

MEPBM Games
presents

Middle-earth Play-By-Mail™ Fourth Age, circa 1000



GAME # 141



Alvernus

Victory points : 1275

Victory Conditions :

To hold at game end the greatest amount of artifacts.
To terminate 10 characters by personal challenge or by assassination.
To see to the termination of Plum Crazy by any means whatsoever.
To see to the termination of Criknrog by any means whatsoever.
To hold at game end the artifact: Silver Rod of Andúni #60.

Top 3 Free Peoples :

Alvernus [1275] Once Upon a Time [1183] Wise Council [975]

Special Nation Abilities :

#10 New mages start at rank up to 40.
#30 Can learn lost teleport spell.
#32 Navies can travel open seas w/o fear of storms/lost.

Internet G141N25
LUCIO PIMENTEL 110728
NONE
NONE
NONE

Game # : 141
Player # : 25
Turn # : 31
Account : \$ 0.00
Free Turns : 0
Security Code : 2617
Special Service : YES

Alvernus

(A Free People)

Season : Fall

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Hated	# 2 South Kingdom	: Hated	# 3 Wise Council	: Friendly
# 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	: Hated
#13 Red Witches	: Hated	#14 Dark Feast	: Disliked	#15 Twilight Hammer	: Disliked
#16 Sh'iar Empire	: Disliked	#17 Great Trollusk	: Hated	#18 Bením an Pharazôn	: Disliked
#19 RhunLandChattelCo	: Disliked	#20 Tribes of Angmar	: Hated	#21 Lands	: Tolerated
#22 Sing a Song	: Tolerated	#23 Once Upon a Time	: Friendly	#24 Plane	: Tolerated

POPULATION CENTERS

Akhúlsa	Location : @ 3825 in Shore/Plains			Climate is Hot					
Size : Camp	Fortifications : None		Loyalty : 17	Docks : None		Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold	
Expected production	224	0	0	0	224	0	24	0	
Current stores	224	0	0	0	0	0	48	-	

Baltus (Capital)	Location : @ 0207 in Mixed Forest			Climate is Mild					
Size : City	Fortifications : Tower		Loyalty : 91	Docks : None		Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold	
Expected production	0	0	0	0	167	45	0	0	
Current stores	0	0	0	0	0	45	0	-	

A small army bearing the banner of the Alvernus under Commander Erestor is here.

Barad Cíirith	Location : @ 0308 in Open Plains			Climate is Mild					
Size : Camp	Fortifications : None		Loyalty : 18	Docks : None		Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold	
Expected production	252	0	0	0	531	0	18	0	
Current stores	252	0	0	0	0	0	36	-	

Beni-Inusi		Location : @ 3102 in Mountains		Climate is Polar				
Size : Major Town	Fortifications : None		Loyalty : 54	Docks : None	Hidden ? : No	Sieged ? : No		
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	26	12	0	0	0	0	420
Current stores	0	104	24	0	0	0	0	-

Dire	Location : @ 0405 in Shore/Plains			Climate is Mild					
Size : Major Town	Fortifications : Castle		Loyalty : 37	Docks : Port		Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold	
Expected production	79	0	0	0	166	0	7	0	
Current stores	79	0	0	0	0	0	14	-	

Foreign characters reported in the hex : - **Criknrog**.**A huge army bearing the banner of the Sheri-Urk under Lord Borlach is here.**

A navy bearing the banner of the Alvernus under Captain Carvedas is here.

A small army bearing the banner of the Alvernus under Regent Faika is here.

Ghabarú	Location : @ 1924 in Hills & Rough			Climate is Warm				
Size : Town	Fortifications : None		Loyalty : 52	Docks : None	Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	60	66	0	0	0	6	0
Current stores	0	240	264	0	0	0	15	-

Gorgon	Location : @ 0206 in Mixed Forest			Climate is Mild				
Size : Village	Fortifications : Tower		Loyalty : 23	Docks : None	Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	770	295	0	0
Current stores	0	0	0	0	0	295	0	-

Grand-Pre Location : @ 0711 in Hills & Rough Climate is Mild

Size : Camp	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	765	162	0	1100
Current stores	0	0	0	0	0	971	0	-

Halenon Location : @ 2828 in Shore/Plains Climate is Warm

Size : Village	Fortifications : None	Loyalty : 29	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	168	0	0	0	224	0	24	0
Current stores	168	0	0	0	0	0	48	-

Lirith Tol Location : @ 0507 in Mixed Forest Climate is Mild

Size : Major Town	Fortifications : Tower	Loyalty : 31	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	162	90	0	700
Current stores	1382	0	0	0	0	90	464	-

An army bearing the banner of the Alvernus under Warlord Llewi is here.

