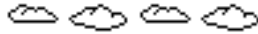


Strategic Fantasy Games of Australia
presents

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



GAME # 16



Corsairs

Victory points : 0
Victory Conditions :

To hold at game end the population center of Eithel Thurin at 2630.
To see to the termination of Meneldir by any means whatsoever.
To hold in stores at game end the greatest amount of Mithril.
To see to the termination of Malezar by any means whatsoever.
To hold at game end the population center of Kûl Dînbar at 3335.

Internet G16P21D_Pang
Daniel Pang

70 Jalan SS2/91 Petaling Jaya
Selangor DE Malaysia, 47300

Game # : 16
Player # : 21
Turn # : 0
Account : \$120.00
Free Turns : 1
Security Code : 3786
Special Service : YES
[Keep \$8+ on account]

Corsairs

(A Neutral)

Season : Fall

RELATIONS WITH OTHER NATIONS

Woodmen	: Neutral	Northmen	: Neutral	Éothraim	: Neutral
Arthedain	: Neutral	Cardolan	: Neutral	Northern Gondor	: Neutral
Southern Gondor	: Neutral	Dwarves	: Neutral	Sinda Elves	: Neutral
Noldo Elves	: Neutral	Witch-king	: Neutral	Dragon Lord	: Neutral
Dog Lord	: Neutral	Cloud Lord	: Neutral	Blind Sorcerer	: Neutral
Ice King	: Neutral	Quiet Avenger	: Neutral	Fire King	: Neutral
Long Rider	: Neutral	Dark Lieutenants	: Neutral	Haradwaith	: Neutral
Dunlendings	: Neutral	Rhudaur	: Neutral	Easterlings	: Neutral

POPULATION CENTERS

Ardûmir Location : @ 2039 in Hills & Rough Climate is Warm

Size : Major Town	Fortifications : Fort	Loyalty : 75	Docks : Harbor	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	196	0	0	0	0	176	0	1900
Current stores	294	0	0	0	3000	264	0	-

Barazôn Location : @ 2437 in Hills & Rough Climate is Warm

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	0	0	0	0	60	24	2300
Current stores	0	0	0	0	2250	90	36	-

Caldûr Location : @ 2137 in Mixed Forest Climate is Warm

Size : Major Town	Fortifications : Fort	Loyalty : 75	Docks : Harbor	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	436	268	0	0
Current stores	0	0	0	0	654	402	0	-

A navy bearing the banner of the Corsairs under Lord Mireädur is here.

Erädas Location : @ 2136 in Mixed Forest Climate is Warm

Size : Major Town	Fortifications : Fort	Loyalty : 75	Docks : Harbor	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	136	276	20	0
Current stores	0	0	0	0	204	414	30	-

A navy bearing the banner of the Corsairs under Lord Teldûmeir is here.

Havens Of Umbar (Capital) Location : @ 2438 in Hills & Rough Climate is Warm

Size : City	Fortifications : Castle	Loyalty : 100	Docks : Port	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	98	0	40	0	0	0	11	0
Current stores	147	0	60	0	3750	0	17	-

A large navy bearing the banner of the Corsairs under Lord Angamaitê is here.

Isigir Location : @ 2236 in Hills & Rough Climate is Warm

Size : Major Town	Fortifications : Fort	Loyalty : 75	Docks : Harbor	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	540	0	24	2900
Current stores	0	0	0	0	810	0	36	-

A navy bearing the banner of the Corsairs under Captain Adûmir is here.

