

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Lands**

Victory points : 500

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 [1358] Sing a Song [992] Once Upon a Time [925]

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 # : 30
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 4259
 Special Service : YES

Lands

(A Free People)

Season : Fall

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	: Disliked
#13 Red Witches	: Disliked	#14 Dark Feast	: Neutral	#15 Twilight Hammer	: Neutral
#16 Sh'iar Empire	: Hated	#17 Great Trollusk	: Disliked	#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	: Friendly	#25 Alvernus	: Tolerated

POPULATION CENTERS

Amrûn Location : @ 2336 in Hills & Rough Climate is Warm

Size : Village	Fortifications : None	Loyalty : 41	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	376	0	24	1200
Current stores	0	0	0	0	470	0	150	-

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

Size : Camp	Fortifications : Tower	Loyalty : 27	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	360	0	120	0	0	120	0	0
Current stores	720	0	480	0	0	480	0	-

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

Size : City	Fortifications : Fort	Loyalty : 43	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	78	60	0	0
Current stores	0	0	0	0	78	240	0	-

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

Kuluinn Location : @ 3018 in Open Plains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 43	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	90	0	0	0	585	0	27	0
Current stores	0	0	0	0	0	0	0	-

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

Size : Camp	Fortifications : None	Loyalty : 36	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	1090	0	10	1200
Current stores	0	0	0	0	1090	0	50	-

Mae Govannon Location : @ 2536 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 39	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	240	0	0	216	0	0	880
Current stores	0	0	0	0	216	0	0	-

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

Size : Camp	Fortifications : None	Loyalty : 20	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	80	-

Mountains Location : @ 2136 in Mixed Forest Climate is Warm

Size : Village	Fortifications : None	Loyalty : 31	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	688	88	0	0
Current stores	0	0	0	0	688	352	0	-

Mukatana Location : @ 2634 in Hills & Rough Climate is Warm
 Size : Camp Fortifications : None Loyalty : 25 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 340 210 0 0 0 0 0 1200
 Current stores 680 0 0 0 0 0 0 -

Nargelion Location : @ 2135 in Mixed Forest Climate is Warm
 Size : Camp Fortifications : None Loyalty : 26 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 370 370 0 0
 Current stores 0 0 0 0 370 1480 0 -

Of Fear Location : @ 2734 in Hills & Rough Climate is Warm
 Size : Village Fortifications : Tower Loyalty : 21 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 88 0 0 0 0 136 0 1200
 Current stores 176 0 0 0 0 708 0 -

Peley Location : @ 2512 in Open Plains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 42 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 288 0 0 0 972 0 18 0
 Current stores 576 0 0 0 972 0 72 -

Swamp Location : @ 2335 in Hills & Rough Climate is Warm
 Size : Camp Fortifications : Tower Loyalty : 9 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 70 0 0 120 0 1000
 Current stores 0 0 280 0 0 480 0 -

Thargelion Location : @ 2437 in Hills & Rough Climate is Warm
 Size : Camp Fortifications : None Loyalty : 27 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 160 0 0 0 1250 150 0 0
 Current stores 320 0 0 0 1250 600 0 -

Ūsakan Location : @ 3210 in Open Plains Climate is Cool
 Size : Camp Fortifications : None Loyalty : 40 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 160 0 0 0 200 0 16 0
 Current stores 1100 0 0 0 200 0 80 -

ARMIES AND NAVIES

Army Commander : Regent Null Location : @ 2137 in Mixed Forest Climate is Warm
 Army morale : 3 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Mannish footmen w/spears 10 10 0 100 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0
 The City/Fort of Hills flying the flag of the Lands is here.

COMPANY COMMANDERS :

Regent Dark Location : @ 2730 Traveling with him are : **Brell Serilis** - Cinard - Klú Relortin - Qesset - Tartas Izain - **Tigon**.

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	21920	33030	9703	2777	292476	29663	6627
Purchase at market price/unit	2	2	4	14	2	2	6
Sell to market price/unit	1	1	2	8	1	1	3

MISCELLANEOUS

Maintenance Costs expected next turn are:		Totals for Nation:	Stores	Production
Armies/Navies :	400	Leather	3572	1486
Pop Centers :	2500	Bronze	0	586
Characters :	25080	Steel	760	190
		Mithril	0	0
Total :	27980	Food	5334	5825
		Timber	4340	1044
Current Tax rate :	78%	Mounts	432	111
Revenue expected next turn :	21130 (-6850)			
Current Gold reserve :	434			

Ritual character terminations: 18

Ships have been left anchored at the following locations:

None

You have the following double agents:

Brell Serilis of the Plane @ 2730

Double agent Brell Serilis reports he was ordered to refuse all personal challenges.

