

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Lands**

Victory points : 675

Victory Conditions :

To terminate 10 characters by personal challenge or by assassination.
 To see to the termination of Gamina by any means whatsoever.
 To see to the termination of Pericles by any means whatsoever.
 To see to the termination of Guarmath by any means whatsoever.
 To hold at game end the artifact: Blood Spike #90.

Top 3 Free Peoples :

Alvernus [1383] Once Upon a Time [1300] Sing a Song [1275]

Special Nation Abilities :

#08 Buy/sell orders receive 20% market adjustments.
 #11 New agents start at rank up to 40.
 #17 Build ships at 1/2 timber cost.
 #19 Build fortifications at 1/2 timber cost.

Internet G141N21
 NATE KEENE 110758
 NONE
 NONE
 NONE

Game # : 141
 Player # : 21
 Turn # : 20
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 1454
 Special Service : YES

Lands

(A Free People)

Season : Summer

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Tolerated	# 2 South Kingdom	: Hated	# 3 Wise Council	: Neutral
# 4 Acadians	: Neutral	# 5 Silent Assembly	: Neutral	# 6 Thorinar	: Neutral
# 7 Sapphic Enclave	: Neutral	# 8 Nameless	: Neutral	# 9 Ground Pounders	: Neutral
#10 Sundered	: Neutral	#11 Lohmai'gwaith	: Neutral	#12 Sheri-Urk	: Neutral
#13 Red Witches	: Neutral	#14 Dark Feast	: Neutral	#15 Twilight Hammer	: Neutral
#16 Sh'iar Empire	: Hated	#17 Great Trollusk	: Neutral	#18 Bením an Pharazôn	: Hated
#19 RhunLandChattelCo	: Neutral	#20 Tribes of Angmar	: Neutral	#22 Sing a Song	: Tolerated
#23 Once Upon a Time	: Tolerated	#24 Plane	: Tolerated	#25 Alvernus	: Tolerated

POPULATION CENTERS

Deldúwath Location : @ 2435 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 24	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	80 0 0 0 0 128 8 0				
Current stores	480 0 0 0 0 128 0 -				

Desert Location : @ 2236 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : Tower	Loyalty : 48	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	288 0 96 0 0 96 0 0				
Current stores	288 0 0 0 0 96 0 -				

Hills (Capital) Location : @ 2137 in Mixed Forest Climate is Hot

Size : City	Fortifications : Fort	Loyalty : 60	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 0 0 0 62 48 0 0				
Current stores	3766 1360 0 0 83 48 0 -				

A small army bearing the banner of the Lands under Lord Null is here.

Korondë Location : @ 2235 in Hills & Rough Climate is Hot

Size : Town	Fortifications : None	Loyalty : 28	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 48 0 0 0 110 0 1040				
Current stores	0 37 0 0 0 110 0 -				

Lámina Location : @ 2935 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 61	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 0 0 0 872 0 8 960				
Current stores	0 0 0 0 1166 0 0 -				

MPEG-2 Location : @ 3336 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 43	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	272 0 0 0 0 160 8 0				
Current stores	1360 0 0 0 0 160 0 -				

Melyanna Location : @ 2537 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 34	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 136 0 0 0 0 16 800				
Current stores	0 0 0 0 0 0 0 -				

Mountains Location : @ 2136 in Mixed Forest Climate is Hot

Size : Village	Fortifications : None	Loyalty : 46	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 0 0 0 550 70 0 0				
Current stores	0 0 0 0 736 70 0 -				

Mukatana Location : @ 2634 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : None Loyalty : 35 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 272 168 0 0 0 0 0 960
 Current stores 1632 129 0 0 0 0 0 -

Nargelion Location : @ 2135 in Mixed Forest Climate is Hot
 Size : Camp Fortifications : None Loyalty : 33 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 296 296 0 0
 Current stores 0 0 0 0 396 296 0 -

Rough Location : @ 2139 in Hills & Rough Climate is Hot
 Size : Major Town Fortifications : Tower Loyalty : 30 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 86 0 0 0 93 0 1120
 Current stores 10000 66 1063 0 0 11093 954 -
 A small army bearing the banner of the Lands under Regent Fire is here.

Swamp Location : @ 2335 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : Tower Loyalty : 34 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 56 0 0 96 0 800
 Current stores 0 0 0 0 0 96 0 -

ARMIES AND NAVIES

Army Commander : Regent Dark Location : @ 2336 in Hills & Rough Climate is Hot
 Army morale : 33 Warships : 0 Transports : 0 (7) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan horsemen w/broadswords 10 10 30 1000 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0

The Camp of Amrûn flying the flag of the South Kingdom is here.
 A large army bearing the banner of the South Kingdom under Captain Volog is here.