Marôs Location : @ 2337 in Shore/Plains Climate is Warm

Size : Major Town	Fortifications : Fort	Loyalty : 75	Docks : Harbor	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	40	0	0	0	204	0	8	0
Current stores	60	0	0	0	306	0	12	-

Pellardur Location : @ 2339 in Hills & Rough Climate is Warm
 Size : Major Town Fortifications : Fort Loyalty : 75 Docks : Harbor Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 84 0 0 0 32 1300
 Current stores 0 0 126 0 3000 0 48 -

ARMIES AND NAVIES

Navy Commander : Captain Adûmir Location : @ 2236 in Hills & Rough Climate is Warm
 Army morale : 40 Warships : 16 Transports : 6 (5) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Mixed Dúnadan footmen w/broadswords	30	30	0	300	Heavy Infantry
Haradan footmen w/shortswords	30	30	0	300	Light Infantry
Haradan archers w/short bows	30	60	0	300	Archers
Mixed Mannish mercenaries w/shortswords	30	30	10	300	Men-at-Arms

Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0 0
 Food 5280
 War machines 0
 The Major Town/Fort of Isigir flying the flag of the Corsairs is here.

Navy Commander : Lord Angamaitë Location : @ 2438 in Hills & Rough Climate is Warm
 Army morale : 50 Warships : 18 Transports : 7 (6) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Mixed Dúnadan footmen w/broadswords	30	30	0	300	Heavy Infantry
Haradan footmen w/shortswords	30	30	0	300	Light Infantry
Haradan archers w/short bows	30	60	0	600	Archers
Mixed Mannish mercenaries w/shortswords	30	30	10	300	Men-at-Arms

Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0 0
 Food 6600
 War machines 0
 The City/Castle of Havens Of Umbar flying the flag of the Corsairs is here.

Navy Commander : Lord Mireädur Location : @ 2137 in Mixed Forest Climate is Warm
 Army morale : 50 Warships : 16 Transports : 6 (5) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Mixed Dúnadan footmen w/broadswords	30	30	0	600	Heavy Infantry
Haradan footmen w/shortswords	30	30	0	600	Light Infantry

Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0 0
 Food 5280
 War machines 0
 The Major Town/Fort of Caldûr flying the flag of the Corsairs is here.

Navy Commander : Lord Teldûmeir Location : @ 2136 in Mixed Forest Climate is Warm
 Army morale : 50 Warships : 10 Transports : 4 (4) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Mixed Dúnadan footmen w/broadswords	30	30	0	300	Heavy Infantry
Haradan footmen w/shortswords	30	30	0	300	Light Infantry
Mixed Mannish mercenaries w/shortswords	30	30	10	300	Men-at-Arms

Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0 0
 Food 3960
 War machines 0
 The Major Town/Fort of Erâdas flying the flag of the Corsairs 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	7	11	13	100	3	11	19
Sell to market price/unit	5	8	9	74	2	8	14

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 15850	Leather	501	334
Pop Centers : 9500	Bronze	0	0
Characters : 10600	Steel	186	124
	Mithril	0	0
Total : 35950	Food	13974	1316
	Timber	1170	780
Current Tax rate : 40%	Mounts	179	119
Revenue expected next turn : 32400 (-3550)			
Current Gold reserve : 20000			

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:

None

You have hidden the following additional artifacts:

None

NATION MESSAGES

Reports suggest the presence of holdings/forces of Southern Gondor at 2227.
Reports suggest the presence of holdings/forces of Southern Gondor at 2327.
Reports suggest the presence of holdings/forces of Southern Gondor at 2427.
Reports suggest the presence of holdings/forces of Southern Gondor at 2527.
Reports suggest the presence of holdings/forces of Southern Gondor at 2328.
Reports suggest the presence of holdings/forces of Southern Gondor at 2628.
Reports suggest the presence of holdings/forces of the Haradwaith at 2430.
Reports suggest the presence of holdings/forces of the Haradwaith at 2630.
Reports suggest the presence of holdings/forces of the Haradwaith at 2730.
Reports suggest the presence of holdings/forces of the Haradwaith at 2631.
Reports suggest the presence of holdings/forces of the Haradwaith at 2731.
Reports suggest the presence of holdings/forces of the Haradwaith at 2632.
Reports suggest the presence of holdings/forces of the Haradwaith at 2732.
Reports suggest the presence of holdings/forces of the Haradwaith at 2833.
Reports suggest the presence of holdings/forces of the Haradwaith at 2534.