Double agent Brell Serilis reports he was ordered to kidnap a character. He was not able to kidnap the character because of tight security.

Ordun Halbor of the Plane @ 2527

Double agent Ordun Halbor reports he was ordered to refuse all personal challenges.

Double agent Ordun Halbor reports he was ordered to assassinate a character. Ulzog was assassinated.

Padrey of the Plane @ 2527

Double agent Padrey reports he was ordered to refuse all personal challenges.

Double agent Padrey reports he was ordered to steal an artifact. Ring of Barahir #38 was stolen.

Samaub of the Plane @ 2527

Double agent Samaub reports he was ordered to steal the Gold. 5662 Gold was stolen at Linhir.

Sûldun of the Wise Council @ 2903

Double agent Sûldun reports he was ordered to have the nation sell to the caravans. 883 Bronze were sold for 2119 Gold.

Double agent Sûldun reports he was ordered to recruit some heavy infantry. 400 Heavy Infantry w/Wood weapons and No armor were recruited.

You have the following hostages:

Naidine of the Sheri-Urk is held by Qesset at 2730 - No Gold ransom demanded at this time.

Silion of the Benîm an Pharazôn is held by Qesset at 2730 - No Gold ransom demanded at this time.

Volog of the South Kingdom is held by Qesset at 2730 - No Gold ransom demanded at this time.

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Ring of Curufin	Ring	55	Yes	None	Increases Agent Rank by 35.
Stinging Tongue	Bow	85	No	Evil	COMBAT - Increases damage by 500 points.

Sulhelka	Sword 91	No	None	COMBAT - Increases damage by 1000 points.
Miramarth	Jewel 108	Yes	Evil	Increases Agent Rank by 10.
Calris	Sword 111	No	Evil	COMBAT - Increases damage by 750 points.
Helm of the Dark	Helm 117	Yes	Evil	Increases Command Rank by 10.
Cuiviegurth	Whip 162	No	Evil	COMBAT - Increases damage by 750 points.

You have hidden the following additional artifacts:

None

NATION MESSAGES

MPEG-2 is no longer under our control.

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.....
Aldhelm Demuret	215	RfsPers	
Aldhelm Demuret	690	StlGold	
Cinard	215	RfsPers	
Cinard	615	Assass	forna
Dark	215	RfsPers	
Dark	925	Recon	
Dulish	690	StlGold	
Dulish	810	MovChar	2932
Earth	780	TrComm	null n
Earth	810	MovChar	2730
Fire	731	NamAgen	^ ^
Fire	325	NatSell	mi 100
Klú Relortin	215	RfsPers	
Klú Relortin	620	Kidnap	ir pa

Light	550	ImprPop	
Light	810	MovChar	2730
Null	185	DnStNat	17
Null	325	NatSell	br 100
Qesset	215	RfsPers	
Qesset	615	Assass	ulwat
Tartas Izain	215	RfsPers	
Tartas Izain	615	Assass	athra
Water	215	RfsPers	
Water	500	Double	samau
Wind	555	CreCmp	^
Wind	810	MovChar	2730

Aldhelm Demuret



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

Aldhelm Demuret was located in the Hills & Rough at 2527.

He was ordered to refuse all personal challenges.

He was ordered to steal the Gold. No Gold was found in the treasury at Linhir.

He is currently in the Hills & Rough at 2527. The Major Town/Tower of Linhir flying the flag of the South Kingdom is here.

Cinard



Ranks : Command 0 Agent 87 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 65
 Artifacts : None
 Spells (+0) : None

Cinard was located in the Hills & Rough at 2730.

He was ordered to refuse all personal challenges.

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

He is traveling with Dark in the Hills & Rough at 2730. The City/Fort of Kadarêth flying the flag of the Benîm an Pharazôn is here.

Dark



Ranks : Command 69 Agent 0 Emissary 0 Mage 45
 Health 100 Stealth 0 Challenge 80
 Artifacts : None

Spells (+0) : #406 Divine Army(98) #412 Research Artifact(100)
 #413 Scry Population Center(100) #415 Scry Area(92) #418 Locate Artifact(60)
 #428 Locate Artifact True(73)

Dark was located in the Hills & Rough at 2730.

He was ordered to refuse all personal challenges.

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: None. See report below.

He commands a company in the Hills & Rough at 2730. The City/Fort of Kadarêth flying the flag of the Benîm an Pharazôn is here.

Dulish



Ranks : Command 0 Agent 53 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Dulish was located in the Hills & Rough at 2631.

He was ordered to steal the Gold. 1 Gold was stolen at Adūnazir.