Melkor Location : @ 0306 in Shore/Plains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 15	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	180	0	0	0	729	0	18	0
Current stores	180	0	0	0	0	0	36	-

Nosebleed Location : @ 3624 in Mountains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 16	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	60	30	0	0	0	1000
Current stores	0	0	120	60	0	0	0	-

Novellond Location : @ 2325 in Shore/Plains Climate is Warm

Size : Village	Fortifications : None	Loyalty : 47	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	264	0	0	0	824	0	16	0
Current stores	264	0	0	0	0	0	96	-

Port Royale Location : @ 0613 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	207	0	0	0	792	207	0	0
Current stores	414	0	0	0	792	414	0	-

Foreign characters reported in the hex : - **Niminor.**

Taverna Location : @ 3912 in Shore/Plains Climate is Cool

Size : Major Town	Fortifications : Tower	Loyalty : 66	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	74	0	0	0	352	0	10	0
Current stores	74	0	0	0	0	0	0	-

Foreign characters reported in the hex : - **Kandle.**

Teisl-Junni Location : @ 2704 in Mountains Climate is Polar

Size : Town	Fortifications : None	Loyalty : 35	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	40	18	2	0	0	0	0
Current stores	0	200	144	18	0	0	0	-

Tol Cirith Location : @ 0408 in Shore/Plains Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 28	Docks : None	Hidden ? : No	Sieged ? : YES			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	189	0	0	0	275	0	11	0
Current stores	0	0	0	0	0	0	0	-

A small army bearing the banner of the Alvernus under Regent Moeskin is here.

ARMIES AND NAVIES

Army Commander : Warlord Carlin Location : @ 0608 in Mountains Climate is Cool
 Army morale : 68 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Lesser Dúnadan horsemen w/broadswords	20	10	22	176	Heavy Cavalry
Baggage Train Leather Bronze	Steel		Mithril		
Weapons - 0 0					
Armor 0 0 0					
Food 1273					
War machines 1					

The Village of Lisgardh flying the flag of the North Kingdom is here.

Army Commander : Commander Erester Location : @ 0207 in Mixed Forest Climate is Mild
 Army morale : 26 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Eriadoran footmen w/spears	17	10	0	172	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/Tower of Baltus flying the flag of the Alvernus is here.

Army Commander : Regent Faika Location : @ 0405 in Shore/Plains Climate is Mild
 Army morale : 31 Warships : 0 Transports : 0 (4) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Lesser Dúnadan horsemen w/broadswords	12	10	7	541	Heavy Cavalry
Baggage Train Leather Bronze	Steel		Mithril		
Weapons - 0 0					
Armor 0 0 0					
Food 100 Low Supplies !!					
War machines 0					

The Major Town/Castle of Dire flying the flag of the Alvernus is here.
A huge army bearing the banner of the Sheri-Urk under Lord Borlach is here.
 A navy bearing the banner of the Alvernus under Captain Carvedas is here.

Army Commander : Warlord Llewi Location : @ 0507 in Mixed Forest Climate is Mild
 Army morale : 88 Warships : 0 Transports : 0 (6) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Eriadoran footmen w/spears	13	10	0	1254	Heavy Infantry
Eriadoran mercenaries w/shortswords	75	30	10	1	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 : - Soil Nûnaw.
The Major Town/Tower of Lirith Tol flying the flag of the Alvernus is here.

Army Commander : Regent Moeskin Location : @ 0408 in Shore/Plains Climate is Mild
 Army morale : 32 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Eriadoran footmen w/spears	12	10	0	184	Heavy Infantry
Baggage Train Leather Bronze	Steel		Mithril		
Weapons - 0 0					
Armor 0 0 0					
Food 0 Out of Food !!					
War machines 0					

The Town/Tower of Tol Cirith flying the flag of the Alvernus is here.

Army Commander : General Moraiza Location : @ 0612 in Mixed Forest Climate is Mild

Army morale : 12 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Lesser Dúnadan horsemen w/broadswords		15	10	5	48	Heavy Cavalry
Eriadoran footmen w/spears		15	10	0	386	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	0	Out of Food !!				
War machines	0					

A small army bearing the banner of the North Kingdom under Captain Últhug is here.

Navy Commander : Captain Carvedas Location : @ 0405 in Shore/Plains Climate is Mild

Army morale : 48 Warships : 19 Transports : 12 (2) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Eriadoran footmen w/spears		10	10	0	500	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	0	Out of Food !!				
War machines	0					

Characters traveling with army : - Myrthrandir.

The Major Town/Castle of Dire flying the flag of the Alvernus is here.

