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presents

Middle-earth Play By Mail

Kin-strife, circa 1450



Game 639

Line of Eldacar

Due Date: OCTOBER 13 2016

Victory Points: 867

Top 3 Loyalist Nations

Kingdom of Arnor [1575]
Quendi [1200]
Rhovanion [1200]

Special Nation Abilities

#1 Scout/recon at double
#9 New emissaries up to 40
#20 New armies at 40 morale

Game: 639
Player: 1
Turn: 3
Security Code: 1570

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<http://www.middleearthgames.com>

Line of Eldacar

(Loyalist Nation)

Season: Fall

Relations with other Nations

Rebels of Ered Lithui	Tolerated	Rhovanion	Tolerated	Horselords	Tolerated
Kingdom of Arnor	Tolerated	Quendi	Tolerated	Line of Castamir	Disliked
Line of Morlaen	Disliked	Line of Elendin	Disliked	Southron Kingdoms	Disliked
Hithlum	Disliked	Witch-realm of Angmar	Disliked	Line of Tirkhor	Neutral
Khazad	Neutral				

Population Centers

Buhr Lomia (Capital)

Location : @ 2711 in Mixed Forest, Climate is Mild

Size: Major Town	Fortifications: Tower	Loyalty: 74	Docks: None	Hidden?: No	Sieged?: No
Surplus Product	Leather Bronze	Steel Mithril	Food Timber	Mounts	Gold
Expected production:	0 0	0 0	747 196	0	0
Current stores:	0 0	0 0	776 850	1538	-

A small army bearing the banner of the Line of Eldacar under Veteran Noname is here.

Buhr Widu

Location : @ 3012 in Open Plains, Climate is Cool

Size: Major Town	Fortifications: Fort	Loyalty: 71	Docks: None	Hidden?: Yes	Sieged?: No
Surplus Product	Leather Bronze	Steel Mithril	Food Timber	Mounts	Gold
Expected production:	147 0	0 0	128 0	10	0
Current stores:	0 0	0 0	145 0	21	-

Coron Ereg

Location : @ 2220 in Open Plains, Climate is Mild

Size: Camp	Fortifications: None	Loyalty: 29	Docks: None	Hidden?: No	Sieged?: No
Surplus Product	Leather Bronze	Steel Mithril	Food Timber	Mounts	Gold
Expected production:	297 0	0 0	693 0	9	0
Current stores:	0 0	0 0	721 0	19	-

Dale

Location : @ 3108 in Open Plains, Climate is Cool

Size: Town	Fortifications: Tower	Loyalty: 53	Docks: None	Hidden?: No	Sieged?: No
Surplus Product	Leather Bronze	Steel Mithril	Food Timber	Mounts	Gold
Expected production:	115 0	0 0	773 0	43	0
Current stores:	0 0	0 0	810 0	92	-

Gurth-coron

Location : @ 3219 in Open Plains, Climate is Mild

Size: Camp	Fortifications: None	Loyalty: 29	Docks: None	Hidden?: No	Sieged?: No
Surplus Product	Leather Bronze	Steel Mithril	Food Timber	Mounts	Gold
Expected production:	270 0	0 0	1152 0	81	0
Current stores:	0 0	0 0	10197 0	171	-

Mermiton

Location : @ 3613 in Hills & Rough, 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:	0 230	0 0	0 304	0	1100
Current stores:	0 0	0 0	0 0	0	-

Romenost

Location : @ 3116 in Open Plains, Climate is Mild

Size: Town	Fortifications: Tower	Loyalty: 53		Docks: None		Hidden?: No	Sieged?: No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production:	70	0	0	0	967	0	11	0
Current stores:	0	0	0	0	1011	0	23	-

Thiach

Location : @ 2612 in Open Plains, Climate is Mild

Size: Camp	Fortifications: None	Loyalty: 20		Docks: None		Hidden?: No	Sieged?: No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production:	126	0	0	0	297	0	18	0
Current stores:	0	0	0	0	0	0	0	-

