Open Plains at 1806. The Town/Fort of Cargash flying the flag of the Witch-king is here.

M raz r



Ranks : Command 40 (50) Agent 0 Emissary 40 Mage 70 (105)
 Health 100 Stealth 30 Challenge 137
 Artifacts : #48 Thólogaer Ciryatano #52 Morgul Plate #75 Vasamacil√
 #82 Romoquenáro #86 Nallagurth
 Spells(+35) : #102 Barriers(100) #222 Words of Stun(88) #226 Chill Bolts(75)
 #308 Capital Return(91) #414 Scry Hex(100) #416 Reveal Production(100)
 #506 Curses(58)

He is currently in the Mountains at 1804. The Major Town/Castle of Carn Dûm flying the flag of the Witch-king is here.

Rogrog



Ranks : Command 50 Agent 0 Emissary 0 Mage 0
Health 100 Stealth 0 Challenge 65
Artifacts : #115 Fire Mace\ #116 Blood Spike
Spells (+0) : None

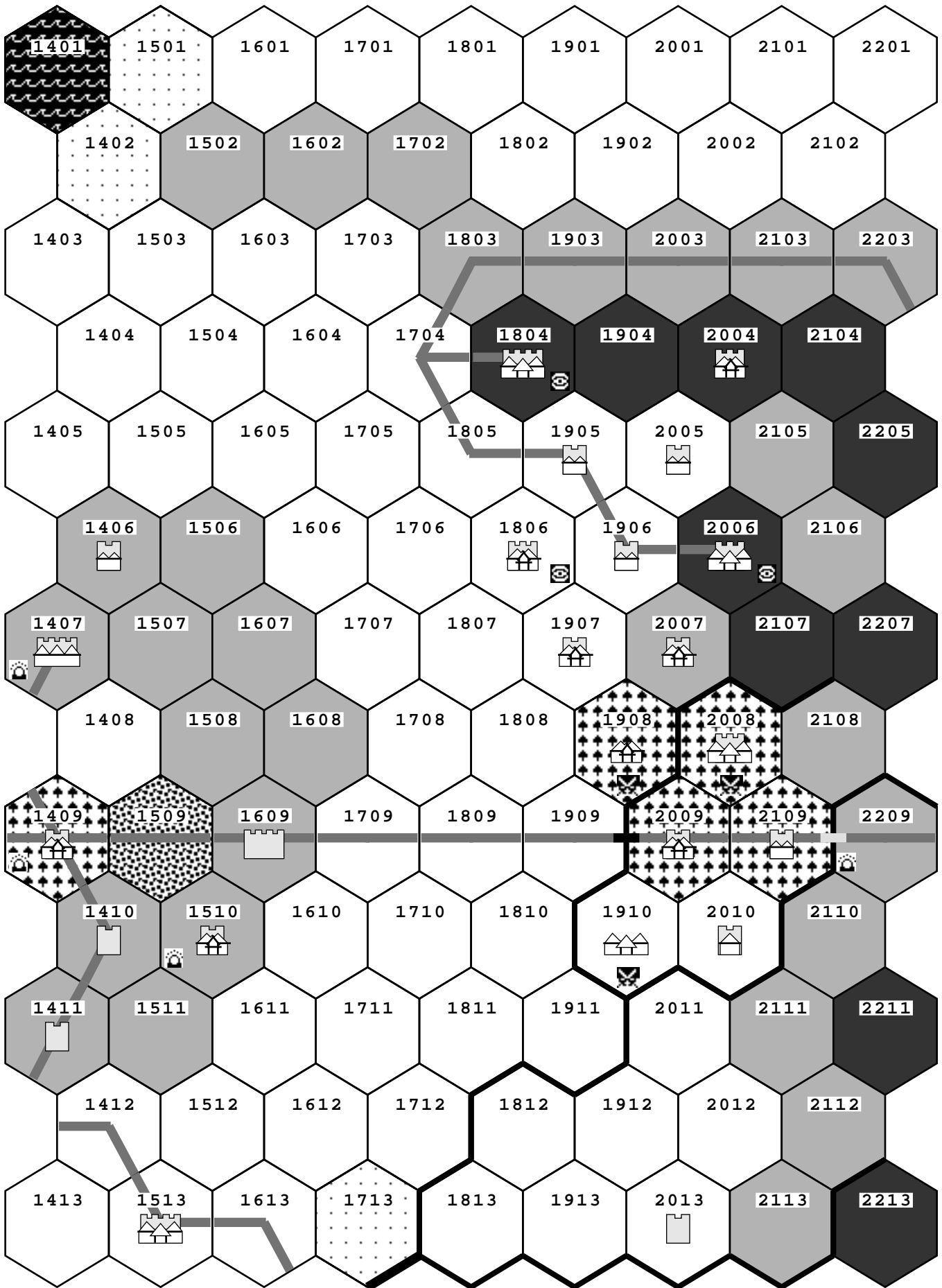
He is currently in the Mountains at 1804. The Major Town/Castle of Carn Dûm flying the flag of the Witch-king is here.

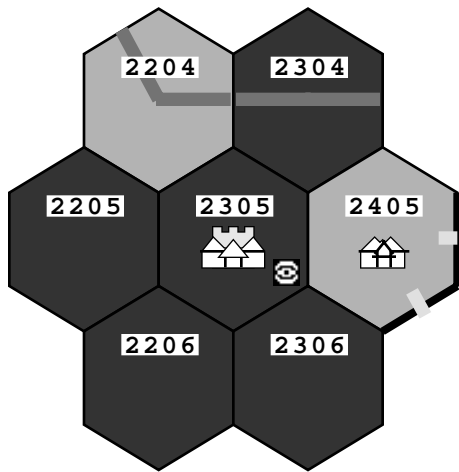
Ulrac



Ranks : Command 50 Agent 0 Emissary 20 Mage 0
Health 100 Stealth 0 Challenge 52
Artifacts : None
Spells (+0) : None

He is currently in the Open Plains at 2005. The Village/Tower of Morkai flying the flag of the Witch-king is here.

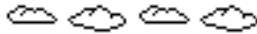




Harlequin Games Middle-earth Play-By-Mail™ Third Age, circa 1650

Witch-king

URNSHEET



Game # 34



John Stagoll (ac: 109033)

Game # : 34
Player # : 11
Turn # : 1
Security # : 2967

Return this turnsheet before JANUARY 13 2000

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 #: _____

Angûlion (ID: angul) @ 1804 Command Agent Emissary Mage

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

Ashdurbuk Zalg (ID: ashdu) @ 2006 Command

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

Cykur (ID: cykur) @ 1804 Command Emissary

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

Dancu (ID: dancu) @ 2305 Command Agent

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

Durkarian (ID: durka) @ 1806 Command Agent Emissary

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

Mûrazôr (ID: muraz) @ 1804 Command Emissary Mage

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

Rogrog (ID: rogrog) @ 1804 Command

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

Ulrac (ID: ulrac) @ 2005 Command Emissary

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!!