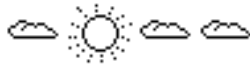


Strategic Fantasy Games of Australia
presents

Middle-earth Play-By-Mail™

Third Age, circa 2950



GAME # 6



Ice King

Victory points : 0
Victory Conditions :

To see to the termination of Itana Ovan by any means whatsoever.
To hold at game end the population center of Galadbrynd at 2709.
To hold at game end the population center of Rendûl at 2225.
To see to the termination of Ugluk by any means whatsoever.
To hold at game end the population center of Lag-lach at 2311.

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

Internet W6P16S_Brittle
Steven Brittle
brittle@faraday.dialix.com.au

Game # : 6
Player # : 16
Turn # : 0
Account : \$ 0.00
Free Turns : 0
Security Code : 7726
Special Service : YES
[Keep \$8+ on account]

Ice King

(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
Quiet Avenger	: 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

Barad Perras Location : @ 3123 in Mountains Climate is Mild
 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 96 96 0 0 0 0 3000
 Current stores 0 96 96 0 1500 0 0 -
 An army bearing the banner of the Ice King under Commander Ulzog is here.

Durthang (Capital) Location : @ 3122 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 96 101 0 0 0 0 2600
 Current stores 0 96 101 0 2000 0 0 -
 An army bearing the banner of the Ice King under Commander Lugronk is here.

Katund-âkul Location : @ 3223 in Mountains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 30 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 370 110 0 0 0 0 2700
 Current stores 0 370 110 0 500 0 0 -

Lag-orod Location : @ 2214 in Mountains Climate is Cool
 Size : Camp Fortifications : None Loyalty : 30 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 380 60 0 0 0 0 1600
 Current stores 0 380 60 0 500 0 0 -

Lag-scara Location : @ 3022 in Mixed Forest Climate is Warm
 Size : Camp Fortifications : None Loyalty : 30 Docks : None Hidden ? : YES Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 1680 190 0 2700
 Current stores 0 0 0 0 1680 190 0 -

ARMIES AND NAVIES

Army Commander : Commander Lugronk Location : @ 3122 in Mountains Climate is Mild
 Army morale : 30 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mannish slaves w/maces 30 30 10 300 Men-at-Arms
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 660
 War machines 0
 The Major Town/Castle of Durthang flying the flag of the Ice King is here.

Army Commander : Commander Ulzog Location : @ 3123 in Mountains Climate is Mild
 Army morale : 30 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mannish slaves w/maces 30 30 10 300 Men-at-Arms
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 660
 War machines 0
 The Town/Fort of Barad Perras flying the flag of the Ice King 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 : 600	Leather	0	0
Pop Centers : 2500	Bronze	942	942
Characters : 7800	Steel	367	367
	Mithril	0	0
Total : 10900	Food	6180	1680
	Timber	190	190
Current Tax rate : 40%	Mounts	0	0
Revenue expected next turn : 17600 (+6700)			
Current Gold reserve : 27600			

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
Staff of the Serpent	Staff	20	Yes	None	Increases Mage Rank by 15.
Staff of Bronze	Staff	25	Yes	None	Increases Mage Rank by 15.
Ovir Crown	Crown	50	Yes	None	Increases Mage Rank by 20.
Snow Hammer	Hammer	80	No	None	COMBAT - Increases damage by 500 points.
Hue Changer	Spear	141	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 Long Rider at 3017.
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 2921.
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 Cloud Lord at 3222.
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 2924.
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 Fire King at 3225.
Reports suggest the presence of holdings/forces of the Northern Gondor at 2926.
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 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.

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

Abdaskil



Ranks : Command 0 Agent 0 Emissary 0 Mage 30
 Health 100 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : #104 Resistances(80) #206 Wall of Fire(68) #308 Capital Return(96)

He is currently in the Mountains at 3122. The Major Town/Castle of Durthang flying the flag of the Ice King is here.

Gaurhir



Ranks : Command 0 Agent 10 Emissary 0 Mage 30 (45)
 Health 100 Stealth 40 Challenge 46
 Artifacts : #25 Staff of Bronze
 Spells(+15) : #222 Words of Stun(71) #304 Fast Stride(50) #308 Capital Return(89)

Gaurhir has a special ability. He has a bonus to his Stealth rank.
He is currently in the Mountains at 3123. The Town/Fort of Barad Perras flying the flag of the Ice King is here.

Gorchoq



Ranks : Command 10 Agent 40 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 32
 Artifacts : None
 Spells (+0) : None

He is currently in the Mountains at 3122. The Major Town/Castle of Durthang flying the flag of the Ice King is here.

Hoarmûrach



Ranks : Command 30 Agent 20 Emissary 0 Mage 50 (70)
 Health 100 Stealth 30 Challenge 91
 Artifacts : #50 Ovir Crown #80 Snow Hammer√ #141 Hue Changer
 Spells(+20) : #4 Major Heal(98) #102 Barriers(85) #106 Deflections(76)
 #302 Long Stride(91) #404 Perceive Relations(89)

He is currently in the Mountains at 3223. The Camp of Katund-âkul flying the flag of the Ice King is here.