Thorontir

Location : @ 3316 in Open Plains, Climate is Mild

Size: Town	Fortifications: Tower	Loyalty: 53		Docks: None		Hidden?: No	Sieged?: No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production:	76	0	0	0	675	0	54	0
Current stores:	0	0	0	0	709	0	114	-

Warfinger

Location : @ 3616 in Open Plains, Climate is Mild

Size: Town	Fortifications: Tower	Loyalty: 52		Docks: None		Hidden?: No	Sieged?: No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production:	238	0	0	0	848	0	49	0
Current stores:	0	0	0	0	888	0	103	-

Armies and Navies

Army Commander: Veteran Harith

Location : @ 3120 in Mountains, Climate is Hot

Morale: 59 Warships: 0 Transports: 0 (5) Travel Mode: normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Loyalist Mounted Skirmishers		52	30	10	651	Light Cavalry
Loyalist Knights		15	10	0	94	Heavy Infantry
Baggage Train	Leather	Bronze		Steel		Mithril
Weapons	-	0		0		0
Armor	0	0		0		0
Food	0 The army is out of food					
War Machines	0					

The City/Keep of Gates of Morannon flying the flag of Line of Elendin is here.

A large army bearing the banner of the Rebels of Ered Lithui under Regent Finod is here.

A small army bearing the banner of the Line of Elendin under Commander Ciryang is here.

An army bearing the banner of the Rebels of Ered Lithui under Captain Emard is here.

Army Commander: Veteran Noname

Location : @ 2711 in Mixed Forest, Climate is Mild

Morale: 40 Warships: 0 Transports: 0 (2) Travel Mode: normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Loyalist Knights		10	10	0	400	Heavy Infantry
Baggage Train	Leather	Bronze		Steel		Mithril
Weapons	-	0		0		0
Armor	0	0		0		0
Food	10 The food for this army is getting low					
War Machines	0					

The Major Town/Tower of Buhr Lomia flying the flag of Line of Eldacar is here.

Characters travelling with Noname : Lidmir, Vinyaran

Company Commanders

None

Market Prices

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Available	13999	10387	0	584	106406	8163	0
Buy Price	9	13	41	184	3	17	73
Sell Price	4	6	20	91	1	8	36

Miscellaneous

Maintenance Costs expected next turn are

Armies:	3929
Population Centers:	3500
Characters	14740
Total:	22169
Tax rate:	39%
Expected revenue:	14750 (-7419)
Gold reserve:	94995

Totals for Nation

Product	Stores	Production
Leather	0	1339
Bronze	0	230
Steel	0	0
Mithril	0	0
Food	15257	6280
Timber	850	500
Mounts	2081	275

Ships have been left anchored at the following locations:

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
Greenwood Boots	Boots	67	Yes	Good	Increases Stealth by 20
Castamir's Bane	Axe	70	No	Good	Increases Damage by 750
Vidugavia's Needle	Lance	81	No	Good	Increases Damage by 1250
Tinculin	Harp	232	Yes	Neutral	Increases Mage Rank by 40
Nenya	Ring	259	Yes	Good	Increases Mage Rank by 50

You have no hidden artifacts

Messages

Nation Messages

There are rumors of an armed conflict involving the Rebels of Ered Lithui at 3120.
 There are rumors of an armed conflict involving Rhovanion at 2520.
 There are rumors of an encounter involving Edrahil at 1723.
 156 Gold was stolen at Coron Ereg.
 50000 Gold was transported from the Khazad to Buhr Lomia.
 There are rumors of an encounter involving Iriel at 4022.

Encounter Messages

Encounter for Eldacar at 3414.

Making his way along a narrow pass, the poor weather lending need for caution, Eldacar noticed a thin rope, silver in the dim light, tied to a rock, and dropping down into what looked to be a ravine. Low cloud and heavy mist made seeing more than a few feet down, but, testing the knot, he reckoned it should hold his weight, should he wish to risk a descent.

FLEE, leaving the rope and dangerous situation behind.
 CLIMB down the rope.
 UNTIE the rope.
 CUT the rope.