Army Commander : Regent Fire Location : @ 2139 in Hills & Rough Climate is Hot
 Army morale : 1 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan horsemen w/broadswords 10 10 0 400 Heavy Cavalry
 Lesser Dúnadan mercenaries w/broadswords 10 30 10 100 Men-at-Arms
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0
 Characters traveling with army : - Earth.
 The Major Town/Tower of Rough flying the flag of the Lands is here.

Army Commander : Lord Null Location : @ 2137 in Mixed Forest Climate is Hot
 Army morale : 78 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan horsemen w/broadswords 25 10 30 534 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 1 Low Supplies !!
 War machines 0
 The City/Fort of Hills flying the flag of the Lands is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	8991	35376	5268	2485	202781	18470	953
Purchase at market price/unit	4	3	6	18	2	3	14
Sell to market price/unit	2	2	4	11	1	2	9

MISCELLANEOUS**Maintenance Costs expected next turn are:**

Armies/Navies : 11704
 Pop Centers : 2500
 Characters : 23420
 Total : 37624

Current Tax rate : 39%
 Revenue expected next turn : 15430 (-22194)
 Current Gold reserve : 3663

Totals for Nation:

Leather 17526 912
 Bronze 1592 438
 Steel 1063 152
 Mithril 0 0
 Food 2381 1780
 Timber 12097 1097
 Mounts 954 40

Stores**Production****Ritual character terminations: 4****Ships have been left anchored at the following locations:**

None

You have the following double agents:**Brell Serilis of the Plane @ 2734**

Double agent Brell Serilis reports he was ordered to kidnap a character. Gimlan was kidnaped.
 Double agent Brell Serilis reports he was ordered to move. He accepted the movement orders.

You have the following hostages:

Blister of the Sh'iar Empire is held by Kalatar at 2336 - No Gold ransom demanded at this time.
Naidine of the Sheri-Urk is held by Qeset at 2336 - No Gold ransom demanded at this time.

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Stinging Tongue	Bow	85	No	Evil	COMBAT - Increases damage by 500 points.

You have hidden the following additional artifacts:

None

NATION MESSAGES

*The loyalty was influenced/reduced at Havens Of Umbar.
 The loyalty was influenced/reduced at Havens Of Umbar.
 Havens Of Umbar is no longer under our control.
 There are rumors of an assassination attempt involving Kank and Rosso Malpelo.
 11000 Timber transported from the Plane to Rough.*

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 2336

In the Hot climate of the Hills & Rough of 2336, a conflict took place in the early morning hours in high winds.

At the head of a rebellious army rode **Commander Volog** of the nation of the South Kingdom. In his hands was borne the glowing Sword called Sulhelka. 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	Weapons	Armor	Formations
1720 Dúnadan footmen w/broadswords	wooden/bronze	leather/bronze	ragged ranks

The Village of Amrûn flying the flag of the Lands is situated in the Hills & Rough here.

After the battle.... Volog's forces found no enemy armies to fight.

The battle for Amrûn 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.... Volog's army survived the attack on the Village, but suffered minor losses. Volog appeared to have survived. The Village has been reduced to a Camp. The Camp has been under siege/attack this turn. The Camp now flies the flag of the South Kingdom.

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. 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

Character	Order #	Order Code	Additional Information.....
Aldhelm Demuret	325	NatSell	br 100
Aldhelm Demuret	947	NatTran	2139 mo 100
Cinard	810	MovChar	3333
Cinard	615	Assass	sulig
Dark	850	MovArmy	e e e ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Dark	425	RtrTrps	^ ^ ^ ^ ^ 200
Earth	870	MovJoin	2139 fire
Earth	315	PrchCar	mo 500
Fire	400	HvCvlyr	400 ^ ^
Fire	315	PrchCar	le 10000
Kalatar	905	ScoArmy	volog y
Kalatar	215	RfsPers	
Klú Relortin	690	StlGold	
Klú Relortin	810	MovChar	3024
Light	555	CreCmp	^
Light	810	MovChar	2437
Null	860	ForcMar	w sw sw ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Null	315	PrchCar	fo 1069
Qesset	215	RfsPers	
Qesset	905	ScoArmy	volog y
Tabaya Kas	947	NatTran	2139 st 100
Tabaya Kas	810	MovChar	2137
Tartas Izain	615	Assass	aroli
Tartas Izain	810	MovChar	3034
Water	525	InfOthr	
Water	810	MovChar	2734
Wind	525	InfOthr	
Wind	810	MovChar	2734

Aldhelm Demuret



Ranks : Command 0 Agent 62 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 46
 Artifacts : None
 Spells (+0) : None

Aldhelm Demuret was located in the Mixed Forest at 2137.