Khathog



Ranks : Command 0 Agent 0 Emissary 0 Mage 40 (55)
 Health 100 Stealth 0 Challenge 55
 Artifacts : #20 Staff of the Serpent
 Spells(+15) : #4 Major Heal(64) #108 Blessings(78) #302 Long Stride(92)
 #418 Locate Artifact(81)

He is currently in the Mixed Forest at 3022. The Camp of Lag-scara flying the flag of the Ice King is here.

Lugronk



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

He commands an army in the Mountains at 3122. The Major Town/Castle of Durthang flying the flag of the Ice King is here.

Muranog



Ranks : Command 40 Agent 0 Emissary 20 Mage 0
Health 100 Stealth 0 Challenge 42
Artifacts : None
Spells (+0) : None

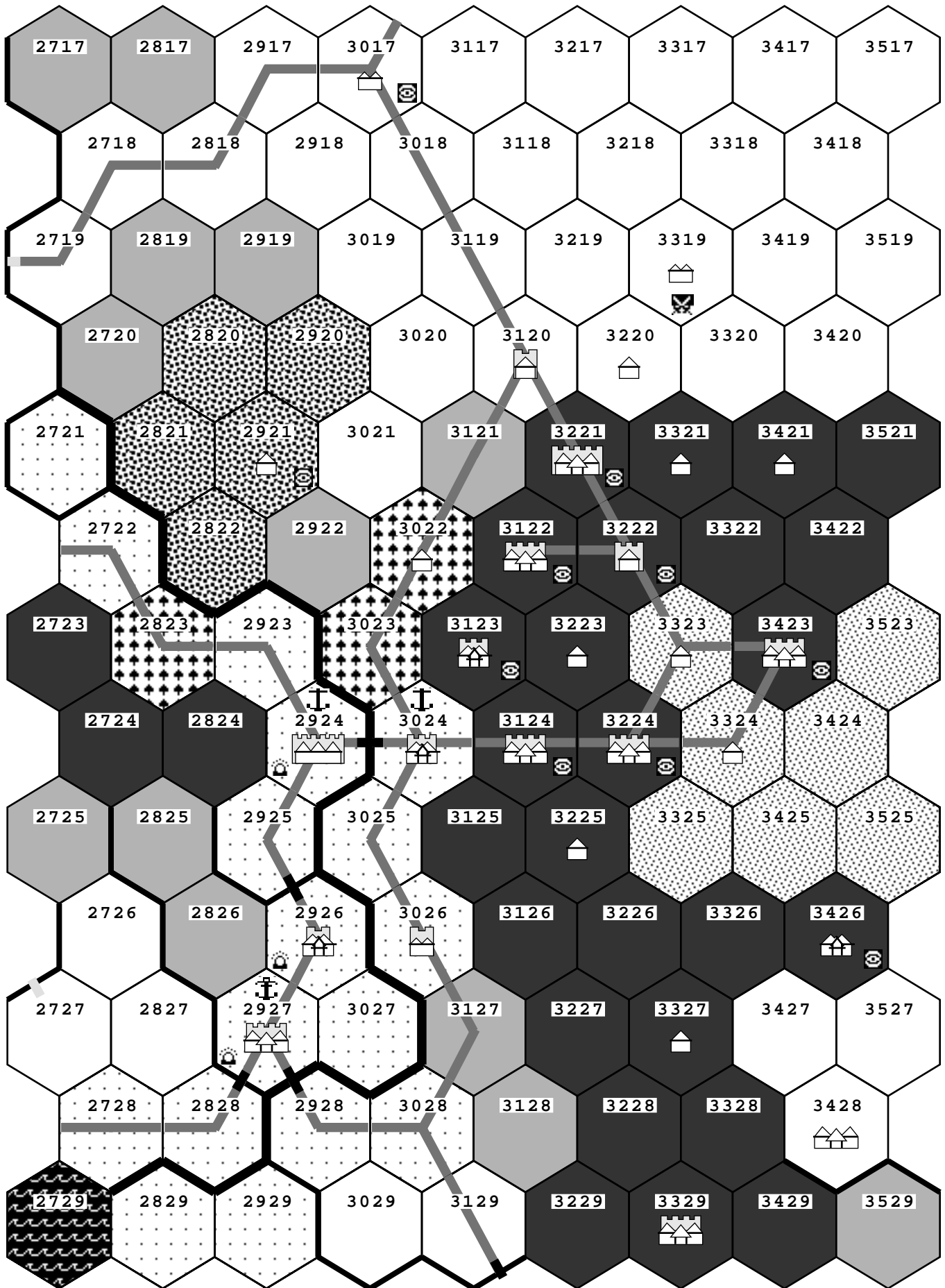
He is currently in the Mountains at 2214. The Camp of Lag-orod flying the flag of the Ice King is here.

Uzozq



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

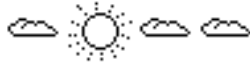
He commands an army in the Mountains at 3123. The Town/Fort of Barad Perras flying the flag of the Ice King is here.



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

Ice King

TURNSHEET



Game # 6



Steven Brittle
brittle@faraday.dialix.com.au

Game # : 6
Player # : 16
Turn # : 1
Security # : 7726

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 #: _____

Abdahkil (ID: abdah) @ 3122 Mage

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

Gaurhír (ID: gaurh) @ 3123 Agent Mage

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

Gorthog (ID: gorth) @ 3122 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!!