Reports suggest the presence of holdings/forces of the Haradwaith at 2634.
Reports suggest the presence of holdings/forces of the Haradwaith at 2734.
Reports suggest the presence of holdings/forces of the Quiet Avenger at 2135.
Reports suggest the presence of holdings/forces of the Haradwaith at 2535.
Reports suggest the presence of holdings/forces of the Haradwaith at 2635.
Reports suggest the presence of holdings/forces of the Haradwaith at 2835.

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

ADDRESS CHANGES - Because of the large number of address changes that are made at this time of year, and in order to insure your turns arrive on time, we ask that you notify us of changes in any and all games you are in, and also whether these changes are temporary and if so, for how long.

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, of course, will continue our efforts to contact players on our standby lists, but we hope that by making our needs made 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 positions available:

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 16 - All positions accepted.

ME-PBM 2950

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

2-week game: Game 5 - 1 FP and 1 DS positions needed.

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

ME-PBM 1000 (Fourth Age)

Game 2 now open for bookings.

ORDERS GIVEN

None

Admirir



Ranks : Command 40 Agent 10 Emissary 10 Mage 0
 Health 100 Stealth 0 Challenge 43
 Artifacts : None
 Spells (+0) : None

He commands a navy offshore at 2236. The Major Town/Fort of Isigir flying the flag of the Corsairs is here.

Anqamaitë



Ranks : Command 50 Agent 0 Emissary 20 Mage 10
 Health 100 Stealth 0 Challenge 55
 Artifacts : None
 Spells (+0) : #302 Long Stride(51)

He commands a navy offshore at 2438. The City/Castle of Havens Of Umbar flying the flag of the Corsairs is here.

Ēadur



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

She is currently in the Hills & Rough at 2438. The City/Castle of Havens Of Umbar flying the flag of the Corsairs is here.

Fälzur



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

He is currently in the Hills & Rough at 2438. The City/Castle of Havens Of Umbar flying the flag of the Corsairs is here.

Meriot



Ranks : Command 0 Agent 0 Emissary 10 Mage 50
 Health 100 Stealth 0 Challenge 51
 Artifacts : None
 Spells (+0) : #108 Blessings(79) #232 Fire Bolts(76) #308 Capital Return(85)
 #418 Locate Artifact(78) #502 Weakness(81)

He is currently in the Shore/Plains at 2337. The Major Town/Fort of Marös flying the flag of the Corsairs is here.

Mireädur



Ranks : Command 50 Agent 10 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 66+
 Artifacts : None
 Spells (+0) : None

Mireädur has a special ability. He has a bonus of 15 to his Personal Challenge rank. He commands a navy offshore at 2137. The Major Town/Fort of Caldûr flying the flag of the Corsairs is here.

Sangabyando



Ranks : Command 40 Agent 0 Emissary 20 Mage 10
 Health 100 Stealth 0 Challenge 45
 Artifacts : None
 Spells (+0) : #304 Fast Stride(72)

