

**MEPBM GAMES**

**presents**

# Middle-earth Play-By-Mail™

## Third Age, circa 2950



GAME # 228



**Dwarves**

Victory points : 0

Victory Conditions :

To hold in stores at game end the greatest amount of Mithril.  
 To see to the termination of Hesnef by any means whatsoever.  
 To see to the termination of Adûnaphel by any means whatsoever.  
 To terminate 10 characters by personal challenge or by assassination.  
 To see to the termination of Maben by any means whatsoever.

Internet G228N08  
 AARON HILL 110930  
 NONE  
 NONE  
 NONE

Game # : 228  
 Player # : 8  
 Turn # : 0  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 6486  
 Special Service : YES

# Dwarves

(A Free People)

Season : Summer

## RELATIONS WITH OTHER NATIONS

Woodmen	: Tolerated	Northmen	: Tolerated	Riders of Rohan	: Tolerated
Dúnadan Rangers	: Tolerated	Silvan Elves	: Tolerated	Northern Gondor	: Tolerated
Southern Gondor	: Tolerated	Sinda Elves	: Tolerated	Noldo Elves	: Tolerated
Witch-king	: Disliked	Dragon Lord	: Disliked	Dog Lord	: Disliked
Cloud Lord	: Disliked	Blind Sorcerer	: Disliked	Ice King	: Disliked
Quiet Avenger	: Disliked	Fire King	: Disliked	Long Rider	: Disliked
Dark Lieutenants	: Disliked	Corsairs	: Neutral	Rhûn Easterlings	: Neutral
Dunlendings	: Neutral	White Wizard	: Neutral	Khand Easterlings	: Neutral

## POPULATION CENTERS

**Azanulinbar-dûm (Capital)** Location : @ 3707 in Hills & Rough Climate is Cool

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	110 0 0 0 604 0 0 2700				
Current stores	110 0 0 0 604 0 0 -				

An army bearing the banner of the Dwarves under Captain Thralin III is here.

**Barak-shathûr** Location : @ 3607 in Hills & Rough 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	0 0 0 0 0 358 32 1500				
Current stores	0 0 0 0 1000 358 32 -				

**Belegost** Location : @ 0812 in Mountains Climate is Mild

Size : Village	Fortifications : Fort	Loyalty : 40	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 288 0 40 0 0 0 2200				
Current stores	0 288 0 40 1000 0 0 -				

An army bearing the banner of the Dwarves under Warlord Balin is here.

**Kheled-nâla** Location : @ 3916 in Hills & Rough Climate is Warm

Size : Village	Fortifications : Tower	Loyalty : 40	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	408 0 0 0 0 0 16 1800				
Current stores	408 0 0 0 1000 0 16 -				

An army bearing the banner of the Dwarves under Captain Dáin II is here.

**Noegrod** Location : @ 0606 in Mountains 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	0 208 0 16 0 0 0 2200				
Current stores	0 208 0 16 1000 0 0 -				

**Zarak-dûm** Location : @ 2004 in Mountains Climate is Polar

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 90 0 9 0 0 0 660				
Current stores	0 90 0 9 500 0 0 -				

**ARMIES AND NAVIES****Army Commander : Warlord Balin** Location : @ 0812 in Mountains Climate is Mild

Army morale : 70 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Dwarven footsoldiers w/war hammers		40	40	40	300	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	660					
War machines	0					

The Village/Fort of Belegost flying the flag of the Dwarves is here.

**Army Commander : Captain Dáin II** Location : @ 3916 in Hills & Rough Climate is Warm

Army morale : 40 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Dwarven footsoldiers w/battle axes		40	40	40	300	Light Infantry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	660					
War machines	0					

The Village/Tower of Kheled-nâla flying the flag of the Dwarves is here.