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

He is currently in the Hills & Rough at 2932. The Village of Enyarma flying the flag of the Benīm an Pharazōn is here.

Earth



Ranks : Command 41 Agent 0 Emissary 91 Mage 0
 Health 100 Stealth 0 Challenge 55
 Artifacts : None
 Spells (+0) : None

Earth was located in the Mixed Forest at 2137.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to transfer the command. The command was transfered to Null . He left the army.

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

He is currently in the Hills & Rough at 2730. The City/Fort of Kadarêth flying the flag of the Benīm an Pharazōn is here.

Estelmo



Ranks : Command 0 Agent 40 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : None

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

Fire



Ranks : Command 72 Agent 53 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 81
 Artifacts : None
 Spells (+0) : None

Fire was located in the Mixed Forest at 2137.

He was ordered to have the nation sell to the caravans. 704 Mithril were sold for 15206 Gold.

He was ordered to name a new agent. No character name was provided. A new agent named Estelmo was available.

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

Kl Relortin



Ranks : Command 0 Agent 83 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 62
 Artifacts : None
 Spells (+0) : None

Klú Relortin was located in the Hills & Rough at 2730.

He was ordered to refuse all personal challenges.

He was ordered to kidnap a character. He was not able to kidnap the character because of tight security.

He is traveling with Dark in the Hills & Rough at 2730. The City/Fort of Kadarêth flying the flag of the Benîm an Pharazôn is here.

Light



Ranks : Command 0 Agent 0 Emissary 78 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Light was located in the Hills & Rough at 2336.

He was ordered to improve the population center size. Amrûn was improved to a Village.

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

He is currently in the Hills & Rough at 2730. The City/Fort of Kadarêth flying the flag of the Benîm an Pharazôn is here.

Null



Ranks : Command 62 Agent 0 Emissary 0 Mage 48
 Health 100 Stealth 0 Challenge 74
 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 Mixed Forest at 2137.

He was ordered to downgrade our relations. Our relations with the Great Trollusk were downgraded.

He was ordered to have the nation sell to the caravans. 586 Bronze were sold for 1406 Gold.

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

Qesset



Ranks : Command 0 Agent 85 (120) Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 110
 Artifacts : #55 Ring of Curufin #85 Stinging Tongue #91 Sulhelka
 #108 Miramarth #111 Calris #117 Helm of the Dark
 Spells (+0) : None

Qesset was located in the Hills & Rough at 2730.

He was ordered to refuse all personal challenges.

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

He is traveling with Dark in the Hills & Rough at 2730. The City/Fort of Kadarêth flying the flag of the Benîm an Pharazôn is here.

Tartas Izain



Ranks : Command 0 Agent 86 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 64
 Artifacts : #162 Cuiviegurth
 Spells (+0) : None

Tartas Izain was located in the Hills & Rough at 2730.

He was ordered to refuse all personal challenges.

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

He is traveling with Dark in the Hills & Rough at 2730. The City/Fort of Kadarêth flying the flag of the Benîm an Pharazôn is here.

Water



Ranks : Command 0 Agent 0 Emissary 97 Mage 0
 Health 100 Stealth 0 Challenge 48
 Artifacts : None
 Spells (+0) : None

Water was located in the Hills & Rough at 2527.

He was ordered to refuse all personal challenges.

He was ordered to recruit a double agent. Samaub is now our double agent.

He is currently in the Hills & Rough at 2527. The Major Town/Tower of Linhir flying the flag of the South Kingdom is here.