How will Eldacar react ? (Choose any reaction shown in all CAPS or provide info requested in parenthesis. If no reaction is given, he will be assumed to have chosen "FLEE".)

Encounter for Magor at 1422.

Magor entered a long dusty passage which seemed to go deeper into the earth.
 The farther he traveled, the more he got the feeling that something was watching him.
 Finally, Spirit forms began to take shape around him. Wights, too, began to appear and to move menacingly toward him.
 The battle was short but fierce. He fought with SUCH grim determination that their ethereal bodies fled in confusion!
 In a dark corner of an even darker alcove a magical Harp named "Tinculin" lay quietly glowing. Magor took it with him.

Combat Messages

Battle at 3120

In the Hot climate of the Mountains of 3120, armies prepared for battle about midnight under an overcast sky.
 At the head of a demoralized army rode Commander Ciryang of the nation of the Line of Elendin. The mount on which he rode stood cautiously at the rear of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapon	Armor	Formation
500 Mounted Knights of the Old Guard	wooden	steel	a mob

At the head of a calm army rode Captain Emard of the nation of the Rebels of Ered Lithui. In his hands was borne the glowing Long Sword called Bright Shining. The mount on which he rode moved calmly to the front of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapon	Armor	Formation
1400 Mounted Rebel Scouts	bronze/steel	bronze	ragged ranks

At the head of a highly energetic army rode Regent Finod of the nation of the Rebels of Ered Lithui. In his hands was borne the glowing Dagger called Silent Wing. The mount on which he rode cantered anxiously along the side of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapon	Armor	Formation
900 Mounted Rebel Scouts	bronze	leather	ragged ranks
1320 Rebel Axemen	wooden/bronze	bronze/steel	ragged ranks
747 Rebel Pikemen	bronze/steel	bronze	ragged ranks
747 Rebel Archers	arrows	bronze	ragged ranks
747 Rebel Reserves	bronze/steel	bronze	ragged ranks

At the head of a calm army rode Veteran Harith of the nation of the Line of Eldacar. The mount on which he rode moved calmly to the front of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapon	Armor	Formation
2100 Loyalist Mounted Skirmishers	bronze	leather	ragged ranks
300 Loyalist Knights	wooden	none	a mob

At the head of a highly energetic army rode Veteran Heldiriel of the nation of the Line of Elendin. In his hands was borne the glowing Sword called Guardsblade. The mount on which he rode cantered anxiously along the side of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapon	Armor	Formation
1326 Scouts of the Realm	bronze/steel	bronze	ragged ranks
580 Knights of Gondor	wooden/bronze	leather/bronze	ragged ranks
497 Axemen of Gondor	bronze/steel	bronze	ragged ranks

The City of Gates of Morannon flying the flag of the Line of Elendin is situated in the Mountains here. It is fortified by a Keep.

Report from Harith ... My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. These troops didn't need much encouragement and waved and joked with their Commanders, offering bets on who would find the best plunder. Finally the order was given in loud commands. "Charge!! Charge!!" Harith reports that against the forces of Ciryang, they met our charge with their standard formation. Harith reports that against the forces of Heldiriel, they met our charge with their standard formation.

After the battle had joined in earnest, heroes made their presence known all over the battlefield.

Emard fought side by side with the troops and diverted many a blade during the pitched battle with his glowing Long Sword. Heldiriel rode among the troops with his glowing Sword, exhorting them to do their best and daring the enemy to meet him.

Report from Harith Our cavalry were severely hampered by the mountainous terrain and the steep cliffs. While our foot soldiers were forced to fight the terrain as well as the enemy in these boulder filled ravines and high trails. The troops fought very well, but more training would have raised them to great heights. They fought with great spirit. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

Commanders on the scene ordered their troops to salvage what they could from the remains of the enemy forces..