**Army Commander : Captain Thralin III** Location : @ 3707 in Hills & Rough Climate is Cool

Army morale : 40 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Dwarven footsoldiers w/war hammers		40	40	40	200	Heavy Infantry
Dwarven footsoldiers w/battle axes		40	40	40	200	Light Infantry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	880					
War machines	0					

The Major Town/Fort of Azanulinbar-dûm flying the flag of the Dwarves 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	6	11	11	90	3	10	20
Sell to market price/unit	4	8	8	63	2	7	14

**MISCELLANEOUS****Maintenance Costs expected next turn are:****Totals for Nation:****Stores****Production**

Armies/Navies :	3000	Leather	518	518
Pop Centers :	4000	Bronze	586	586
Characters :	8000	Steel	0	0
		Mithril	65	65
Total :	15000	Food	5104	604
		Timber	358	358
		Mounts	48	48
Current Tax rate :	40%			
Revenue expected next turn :	18060 (+3060)			
Current Gold reserve :	28060			

**Ritual character terminations: 0**

**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
Orcrist	Sword	83	No	None	COMBAT - Increases damage by 750 points.
Boots of Iron	Boots	210	Yes	None	Increases Command Rank by 15.
Cloak of Protection	Cloak	211	Yes	None	Increases Agent Rank by 10.
Cloak of Hiding	Cloak	212	Yes	None	Increases Stealth Rank by 10.

**You have hidden the following additional artifacts:**

None

## NATION MESSAGES

*Reports suggest the presence of holdings/forces of the Rhûn Easterlings at 3605.*

*Reports suggest the presence of holdings/forces of the Northmen at 3109.*

*Reports suggest the presence of holdings/forces of the Rhûn Easterlings at 3713.*

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES

None

## SPECIAL MESSAGES

**FREE TURNS!** Do you have any friends that would enjoy playing ME-PBM? MEPBM will credit you with a free turn for each NEW 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: £10.00

Front Sheet

The FrontSheet is now in the main body of the email of each turn you get. This also includes nations available, new games starting up, generic message from us about other aspects of the game as well as game reports. It also has your balance and the conta

ME-PBM Forum and ME-PBM Mailing List

This is to let you know that we have started an ME-PBM forum on our web site. The address for the web site is [www.MiddleEarthGames.com](http://www.MiddleEarthGames.com). From there, you can go to links that allow you to log into the message board and to subscribe to the mailing list.

## ORDERS GIVEN

None

Balin



Ranks : Command 70 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 70  
 Artifacts : None  
 Spells (+0) : None

*He commands an army in the Mountains at 0812. The Village/Fort of Belegost flying the flag of the Dwarves is here.*

D in II



Ranks : Command 40 (55) Agent 10 (20) Emissary 20 Mage 0  
 Health 100 Stealth 0 Challenge 61  
 Artifacts : #210 Boots of Iron #211 Cloak of Protection  
 Spells (+0) : None

*He commands an army in the Hills & Rough at 3916. The Village/Tower of Kheled-nâla flying the flag of the Dwarves is here.*

D s



Ranks : Command 20 Agent 0 Emissary 0 Mage 10  
 Health 100 Stealth 0 Challenge 22  
 Artifacts : None  
 Spells (+0) : #2 Minor Heal(88)

*She is currently in the Mountains at 0606. The Village/Tower of Noegrod flying the flag of the Dwarves is here.*

Gimli



Ranks : Command 20 Agent 10 Emissary 0 Mage 0  
 Health 100 Stealth 0 (10) Challenge 21  
 Artifacts : #212 Cloak of Hiding  
 Spells (+0) : None

*He is currently in the Mountains at 0606. The Village/Tower of Noegrod flying the flag of the Dwarves is here.*

Glorfindel



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

*He is currently in the Mountains at 2004. The Camp/Tower of Zarak-dûm flying the flag of the Dwarves is here.*

Gríma



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

*He is currently in the Hills & Rough at 3607. The Village/Tower of Barak-shathûr flying the flag of the Dwarves is here.*

Thorin II



Ranks : Command 60 Agent 10 Emissary 10 Mage 0  
 Health 100 Stealth 0 Challenge 78  
 Artifacts : #83 Orcrist/  
 Spells (+0) : None

*He is currently in the Hills & Rough at 3707. The Major Town/Fort of Azanulinbar-dûm flying the flag of the Dwarves is here.*