Wind



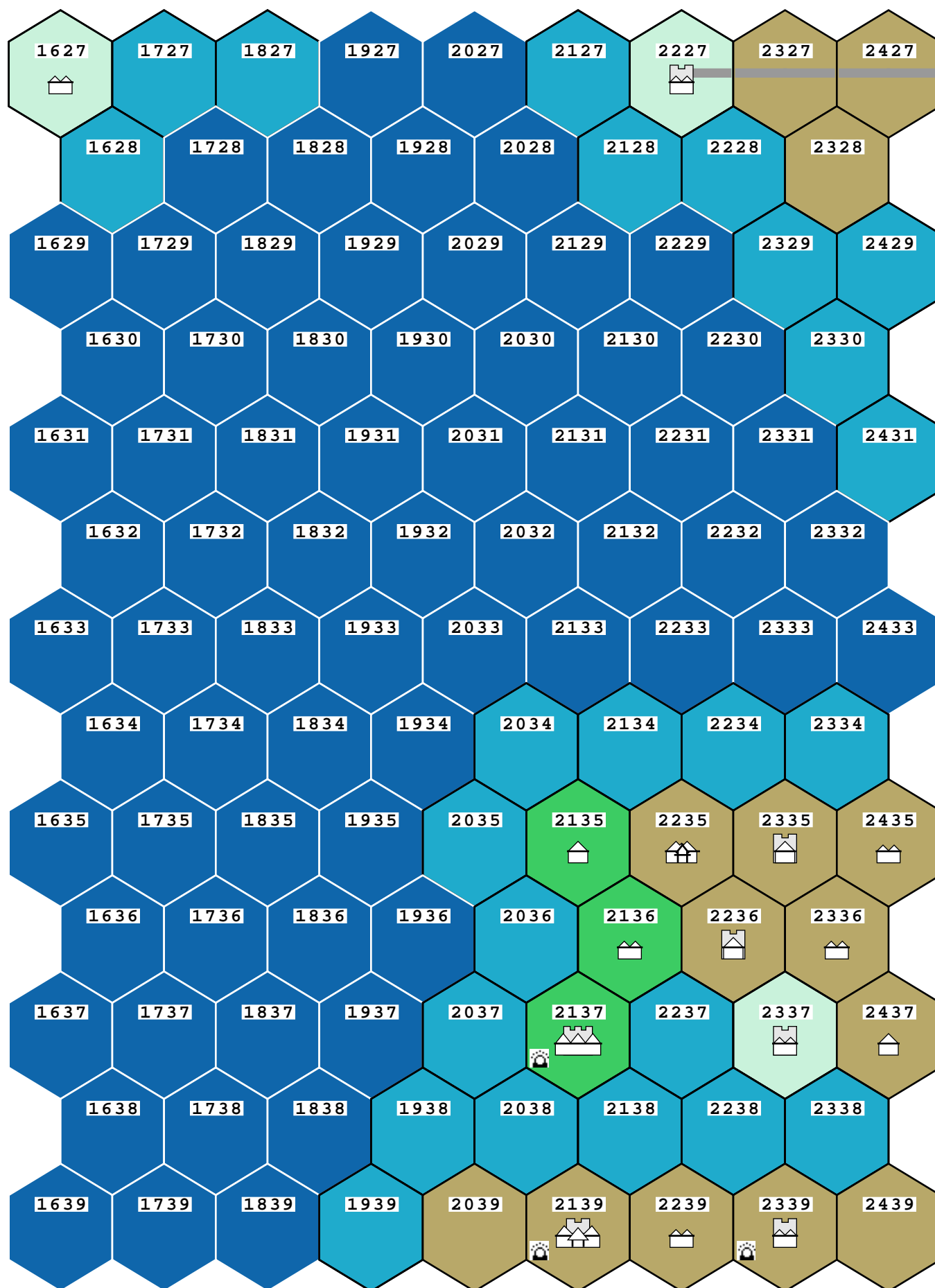
Ranks : Command 0 Agent 0 Emissary 88 Mage 0
 Health 100 Stealth 0 Challenge 44
 Artifacts : None
 Spells (+0) : None

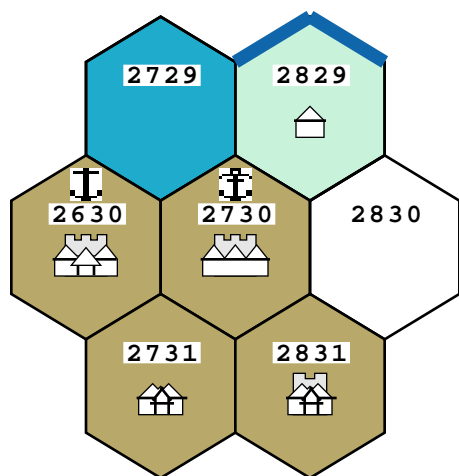
Wind was located in the Open Plains at 3018.

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

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

He is currently in the Hills & Rough at 2730. The City/Fort of Kadarêth flying the flag of the Benim an Pharazôn is here.





Required <hr/> Information <hr/>	Required <hr/> Information <hr/>
--	--

Dulish (ID: dulis) @ 2932 Agent

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

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

Earth (ID: earth) @ 2730 Command Emissary

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

Estelmo (ID: estel) @ 2137 Agent

Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required		<hr/>				Required		<hr/>		
Information		<hr/>				Information		<hr/>		
		<hr/>						<hr/>		

```
Fire (ID: fire ) @ 2137 Command Agent
```

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

Klú Relortin (ID: klu r) @ 2730 Agent

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

Light (ID: light) @ 2730 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			_____				
			_____								_____				
			_____								_____				

Qesset (ID: qesse) @ 2730 Agent

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

Tartas Izain (ID: tarta) @ 2730 Agent

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

Water (ID: water) @ 2527 Emissary

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

Wind (ID: wind) @ 2730 Emissary

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