Captain Emard:

2014 Food

Veteran Harith:

679 Food

After the battle. ...Ciryang's forces were destroyed/routed in the battle. Ciryang appeared to have survived but suffers from serious wounds. Emard's forces were victorious in the battle, but suffered severe losses. Emard appeared to have survived. Finod's forces found no enemy armies to fight. Harith's forces were victorious in the battle, but suffered severe losses. Harith appeared to have survived. Heldiriel's forces were destroyed/routed in the battle. Heldiriel appeared to have survived but suffers from serious wounds.

Battle at 2720

In the Mild climate of the Hills & Rough of 2720, armies prepared for battle in the early hours of the evening under a omen-filled sky.

At the head of a rebellious army rode Commander Daeron of the nation of the Line of Castamir. The mount on which he rode moved with trepidation to the center of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapon	Armor	Formation
1500 Knights of the Watch	wooden/bronze	leather/bronze	ragged ranks
100 City Guardsmen	bronze	bronze	ragged ranks

The Town of Buhr Mantros flying the flag of the Line of Eldacar is situated in the Hills & Rough here. It is fortified by a Tower, and it is under siege or attack.

Daeron's forces found no enemy armies to fight.

The battle for Buhr Mantros was over even before it began. The attackers were so numerous and strong that the defending militia had little chance to save themselves. The battle was over in just a few hours!!

After the attack on the population center. ...

Daeron's army survived the attack on the Town, but suffered some losses. Daeron appeared to have survived.

The Town has been reduced to a Village. The Tower has not been affected.

The Village has been under siege/attack this turn.

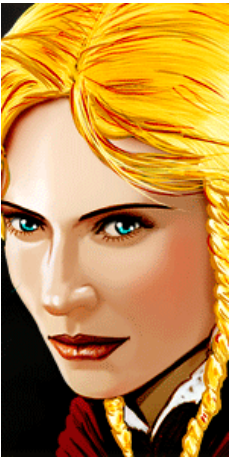


The Village now flies the flag of the Line of Castamir.


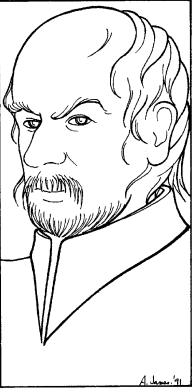

Special Messages




Orders Given

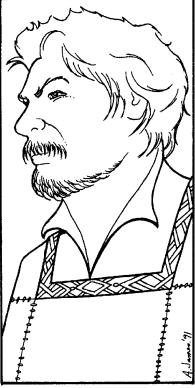


Character	Order #	Order Code	Additional Information...
Aerinel	710	PrenMgy	
Aerinel	940	CstLoSp	412 54 ^ ^ ^ ^ ^
Carnedil	215	RfsPers	
Carnedil	360	TrArt	finod 237 ^ ^ ^ ^ ^
Eldacar	555	CreCmp	--
Eldacar	710	PrenMgy	
Eldacar	810	MovChar	3414
Harith	215	RfsPers	
Harith	230	AttEnmy	ch
Howru	734	NamEmis	-- M ^
Howru	810	MovChar	2610
Lidmir	185	DnStNat	13
Lidmir	785	JnArmy	nonam
Magor	290	InvEnc	
Magor	940	CstLoSp	436 ista ^ ^ ^ ^ ^
Mikka	325	NatSell	le 100
Mikka	605	GrdLoc	
Munara	520	InfYour	
Munara	810	MovChar	3418
Noname	605	GrdLoc	
Noname	770	HrArmy	400 hi wo no 10
Ohoho	300	ChTaxRt	39
Ohoho	605	GrdLoc	
Scouter	555	CreCmp	--
Scouter	810	MovChar	2611
Vinyaran	710	PrenMgy	
Vinyaran	785	JnArmy	nonam