He was ordered to have the nation sell to the caravans. The stores sold was changed because the total product sold was more than the market purchase limit. 3598 Bronze were sold for 21588 Gold.

He was ordered to have the nation transport by the caravans. 954 Mounts (+10%) transported to Rough.

He is currently in the Mixed Forest at 2137. The City/Fort of Hills flying the flag of the Lands is here.

Cinard



Ranks : Command 0 Agent 73 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 54
 Artifacts : None
 Spells (+0) : None

Cinard was located in the Hills & Rough at 2336.

He was ordered to assassinate a character. Suligar was assassinated.

He was ordered to move. He accepted the movement orders.

He is currently in the Hills & Rough at 3333. The Village of Sharbhund flying the flag of the Benim an Pharazôn is here.

Dark



Ranks : Command 62 Agent 0 Emissary 0 Mage 45
 Health 100 Stealth 0 Challenge 73
 Artifacts : None

Spells (+0) : #406 Divine Army(98) #412 Research Artifact(100)
 #413 Scry Population Center(100) #415 Scry Area(90) #418 Locate Artifact(60)
 #428 Locate Artifact True(73)

Dark was located in the Hills & Rough at 2236.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to retire some troops. 200 Men-at-Arms were retired.

He was ordered to move the army. He accepted the army movement orders. Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

He commands an army in the Hills & Rough at 2336. The Camp of Amrûn flying the flag of the South Kingdom is here.

Earth



Ranks : Command 30 Agent 0 Emissary 87 Mage 0
 Health 100 Stealth 0 Challenge 50
 Artifacts : None
 Spells (+0) : None

Earth was located in the Mixed Forest at 2137.

He was ordered to purchase from the caravans. 500 Mounts were bought for 4800 Gold.

He was ordered to move and join the army. He accepted the movement orders. He joined the army commanded by Fire .

He is traveling with Fire in the Hills & Rough at 2139. The Major Town/Tower of Rough flying the flag of the Lands is here.

Fire



Ranks : Command 63 Agent 53 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 72
 Artifacts : None
 Spells (+0) : None

Fire was located in the Hills & Rough at 2139.

He was ordered to purchase from the caravans. 10000 Leather were bought for 16000 Gold.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to recruit some heavy cavalry. 400 Heavy Cavalry w/Wood weapons and No armor were recruited.

He commands an army in the Hills & Rough at 2139. The Major Town/Tower of Rough flying the flag of the Lands is here.

Kalatar



Ranks : Command 0 Agent 76 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 57
 Artifacts : #85 Stinging Tongue
 Spells (+0) : None

Kalatar was located in the Hills & Rough at 2536.

He was ordered to refuse all personal challenges.

He was ordered to scout an army. A scout of the army was attempted. Captain Volog of the South Kingdom is located in the Hills & Rough at 2336 near Amrûn. Travel mode is Normal. Morale is 35. Troops: Heavy Infantry: 1651 . Scouted army movement to new location at 2336.

He is currently in the Hills & Rough at 2336. The Camp of Amrûn flying the flag of the South Kingdom is here.

Kl Relortin



Ranks : Command 0 Agent 69 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 51
 Artifacts : None
 Spells (+0) : None

Klú Relortin was located in the Shore/Plains at 2927.

He was ordered to steal the Gold. He was not able to steal Gold because of tight security.

He was ordered to move. He accepted the movement orders.

He is currently in the Shore/Plains at 3024. The Major Town/Tower of Osgiliath flying the flag of the South Kingdom is here.

Light



Ranks : Command 0 Agent 0 Emissary 70 Mage 0
 Health 100 Stealth 0 Challenge 35
 Artifacts : None
 Spells (+0) : None

Light was located in the Hills & Rough at 2537.

He was ordered to create a camp. No population center name was provided. A camp named Melyanna was created.

He was ordered to move. He accepted the movement orders.

He is currently in the Hills & Rough at 2437. The Camp of Thargelion flying the flag of the South Kingdom is here.