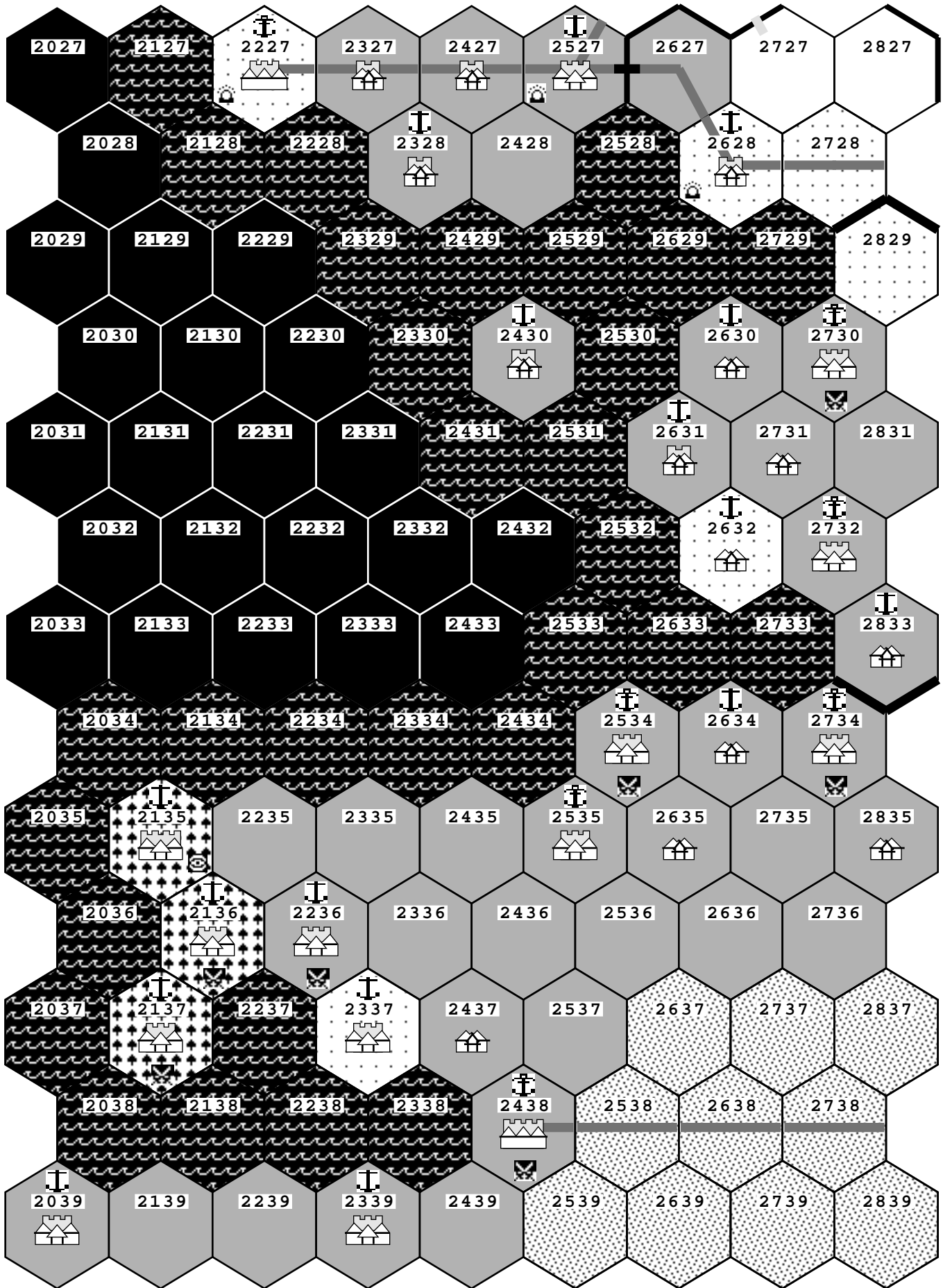
He is currently in the Hills & Rough at 2039. The Major Town/Fort of Ardûmir flying the flag of the Corsairs is here.

Teldameir



Ranks : Command 50 Agent 20 Emissary 10 Mage 0
 Health 100 Stealth 0 Challenge 55
 Artifacts : None
 Spells (+0) : None

He commands a navy offshore at 2136. The Major Town/Fort of Erâdas flying the flag of the Corsairs is here.



Strategic Fantasy Games of Australia Middle-earth Play-By-Mail™ Third Age, circa 1650

Corsairs

URNSHEET



Game # 16



Daniel Pang

70 Jalan SS2/91 Petaling Jaya
Selangor DE Malaysia, 47300

Game # : 16
Player # : 21
Turn # : 1
Security # : 3786

Return this turnsheet before October 30 1998

To SFGA, PO Box 351, Newborough, Vic. 3825 Voice: (03) 51-276977
Email: support@sfga.com.au Fax: (03) 51-271037

Emergency
Alias _____ Daytime Phone #: _____

Adûmir (ID: adumi) @ 2236 Command Agent Emissary

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

Angamaitë (ID: angam) @ 2438 Command Emissary Mage

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

Eädur (ID: eadur) @ 2438 Command Agent

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!!