Characters


<p>Aerinel</p> 	<p>Ranks: Command 0 Agent 10 Emissary 0 Mage 48 Health 100 Stealth 0 Challenge 49</p> <p>Artifacts: Spells (+0): #106 Deflections (64) #108 Blessings (60) #204 Wild Flames (76) #222 Words of Stun (58) #412 Research Artifact (83)</p> <p>Aerinel was located in the Open Plains at 3616. She was ordered to prentice magery. The prentice magery was successful and her Mage rank has been improved. She was ordered to cast a lore spell. Research Artifact - Bow of Thunder and Bone #54 is a Bow - allegiance: Evil - increases combat damage by 1000 pts. Possession of the artifact can allow casting of the spell Summon Storms. She is currently in the Open Plains at 3616. The Town / Tower of Warfinger flying the flag of the Line of Eldacar is here.</p>
<p>Carnedil</p> 	<p>Ranks: Command 0 Agent 10 Emissary 0 Mage 33 Health 100 Stealth 0 Challenge 49</p> <p>Artifacts: #70 Castamir's Bane* Spells (+0): #2 Minor Heal (58) #310 Major Return (61) #415 Scry Area (53)</p> <p>Carnedil was located in the Mountains at 3120. He was ordered to refuse all personal challenges. He was ordered to transfer some artifacts to a character. Valacar's Mail #237 was transferred. He is currently in the Mountains at 3120. The City / Keep of Gates of Morannon flying the flag of the Line of Elendin is here.</p>
<p>Eldacar</p> 	<p>Ranks: Command 40 Agent 0 Emissary 63 Mage 32 Health 100 Stealth 0 (20) Challenge 80 Champion</p> <p>Artifacts: #67 Greenwood Boots #81 Vidugavia's Needle* Spells (+0): #104 Resistance (91) #304 Fast Stride (63) #310 Major Return (50)</p> <p>Eldacar was located in the Hills & Rough at 3613. He was ordered to create a camp. The population center name provided was already in use. A camp named Mermiton was created. He was ordered to prentice magery. The prentice magery was successful and his Mage rank has been improved. He was ordered to move. He accepted the movement orders. He had a special encounter. He is currently in the Hills & Rough at 3414.</p>

<p>Harith</p> 	<p>Ranks: Command 12 Agent 10 Emissary 0 Mage 30 Health 100 Stealth 0 Challenge 34</p> <p>Artifacts: Spells (+0): #210 Words of Calm (71) #304 Fast Stride (85) #310 Major Return (74)</p> <p>Harith was located in the Mountains at 3120. He was ordered to refuse all personal challenges. He was ordered to have his army attack all of his enemies. See Combat Messages. Lack of Food may have affected army movement. Lack of Food restricted the army morale. He commands an army in the Mountains at 3120. The City / Keep of Gates of Morannon flying the flag of the Line of Elendin is here.</p>
<p>Howru</p> 	<p>Ranks: Command 0 Agent 0 Emissary 40 Mage 0 Health 100 Stealth 0 Challenge 35+</p> <p>Artifacts: Spells (+0):</p> <p>Howru was located in the Mixed Forest at 2711. He was ordered to name a new emissary. The character name provided was already in use. A new emissary named Marhwini was available. He was ordered to move. He accepted the movement orders. He is currently in the Mixed Forest at 2610.</p>
<p>Lidmir</p> 	<p>Ranks: Command 30 Agent 0 Emissary 0 Mage 30 Health 100 Stealth 0 Challenge 52+</p> <p>Artifacts: Spells (+0): #218 Wall of Wind (65) #304 Fast Stride (50) #502 Weakness (99)</p> <p>Lidmir was located in the Mixed Forest at 2711. He was ordered to downgrade our relations. He was not able to downgrade our relations because the populace did not support it. Continued efforts may succeed. He was ordered to join an army. He joined the army commanded by Nonaime. He is traveling with Nonaime in the Mixed Forest at 2711. The Major Town / Tower of Buhr Lomia flying the flag of the Line of Eldacar is here.</p>