Null



Ranks : Command 51 Agent 0 Emissary 0 Mage 48
 Health 100 Stealth 0 Challenge 63
 Artifacts : None

Spells (+0) : #412 Research Artifact(78) #413 Scry Population Center(72)
 #415 Scry Area(56) #418 Locate Artifact(68) #428 Locate Artifact True(71)

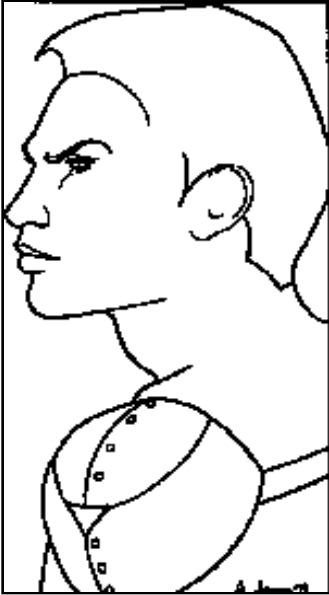
Null was located in the Hills & Rough at 2335.

He was ordered to purchase from the caravans. 1069 Food were bought for 1710 Gold.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced.

He commands an army in the Mixed Forest at 2137. The City/Fort of Hills flying the flag of the Lands is here.

Qeset



Ranks : Command 0 Agent 76 Emissary 0 Mage 0
 Health 77 Stealth 0 Challenge 57
 Artifacts : None
 Spells (+0) : None

Qeset was located in the Hills & Rough at 2236.

He was ordered to refuse all personal challenges.

He was ordered to scout an army. A scout of the army was attempted. Captain Volog of the South Kingdom is located in the Hills & Rough at 2336 near Amrûn. Travel mode is Normal. Morale is 35. Troops: Heavy Infantry: 1651 . Scouted army movement to new location at 2336.

He is currently in the Hills & Rough at 2336. The Camp of Amrûn flying the flag of the South Kingdom is here.

Tabaya Kas



Ranks : Command 0 Agent 70 Emissary 0 Mage 0
 Health 48 Stealth 0 Challenge 52
 Artifacts : None
 Spells (+0) : None

Tabaya Kas was located in the Hills & Rough at 3034.

He was ordered to move. He accepted the movement orders.

He was ordered to have the nation transport by the caravans. 1063 Steel (+10%) transported to Rough.

He is currently in the Mixed Forest at 2137. The City/Fort of Hills flying the flag of the Lands is here.

Tartas Izain



Ranks : Command 0 Agent 74 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 55
 Artifacts : None
 Spells (+0) : None

Tartas Izain was located in the Hills & Rough at 2636.

He was ordered to assassinate a character. Arolic was assassinated.

He was ordered to move. He accepted the movement orders.

He is currently in the Hills & Rough at 3034. The City/Castle of Of Hate flying the flag of the Plane is here.

Water



Ranks : Command 0 Agent 0 Emissary 87 Mage 0
 Health 100 Stealth 0 Challenge 43
 Artifacts : None
 Spells (+0) : None

Water was located in the Hills & Rough at 2736.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Pilindi. Current loyalty is perceived to be marginal.

He was ordered to move. He accepted the movement orders.

He is currently in the Hills & Rough at 2734. The Town/Tower of Of Fear flying the flag of the Benîm an Pharazôn is here.