A huge army bearing the banner of the Sheri-Urk under Lord Borlach is here.

A small army bearing the banner of the Alvernus under Regent Faika is here.

COMPANY COMMANDERS :

Veteran Iarless Location : @ 0607 Traveling with him are : Angus - JF Breau.

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	19131	29442	11830	2721	273972	22967	3936
Purchase at market price/unit	3	3	4	16	2	3	8
Sell to market price/unit	2	2	2	9	1	2	5

MISCELLANEOUS

Maintenance Costs expected next turn are:

Totals for Nation:

Stores

Production

Armies/Navies :	16125	Leather	3037	1637
Pop Centers :	4500	Bronze	544	126
Characters :	37240	Steel	552	156
		Mithril	78	32
Total :	57865	Food	792	5981
		Timber	1815	799
Current Tax rate :	75%	Mounts	757	134
Revenue expected next turn :	46345 (-11520)			
Current Gold reserve :	3050			

Ritual character terminations: 4

Ships have been left anchored at the following locations:

None

You have the following double agents:

Forthain of the South Kingdom @ 2227

Double agent Forthain reports he was ordered to improve the population center size. Dol Amroth was improved to a Town.

Double agent Forthain reports he was ordered to hire an army. The transfer of Food was changed because there was insufficient available. An army of 200 Heavy Infantry with 0 Food was hired.

Riadeegha of the Plane @ 2139

Double agent Riadeegha reports lack of Food may have affected army movement.

Double agent Riadeegha reports lack of Food restricted the army morale.

Double agent Riadeegha reports he was ordered to influence the population center loyalty. The loyalty was influenced/improved at Shore.

Double agent Riadeegha reports he was ordered to force march the army. He accepted the forced march orders. Morale was reduced.

You have the following hostages:

Del Imat of the North Kingdom is held by Carlin at 0608 - No Gold ransom demanded at this time.

Cagh Monûnaw of the North Kingdom is held by Faika at 0405 - No Gold ransom demanded at this time.

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Romoquenáro	Bow	7	No	None	COMBAT - Increases damage by 750 points.
Navorn	Sword	16	No	None	COMBAT - Increases damage by 500 points.
Ring of Stargazing	Ring	21	Yes	None	Increases Mage Rank by 30.
Belthronding	Bow	36	No	Good	COMBAT - Increases damage by 2250 points.
Silmaruth	Sword	41	No	None	COMBAT - Increases damage by 2000 points.
Dagnirdraug	Sword	43	No	Good	COMBAT - Increases damage by 750 points.
Dragon Helm of Dor-Lómin	Helm	47	Yes	None	Increases Command Rank by 10.
Rat Gauntlets	Gauntlet	48	Yes	None	Increases Agent Rank by 10.
Helm of Shadow	Helm	49	Yes	None	Increases Stealth Rank by 15.
Staff of Bronze	Staff	71	Yes	None	Increases Mage Rank by 20.
Mothras	Horn	73	No	None	COMBAT - Increases damage by 500 points.
Ringil	Sword	103	No	Good	COMBAT - Increases damage by 2000 points.
Spear of Following	Spear	122	No	None	COMBAT - Increases damage by 500 points.
The Black Book	Tome	154	Yes	None	Increases Mage Rank by 10.
Wôlor Priest Ring	Ring	164	Yes	Evil	Increases Mage Rank by 25.
Corantir	Headband	166	Yes	None	Increases Mage Rank by 10.
Ungolrist	Sword	167	No	Good	COMBAT - Increases damage by 750 points.
Ovir Crown	Crown	169	Yes	None	Increases Mage Rank by 20.
Gildagor	Sword	171	No	None	COMBAT - Increases damage by 500 points.
Deepwood Bracelet	Gauntlet	184	Yes	None	Increases Mage Rank by 10.
Amulet of Sea Mastery	Amulet	194	No	None	MOVEMENT - "Open seas" same as "Coastal waters".
Thôlogaer Ciryatano	Helm	204	Yes	None	Increases Mage Rank by 30.
Wood-shadow	Cloak	210	Yes	None	Increases Stealth Rank by 15.

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of an armed conflict involving the Red Witches and the Ground Pounders at 2423.

There are rumors of the fall of a Strategic Site.

is no longer under our control.

Mijesec is no longer under our control.

There are rumors of an assassination attempt involving Glóredhel and Wathiros.

There are rumors of a kidnap attempt involving Celgor and Beirusa.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 0611

In the Mild climate of the Mixed Forest of 0611, a conflict took place in the early afternoon under a clear sky.