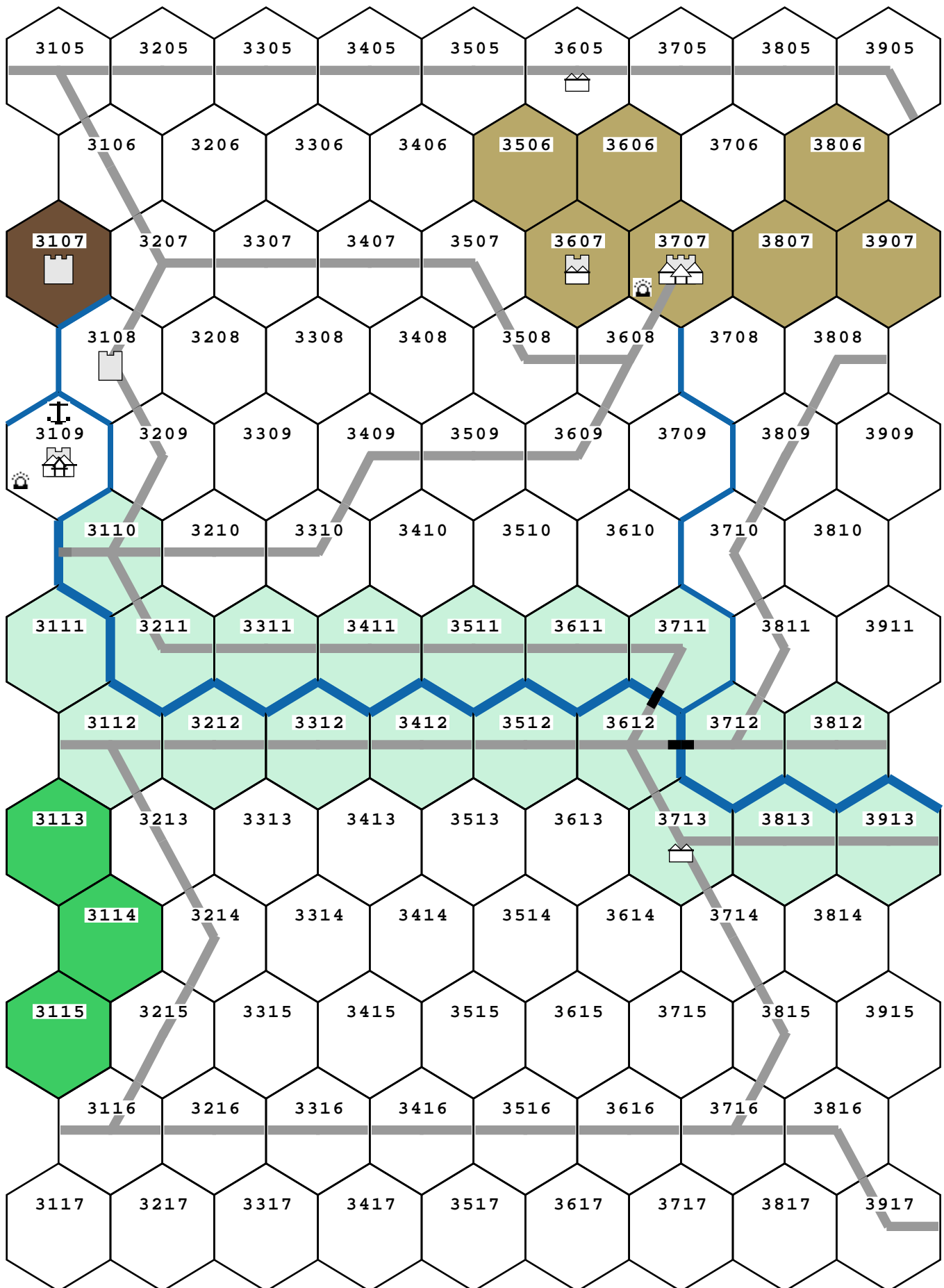
Thralin III



Ranks : Command 40 Agent 0 Emissary 0 Mage 10  
 Health 100 Stealth 0 Challenge 42  
 Artifacts : None  
 Spells (+0) : #412 Research Artifact(54)

Thralin III has a special ability. He has a bonus to his Mage rank.  
*He commands an army in the Hills & Rough at 3707. The Major Town/Fort of Azanulinbar-dûm flying the flag of the Dwarves is here.*





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**Gimli (ID: gimli) @ 0606 Command Agent**

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

**Glóin (ID: gloin) @ 2004 Command**

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

**Gróin (ID: groin) @ 3607 Command**

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

**Thorin II (ID: thori) @ 3707 Command Agent Emissary**

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

**Thralin III (ID: thral) @ 3707 Command 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 MEPBM if you have any questions.

**YES**

**NO**

If "YES", can you provide MEPBM with a contact phone number

[Include Area code] Days:

Evenings:

## Emergency Contact Number

From time to time, MEPBM has need to contact players regarding  
 game actions, turnsheet reception problems, etc...  
 For MEPBM 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!!