

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 143

**Aerithryn**

Victory points : 600

Victory Conditions :

To hold at game end the artifact: Anarmacil #157.

To hold at game end the artifact: Raukambar #145.

To hold in stores at game end the greatest amount of Mithril.

To hold at game end the artifact: Rat Gauntlets #170.

To terminate 10 characters by personal challenge or by assassination.

Top 3 Free Peoples :

Rhosgobel [800] Dustbighters [750] Half-Orcs [750]

Special Nation Abilities :

#08 Buy/sell orders receive 20% market adjustments.

#18 Build ships at 1/3 timber cost.

#23 Can learn lost weakness spell.

#30 Can learn lost teleport spell.

Internet G143N05
 PAUL MAHONEY 110713
 NONE
 NONE
 NONE

Game # : 143
 Player # : 5
 Turn # : 8
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 1324
 Special Service : YES

Aerithryn

(A Free People)

Season : Fall

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Neutral	# 3 Frost Men	: Tolerated
# 4 Dustbighters	: Tolerated	# 6 Amestrians	: Tolerated	# 7 Faux Meddle Aarmy	: Tolerated
# 8 Twin Scorpions	: Tolerated	# 9 Rhosgobel	: Tolerated	#10 Half-Orcs	: Tolerated
#11 Galadhrim	: Tolerated	#12 Drib Le Chin	: Hated	#13 Ull Navala	: Hated
#14 Farrely	: Hated	#15 Nacth Strum	: Disliked	#16 Shadowborn	: Disliked
#17 Heathen Kings	: Disliked	#18 Vampiric Order	: Disliked	#19 Scourge	: Disliked
#20 Black Numenroans	: Disliked	#21 Enlightned Shadow	: Neutral	#22 Fallen	: Neutral
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karamaikos	: Neutral

POPULATION CENTERS

Big Woods		Location : @ 0814 in Mixed Forest		Climate is Mild	
Size : Town	Fortifications : Fort	Loyalty : 47	Docks : Harbor	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze	Steel Mithril	Food Timber	Mounts	Gold
Expected production	0 0	0 0	254 113	0 0	0 0
Current stores	0 22	0 0	254 271	0 0	- -

An army bearing the banner of the Aerithryn under Veteran Lhingril is here.

Ginglith		Location : @ 0611 in Mixed Forest		Climate is Mild	
Size : Camp	Fortifications : None	Loyalty : 27	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze	Steel Mithril	Food Timber	Mounts	Gold
Expected production	0 0	0 0	333 297	0 0	0 0
Current stores	0 0	0 0	333 599	0 0	- -

Littleton		Location : @ 0612 in Mixed Forest		Climate is Mild	
Size : Camp	Fortifications : None	Loyalty : 76	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze	Steel Mithril	Food Timber	Mounts	Gold
Expected production	0 0	0 0	1008 126	0 0	0 0
Current stores	0 0	0 0	1008 254	0 0	- -

Nowhere		Location : @ 0712 in Mountains		Climate is Cool	
Size : Village	Fortifications : None	Loyalty : 57	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze	Steel Mithril	Food Timber	Mounts	Gold
Expected production	0 224	56 24	0 0	0 0	0 0
Current stores	0 450	72 24	0 0	0 0	- -

Redwood (Capital)		Location : @ 0713 in Mixed Forest		Climate is Mild	
Size : Major Town	Fortifications : Tower	Loyalty : 97	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze	Steel Mithril	Food Timber	Mounts	Gold
Expected production	0 72	0 0	400 94	0 0	0 0
Current stores	0 144	0 121	400 190	0 0	- -

A small army bearing the banner of the Aerithryn under Commander Ithilvir is here.

Sapling		Location : @ 0512 in Mixed Forest		Climate is Mild	
Size : Camp	Fortifications : None	Loyalty : 54	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze	Steel Mithril	Food Timber	Mounts	Gold
Expected production	0 0	0 0	738 306	0 0	840 840
Current stores	0 0	0 0	738 618	0 0	- -

Selen		Location : @ 1015 in Mixed Forest		Climate is Mild	
Size : Camp	Fortifications : None	Loyalty : 21	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze	Steel Mithril	Food Timber	Mounts	Gold
Expected production	0 0	0 0	603 180	0 0	1400 1400
Current stores	0 0	0 0	603 364	0 0	- -

Shathûr Location : @ 4408 in Open Plains Climate is Cool
 Size : Village Fortifications : None Loyalty : 49 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 160 0 0 0 698 0 19 0
 Current stores 1170 0 0 0 698 0 140 -

Smallville Location : @ 0813 in Mountains Climate is Cool
 Size : Camp Fortifications : None Loyalty : 85 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 300 60 0 0 0 0 1200
 Current stores 0 603 77 0 0 0 0 -

The Gnarl's Location : @ 0711 in Hills & Rough Climate is Mild
 Size : Major Town Fortifications : Fort Loyalty : 60 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 40 40 0 0 0 50 0 0
 Current stores 320 80 1 0 0 101 0 -

A small army bearing the banner of the Aerithryn under Commander Angelimar is here.

