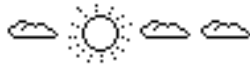


Strategic Fantasy Games of Australia
presents

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



GAME # 6



Quiet Avenger

Victory points : 0
Victory Conditions :

To see to the termination of Pelnimloth by any means whatsoever.
To see to the termination of Baranor by any means whatsoever.
To hold at game end the artifact: Troll Slayer #121.
To hold at game end the population center of Minas Arthor at 2926.
To hold at game end the artifact: Snow Hammer #80.

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

Internet W6P17J_Cain
John Cain
cain@lib.unimelb.edu.au

Game # : 6
Player # : 17
Turn # : 0
Account : \$ 0.00
Free Turns : 0
Security Code : 5795
Special Service : YES
[Keep \$8+ on account]

Quiet Avenger

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

POPULATION CENTERS

Jug Rijesha Location : @ 3533 in Hills & Rough Climate is Hot

Size : Major Town	Fortifications : None	Loyalty : 75	Docks : Harbor	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	125	0	19	1360
Current stores	0	0	0	0	125	0	19	-

A large army bearing the banner of the Quiet Avenger under Commander Fuinur is here.

Kûl Dínbar Location : @ 3335 in Hills & Rough 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	0	160	0	0	0	0	40	1440
Current stores	0	160	0	0	500	0	40	-

Lugarlûr (Capital) Location : @ 3034 in Hills & Rough Climate is Hot

Size : Major Town	Fortifications : Castle	Loyalty : 75	Docks : Harbor	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	68	0	0	0	21	2480
Current stores	0	0	68	0	2000	0	21	-

A navy bearing the banner of the Quiet Avenger under Commander Ashturg is here.

Tir Harn Location : @ 3437 in Hills & Rough 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	0	0	120	0	0	0	72	1520
Current stores	0	0	120	0	500	0	72	-

Wathduin Location : @ 3234 in Hills & Rough 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	0	0	0	0	592	424	0	2240
Current stores	0	0	0	0	592	424	0	-

ARMIES AND NAVIES

Army Commander : Commander Fuinur Location : @ 3533 in Hills & Rough Climate is Hot

Army morale :	30	Warships :	0	Transports :	0 (3)	Travel mode :	Normal
Troops		Training	Weapon	Armor	# Troops	Troop Type	
Southron footsoldiers w/spears		30	30	10	400	Light Infantry	
Mannish slaves w/spears		30	30	10	200	Men-at-Arms	
Baggage Train	Leather	Bronze	Steel	Mithril			
Weapons	-	0	0	0			
Armor	0	0	0	0			
Food	1320						
War machines	0						

The Major Town of Jug Rijesha flying the flag of the Quiet Avenger is here.

Navy Commander : Commander Ashturg Location : @ 3034 in Hills & Rough Climate is Hot
 Army morale : 30 Warships : 5 Transports : 3 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mannish slaves w/spears 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 Lugarlûr flying the flag of the Quiet Avenger 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 : 1800	Leather	0	0
Pop Centers : 3500	Bronze	160	160
Characters : 8800	Steel	188	188
	Mithril	0	0
Total : 14100	Food	3717	717
	Timber	424	424
Current Tax rate : 40%	Mounts	152	152
Revenue expected next turn : 15040 (+940)			
Current Gold reserve : 25040			

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
Sword of Soul Reducing	Sword	78	No	Evil	COMBAT - Increases damage by 500 points.
Fire's Edge	Sword	97	No	Evil	COMBAT - Increases damage by 750 points.
Amulet of Sea Mastery	Amulet	120	No	None	MOVEMENT - "Open seas" same as "Coastal waters".
Night-piercer	Bow	143	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 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 Cloud Lord at 3428.
Reports suggest the presence of holdings/forces of the Long Rider at 3329.
Reports suggest the presence of holdings/forces of the Corsairs at 2730.
Reports suggest the presence of holdings/forces of the Corsairs at 2734.

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

Adinaphel



Ranks : Command 30 Agent 0 Emissary 30 Mage 40
 Health 100 Stealth 30 Challenge 66
 Artifacts : #97 Fire's Edge\ #143 Night-piercer
 Spells (+0) : #106 Deflections(55) #302 Long Stride(76)
 #408 Perceive Nationality(95) #420 Reveal Character(63)

She is currently in the Hills & Rough at 3533. The Major Town of Jug Rijesha flying the flag of the Quiet Avenger is here.

Ashburg



Ranks : Command 30 Agent 10 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 31
 Artifacts : None
 Spells (+0) : None

He commands a navy offshore at 3034. The Major Town/Castle of Lugalrûr flying the flag of the Quiet Avenger is here.

Euinur



Ranks : Command 30 Agent 0 Emissary 20 Mage 20
 Health 100 Stealth 0 Challenge 37
 Artifacts : None
 Spells (+0) : #106 Deflections(90) #304 Fast Stride(58)

He commands an army in the Hills & Rough at 3533. The Major Town of Jug Rijesha flying the flag of the Quiet Avenger is here.

Herumor



Ranks : Command 30 Agent 10 Emissary 20 Mage 20
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : #4 Major Heal(50) #310 Major Return(50)

Herumor has a special ability. He has a bonus to his Agent rank.
He is currently in the Hills & Rough at 3234. The Camp/Tower of Wathduin flying the flag of the Quiet Avenger is here.

Malezar



Ranks : Command 10 Agent 0 Emissary 10 Mage 40
 Health 100 Stealth 30 Challenge 53
 Artifacts : #78 Sword of Soul Reducing
 Spells (+0) : #206 Wall of Fire(77) #304 Fast Stride(58) #310 Major Return(70)
 #404 Perceive Relations(70)

He is currently in the Hills & Rough at 3034. The Major Town/Castle of Lugarlûr flying the flag of the Quiet Avenger is here.