Wind



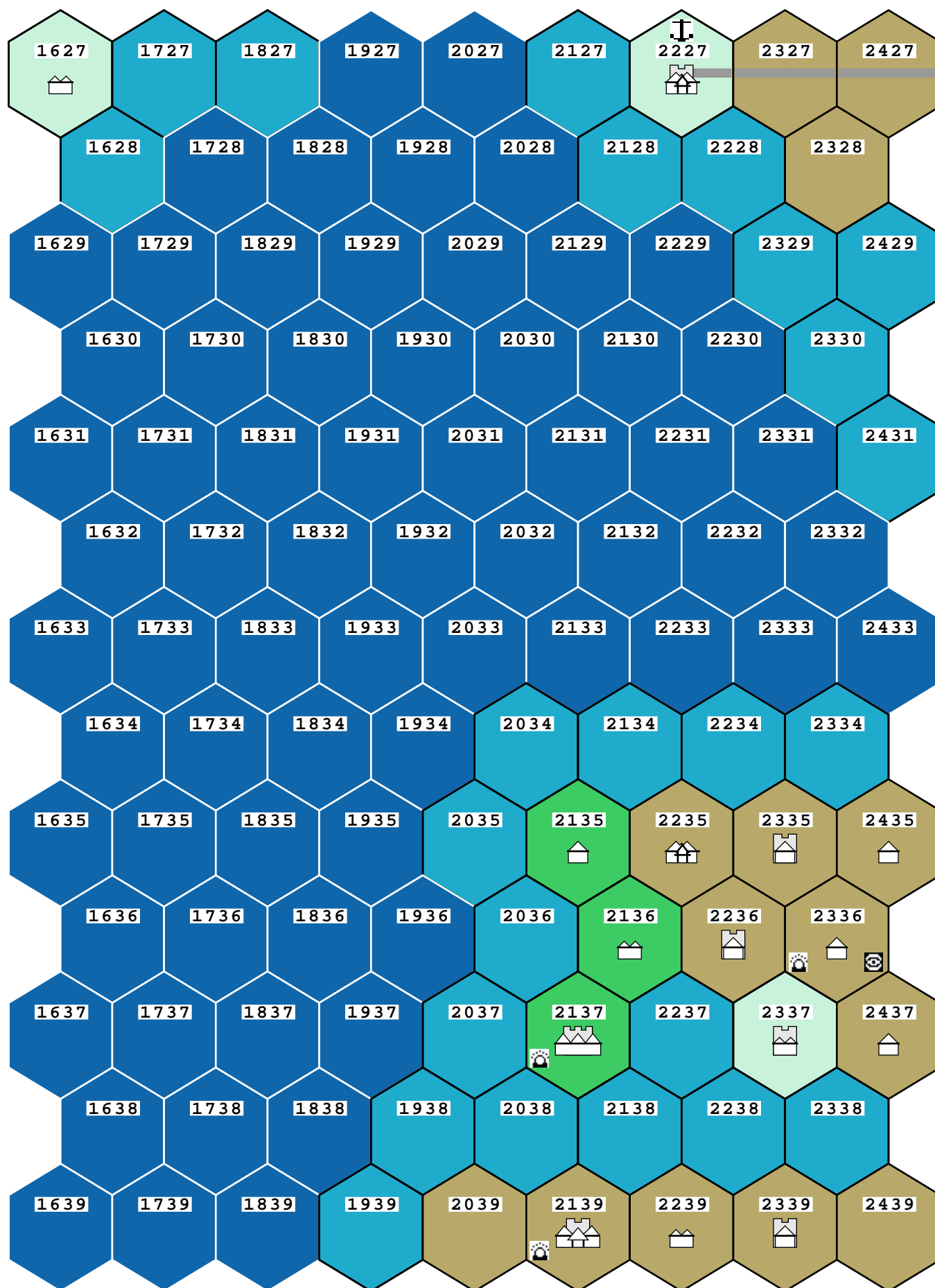
Ranks : Command 0 Agent 0 Emissary 75 Mage 0
 Health 100 Stealth 0 Challenge 37
 Artifacts : None
 Spells (+0) : None

Wind was located in the Hills & Rough at 2536.

He was ordered to influence their population center loyalty. He was not able to influence/reduce the population center loyalty because the populace was not influenced. Current loyalty is perceived to be marginal. Continued efforts may succeed.

He was ordered to move. He accepted the movement orders.

He is currently in the Hills & Rough at 2734. The Town/Tower of Of Fear flying the flag of the Benîm an Pharazôn is here.





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Game #      : 141
Player #    : 21
Turn #      : 21
Security #  : 1454
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Return this turnsheet before JULY 14 2013

To MEPBM, 340 North Rd, Cardiff, CF14 3BP, Wales
Tel: +44 (0) 29 20913359 Fax: +44 (0) 29 20625532

Daytime Phone #: _____

Aldhelm Demuret (ID: aldhe) @ 2137 Agent

Order	->	#	<u> Code </u>	<u>Type</u>		Order	->	#	<u> Code </u>	<u>Type</u>	
Required			<u> </u>			Required			<u> </u>		
Information			<u> </u>			Information			<u> </u>		
			<u> </u>						<u> </u>		

Cinard (ID: cinar) @ 3333 Agent

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

Dark (ID: dark) @ 2336 Command Mage

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

Earth (ID: earth) @ 2139 Command Emissary

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

Fire (ID: fire) @ 2139 Command Agent

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

Kalatar (ID: kalat) @ 2336 Agent

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

Klú Relortin (ID: klu r) @ 3024 Agent

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

Light (ID: light) @ 2437 Emissary

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

Null (ID: null) @ 2137 Command Mage

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