A large army bearing the banner of the North Kingdom under Veteran Diafora is here.

Tokeliant Location : @ 0613 in Mixed Forest 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 0 0 0 0 549 297 9 0
 Current stores 0 0 0 0 549 599 54 -

Tuilindo Location : @ 0614 in Mixed Forest Climate is Mild
 Size : Camp Fortifications : None Loyalty : 27 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 954 108 0 0
 Current stores 0 0 0 0 954 219 0 -

Westwood Location : @ 0412 in Mixed Forest Climate is Mild
 Size : Town Fortifications : Tower Loyalty : 51 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 54 0 0 648 108 0 0
 Current stores 0 108 0 0 648 219 0 -

ARMIES AND NAVIES

Army Commander : Commander Angelimar Location : @ 0711 in Hills & Rough Climate is Mild
 Army morale : 31 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 17 12 3 500 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 111 Low Supplies !!
 War machines 0

The Major Town/Fort of The Gnarl's flying the flag of the Aerithryn is here.

A large army bearing the banner of the North Kingdom under Veteran Diafora is here.

Army Commander : Commander Ithilvir Location : @ 0713 in Mixed Forest Climate is Mild
 Army morale : 43 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 17 12 3 100 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 22 Low Supplies !!
 War machines 0

The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

Army Commander : Captain Lhimlug Location : @ 1810 in Open Plains Climate is Cool
 Army morale : 45 Warships : 0 Transports : 0 (8) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 28 42 41 2000 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 10
 Characters traveling with army : - Celeglang.

Army Commander : Veteran Lhingril Location : @ 0814 in Mixed Forest Climate is Mild
 Army morale : 15 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 10 47 47 700 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 115 Low Supplies !!
 War machines 0
 The Town/Fort of Big Woods flying the flag of the Aerithryn is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	29582	32434	7960	3555	226018	21817	3986
Purchase at market price/unit	2	2	4	12	2	2	7
Sell to market price/unit	1	1	2	7	1	1	4

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 13900	Leather	1490	200
Pop Centers : 3250	Bronze	1407	690
Characters : 16760	Steel	150	116
	Mithril	145	24
Total : 33910	Food	6185	6185
	Timber	3434	1679
Current Tax rate : 44%	Mounts	194	28
Revenue expected next turn : 16640 (-17270)			
Current Gold reserve : 1646			

Ritual character terminations: 0

Ships have been left anchored at the following locations:

6 warships at hex 1713
 8 transports at hex 1713

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
Sickle of the Heavens	Sword	71	No	None	COMBAT - Increases damage by 1000 points.
Rat Gauntlets	Gauntlet	170	Yes	None	Increases Agent Rank by 15.

You have hidden the following additional artifacts:

None

NATION MESSAGES

None

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. 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.....
Angelimar	465	RmvPort	
Angelimar	925	Recon	
Caranachad	520	InfYour	
Caranachad	710	PrenMgy	
Celeglang	430	TrpsMan	hi
Celeglang	925	Recon	
Glanalph	550	ImprPop	
Glanalph	810	MovChar	4215
Gwanod Neber	494	FortPop	
Gwanod Neber	810	MovChar	0713
Ithilvir	300	ChTaxRt	60
Ithilvir	710	PrenMgy	
Lhimlug	435	ArmyMan	
Lhimlug	850	MovArmy	ne ne ne ^ ^ ^ ^ ^ ^ ^ ^ ^ no

Lhingril	460	RmvHar	
Lhingril	710	PrenMgy	
Menelrandir	325	NatSell	mi 100
Menelrandir	710	PrenMgy	
Mornedhel	690	StlGold	
Mornedhel	810	MovChar	1015
Rustfindel	520	InfYour	
Rustfindel	810	MovChar	0613
Sereglir	790	LvArmy	
Sereglir	810	MovChar	0713
Tinnungil	810	MovChar	1015
Tinnungil	940	CstLoSp	415 1518

Angelimar



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

Angelimar was located in the Hills & Rough at 0711.