Shebbin Vâr



Ranks : Command 10 Agent 0 Emissary 20 Mage 0
 Health 100 Stealth 0 Challenge 12
 Artifacts : None
 Spells (+0) : None

He is currently in the Hills & Rough at 3437. The Camp/Tower of Tir Harn flying the flag of the Quiet Avenger is here.

Therqor



Ranks : Command 0 Agent 30 Emissary 0 Mage 0
Health 100 Stealth 0 Challenge 22
Artifacts : None
Spells (+0) : None

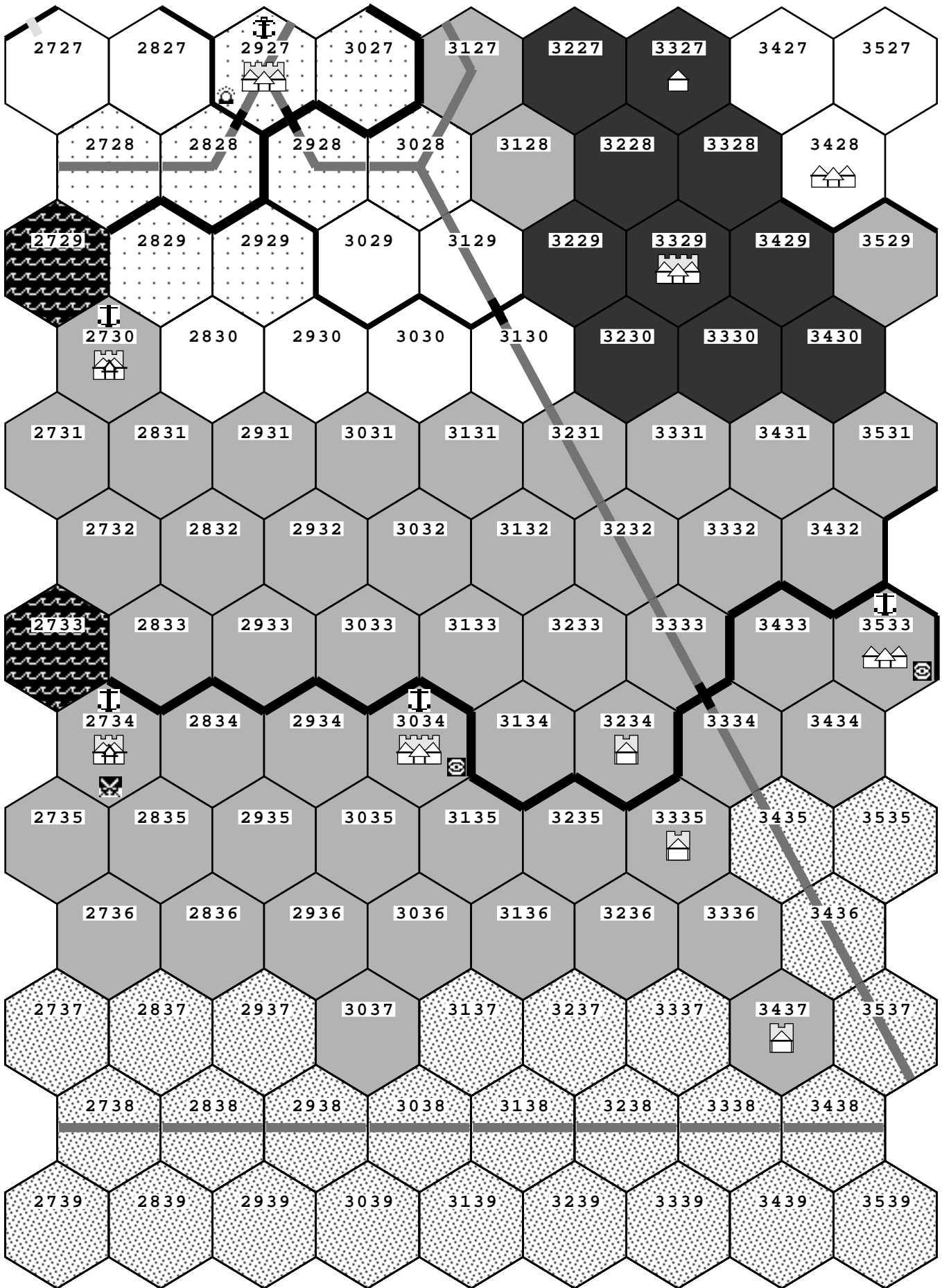
He is currently in the Hills & Rough at 3335. The Camp/Tower of Kûl Dînbar flying the flag of the Quiet Avenger is here.

Zokhad



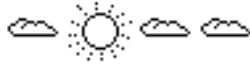
Ranks : Command 10 Agent 20 Emissary 0 Mage 0
Health 100 Stealth 0 Challenge 17
Artifacts : #120 Amulet of Sea Mastery
Spells (+0) : None

He is currently in the Hills & Rough at 3034. The Major Town/Castle of Lugarlûr flying the flag of the Quiet Avenger is here.



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

Quiet Avenger TURNSHEET



Game # 6



John Cain
cain@lib.unimelb.edu.au

Game # : 6
Player # : 17
Turn # : 1
Security # : 5795

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 #: _____

Adûnaphel (ID: aduna) @ 3533 Command Emissary Mage

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

Ashturg (ID: ashtu) @ 3034 Command Agent

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

Fuinur (ID: fuinu) @ 3533 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 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!!