<p>Magor</p> 	<p>Ranks: Command 0 Agent 10 Emissary 0 Mage 60 (150) Health 93 Stealth 0 Challenge 151</p> <p>Artifacts: #232 Tinculin #259 Nenyā</p> <p>Spells (+90): #8 Heal True (58) #314 Teleport (80) #414 Scry Hex (82) #415 Scry Area (86) #420 Reveal Character (92) #436 Scry Character (68)</p> <p>Magor was located in the Mountains at 1422. Magor was ordered to investigate encounters/strange rumors. He was ordered to cast a lore spell. Scry Character - There is no (or no longer a) character with id "ista". He is currently in the Mountains at 1422.</p>
<p>Marhwini</p> 	<p>Ranks: Command 0 Agent 0 Emissary 49 Mage 0 Health 100 Stealth 0 Challenge 24</p> <p>Artifacts:</p> <p>Spells (+0):</p> <p>Marhwini has a special ability. He has a bonus to his Emissary rank. He is currently in the Mixed Forest at 2711. The Major Town / Tower of Buhr Lomia flying the flag of the Line of Eldacar is here.</p>
<p>Mikka</p> 	<p>Ranks: Command 10 Agent 23 Emissary 0 Mage 0 Health 100 Stealth 0 Challenge 19</p> <p>Artifacts:</p> <p>Spells (+0):</p> <p>Mikka was located in the Mixed Forest at 2711. She was ordered to have the nation sell to the caravans. 4901 Leather were sold for 34307 Gold. She was ordered to guard the location. Buhr Lomia was guarded. She is currently in the Mixed Forest at 2711. The Major Town / Tower of Buhr Lomia flying the flag of the Line of Eldacar is here.</p>

<p>Munara</p> 	<p>Ranks: Command 0 Agent 0 Emissary 44 Mage 0 Health 100 Stealth 0 Challenge 22</p> <p>Artifacts: Spells (+0):</p> <p>Munara was located in the Mixed Forest at 2711. He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Buhr Lomia. He was ordered to move. He accepted the movement orders. He is currently in the Open Plains at 3418.</p>
<p>Noname</p> 	<p>Ranks: Command 10 Agent 24 Emissary 0 Mage 0 Health 100 Stealth 0 Challenge 35+</p> <p>Artifacts: Spells (+0):</p> <p>Noname was located in the Mixed Forest at 2711. She was ordered to guard the location. Buhr Lomia was guarded. She was ordered to hire an army. An army of 400 Heavy Infantry with 10 Food was hired. She commands an army in the Mixed Forest at 2711. The Major Town / Tower of Buhr Lomia flying the flag of the Line of Eldacar is here.</p>
<p>Ohoho</p> 	<p>Ranks: Command 10 Agent 22 Emissary 0 Mage 0 Health 100 Stealth 0 Challenge 33+</p> <p>Artifacts: Spells (+0):</p> <p>Ohoho was located in the Mixed Forest at 2711. He was ordered to change the tax rate. The tax rate was changed to 39. Loyalty has been affected. He was ordered to guard the location. Buhr Lomia was guarded. He is currently in the Mixed Forest at 2711. The Major Town / Tower of Buhr Lomia flying the flag of the Line of Eldacar is here.</p>

Scouter	Ranks:	Command 0	Agent 0	Emissary 44	Mage 0
		Health 100	Stealth 23	Challenge 22	
	Artifacts:				
	Spells (+0):				
	Scouter was located in the Open Plains at 2612.				
	He was ordered to create a camp. The population center name provided was already in use. A camp named Thiach was created.				
	He was ordered to move. He accepted the movement orders.				
	He is currently in the Open Plains at 2611.				

Vinyaran	Ranks:	Command 10	Agent 0	Emissary 0	Mage 33
		Health 100	Stealth 0	Challenge 35	
	Artifacts:				
	Spells (+0): #108 Blessings (50) #502 Weakness (62) #504 Sickness (50)				
	Vinyaran was located in the Mixed Forest at 2711.				
	He was ordered to prentice magery. The prentice magery was successful and his Mage rank has been improved.				
	He was ordered to join an army. He joined the army commanded by Noname.				
	He is traveling with Noname in the Mixed Forest at 2711. The Major Town / Tower of Buhr Lomia flying the flag of the Line of Eldacar is here.				