He was ordered to remove the port. The port was removed at The Gnarl's.

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Diafora of the North Kingdom with about 2000 troops at 0711. See report below.

He commands an army in the Hills & Rough at 0711. The Major Town/Fort of The Gnarl's flying the flag of the Aerithryn is here.

Caranachad



Ranks : Command 0 Agent 0 Emissary 59 Mage 55
 Health 100 Stealth 0 Challenge 62
 Artifacts : None

Spells (+0) : #314 Teleport(83) #412 Research Artifact(100)
 #418 Locate Artifact(77) #428 Locate Artifact True(63) #502 Weakness(76)

Caranachad was located in the Open Plains at 4408.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Shathûr.

He was ordered to prentice magery. The prentice magery was successful and his Mage rank has been improved.

He is currently in the Open Plains at 4408. The Village of Shathûr flying the flag of the Aerithryn is here.

Celeglang



Ranks : Command 41 Agent 0 Emissary 0 Mage 33
 Health 100 Stealth 0 Challenge 49
 Artifacts : None

Spells (+0) : #104 Resistances(80) #108 Blessings(86) #314 Teleport(60)

Celeglang was located in the Shore/Plains at 1713.

He was ordered to put some troops on maneuvers. The maneuvers for the Heavy Infantry were completed.

He moved with the army to 1810.

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Diallage of the North Kingdom with about 1200 troops at 1909 - Metanoia of the North Kingdom with about 600 troops at 1809. See report below.

He is traveling with Lhimlug in the Open Plains at 1810.

Glanalph



Ranks : Command 0 Agent 0 Emissary 61 Mage 20
 Health 100 Stealth 0 Challenge 35
 Artifacts : None
 Spells (+0) : #302 Long Stride(90) #304 Fast Stride(95)

Glanalph was located in the Open Plains at 4408.

She was ordered to improve the population center size. She was not able to improve the population center size because there was insufficient Gold.

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

She is currently in the Mountains at 4215. The Camp of Hinterland flying the flag of the Ull Navala is here.

Gwanod Neber



Ranks : Command 42 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 57+
 Artifacts : None
 Spells (+0) : None

Gwanod Neber was located in the Mixed Forest at 0814.

She was ordered to fortify the population center. The fortifications at Big Woods were improved to a Fort.

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

She is currently in the Mixed Forest at 0713. The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

Ithilvir



Ranks : Command 36 Agent 0 Emissary 13 Mage 34
 Health 100 Stealth 0 Challenge 46
 Artifacts : None
 Spells (+0) : #4 Major Heal(57) #104 Resistances(85) #308 Capital Return(87)

Ithilvir was located in the Mixed Forest at 0713.

She was ordered to change the tax rate. She was not able to change the tax rate because the populace did not support it. Continued efforts may succeed.

She was ordered to prentice magery. The prentice magery was successful and her Mage rank has been improved.

She commands an army in the Mixed Forest at 0713. The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

Lhimlug



Ranks : Command 49 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 49
 Artifacts : None
 Spells (+0) : None

Lhimlug was located in the Shore/Plains at 1713.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to put the army on maneuvers. The maneuvers for the army were completed.

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

He commands an army in the Open Plains at 1810.

Lhingril



Ranks : Command 13 Agent 24 Emissary 0 Mage 23
 Health 100 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : #308 Capital Return(94)

Lhingril was located in the Mixed Forest at 0814.

She was ordered to remove the harbor. She was not able to complete the removal of the harbor because the populace did not support it. Continued efforts may succeed.

She was ordered to prentice magery. The prentice magery was successful and her Mage rank has been improved.

She commands an army in the Mixed Forest at 0814. The Town/Fort of Big Woods flying the flag of the Aerithryn is here.

Menelrandir



Ranks : Command 0 Agent 0 Emissary 0 Mage 42
 Health 100 Stealth 0 Challenge 42
 Artifacts : None
 Spells (+0) : #102 Barriers(88) #308 Capital Return(67)
 #416 Reveal Production(51)

Menelrandir was located in the Mixed Forest at 0713.

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. 615 Mithril were sold for 19926 Gold.

He was ordered to prentice magery. The prentice magery was successful and his Mage rank has been improved.

He is currently in the Mixed Forest at 0713. The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

Mornedhel



Ranks : Command 0 Agent 44 (59) Emissary 36 Mage 30
 Health 100 Stealth 0 Challenge 56
 Artifacts : #170 Rat Gauntlets
 Spells (+0) : #314 Teleport(57) #408 Perceive Nationality(63)
 #422 Perceive Power(90)

Mornedhel was located in the Open Plains at 1909.

She was ordered to steal the Gold. 1350 Gold was stolen at Adu-Amankwah.

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

She is currently in the Mixed Forest at 1015. The Camp of Selen flying the flag of the Aerithryn is here.

Rustfindel



Ranks : Command 0 Agent 0 Emissary 50 Mage 10
 Health 100 Stealth 0 Challenge 47
 Artifacts : #71 Sickle of the Heavens
 Spells (+0) : #314 Teleport(50)

Rustfindel was located in the Mixed Forest at 0614.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Tuilindo.

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

She is currently in the Mixed Forest at 0613. The Camp of Tokeliant flying the flag of the Aerithryn is here.

Seregir



Ranks : Command 33 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 33
 Artifacts : None
 Spells (+0) : None

Seregir was located in the Shore/Plains at 1713.

He was ordered to leave the army. He left the army.

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

He is currently in the Mixed Forest at 0713. The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

Tinnungil



Ranks : Command 0 Agent 0 Emissary 0 Mage 60
Health 100 Stealth 0 Challenge 60

Artifacts : None

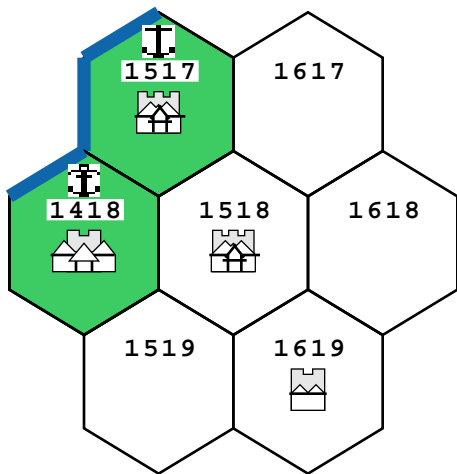
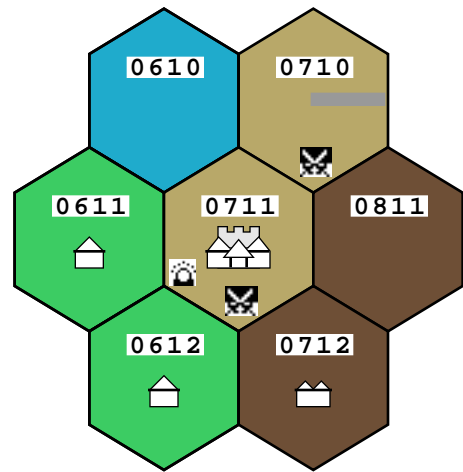
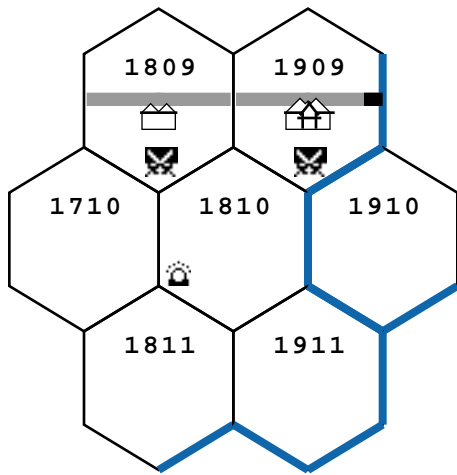
Spells (+0) : #314 Teleport(78) #413 Scry Population Center(100)
#415 Scry Area(96) #416 Reveal Production(87) #420 Reveal Character(85)
#502 Weakness(100)

Tinnungil was located in the Open Plains at 1315.

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

He was ordered to cast a lore spell. Scry Area - Foreign armies identified: None. See report below.

He is currently in the Mixed Forest at 1015. The Camp of Selen flying the flag of the Aerithryn is here.



Required Information	Required Information
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Glanalph (ID: glana) @ 4215 Emissary Mage

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

Gwanod Neber (ID: gwano) @ 0713 Command

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

Ithilvir (ID: ithil) @ 0713 Command Emissary Mage

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

Lhimlug (ID: lhiml) @ 1810 Command

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

Lhingril (ID: lhing) @ 0814 Command Agent Mage

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

Menelrandir (ID: menel) @ 0713 Mage

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

Mornedhel (ID: morne) @ 1015 Agent Emissary Mage

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

Rustfindel (ID: rustf) @ 0613 Emissary Mage

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

Sereglir (ID: sereg) @ 0713 Command

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

Tinnungil (ID: tinnu) @ 1015 Mage

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