At the head of a rebellious army rode **Captain Ûlthug** of the nation of the North Kingdom. 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
500 Dúnadan knights w/lances	wooden	steel	a mob

The Village of Blackbasin flying the flag of the Alvernus is situated in the Mixed Forest here.

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

The battle for Blackbasin 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.... Ûlthug's army survived the attack on the Village, but suffered minor losses. Ûlthug 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 North Kingdom.

Battle at 0408

In the Mild climate of the Shore/Plains of 0408, a conflict took place in the early hours of the evening under a clear sky.

At the head of a rebellious army rode **Lord Moeskin** of the nation of the Alvernus. In his hands was borne the glowing Spear called Spear of Following. 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
1600 Eriadoran footmen w/spears	wooden	none	a mob

At the head of a loud and exuberant army rode **Warlord Llewli** of the nation of the Alvernus. The mount on which he rode pranced mightily at the head of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
625 Eriadoran footmen w/spears	wooden	none	a mob
2 Eriadoran mercenaries w/shortswords	bronze	leather	solid ranks

The Major Town of Tol Cirith flying the flag of the Great Trollusk is situated in the Shore/Plains here. It is fortified by a Tower, and it is under siege or attack.

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

The battle for Tol Cirith 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.... Moeskin's army survived the attack on the Major Town, but suffered some losses. Moeskin appeared to have survived. Llewli's army survived the attack on the Major Town, but suffered some losses. Llewli appeared to have survived. The Major Town has been reduced to a Town. The Tower has not been affected. The Town has been under siege/attack this turn. The Town now flies the flag of

the Alvernus.

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.....
Angus	605	GrdLoc	
Angus	940	CstLoSp	418 88
Barrow Wight	605	GrdLoc	
Barrow Wight	185	DnStNat	2
Carlin	925	Recon	
Carlin	850	MovArmy	sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Carvedas	408	HvInfan	400 ^ ^
Carvedas	610	GrdChar	iarle
Elendil	520	InfYour	
Elendil	948	TranCar	0207 3520 go 5000
Elostirion	525	InfOthr	
Elostirion	940	CstLoSp	436 tawar
Erestor	525	InfOthr	
Erestor	850	MovArmy	w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Faika	400	HvCvlry	400 ^ le
Faika	850	MovArmy	nw ne ne w sw ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Iarless	820	MovCmpy	0607
Iarless	930	ScoChar	
JF Breau	215	RfsPers	
JF Breau	610	GrdChar	carve
Kônebra	825	CstMvSp	314 0507
Kônebra	940	CstLoSp	417 obirt
Llewi	255	CptrPop	ch
Llewi	850	MovArmy	ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Lumban	940	CstLoSp	412 118
Lumban	325	NatSell	fo 100
Malendur	330	CstCjSp	510 ^
Malendur	810	MovChar	0507
Modulator	525	InfOthr	
Modulator	215	RfsPers	
Moeskin	255	CptrPop	ch
Moeskin	355	TrTrps	llewi ^ ^ 850 ^ ^ ^
Moraiza	498	Threat	
Moraiza	860	ForcMar	ne nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Myrthrindir	710	PrenMgy	
Myrthrindir	940	CstLoSp	428 94

Soil Nûnaw	615	Assass	calmo
Soil Nûnaw	870	MovJoin	0507 llewi
Transmitter	330	CstCjSp	508 ^
Transmitter	948	TranCar	3912 0507 mo 500

Angus



Ranks : Command 0 Agent 87 Emissary 0 Mage 30
 Health 100 Stealth 0 Challenge 72
 Artifacts : None
 Spells (+0) : #314 Teleport(81) #412 Research Artifact(87)
 #418 Locate Artifact(86)

Angus was located in the Shore/Plains at 0405.

He was ordered to guard the location. Dire was guarded.

He moved with the company to 0607.

He was ordered to cast a lore spell. Locate Artifact - artifact #88, a Bracers, may be possessed by Zehava at or near 1115.

He is traveling with Iarless in the Mountains at 0607. The Camp of Andakro flying the flag of the North Kingdom is here.

Barrow Wight



Ranks : Command 58 Agent 77 Emissary 21 Mage 0
 Health 100 Stealth 0 Challenge 89
 Artifacts : #7 Romoquenáro
 Spells (+0) : None

Barrow Wight was located in the Mixed Forest at 0207.

He was ordered to downgrade our relations. Our relations with the South Kingdom were downgraded.

He was ordered to guard the location. Baltus was guarded.

He is currently in the Mixed Forest at 0207. The City/Tower of Baltus flying the flag of the Alvernus is here.

Carlin



Ranks : Command 79 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 94
 Artifacts : #43 Dagnirdraugv #194 Amulet of Sea Mastery
 Spells (+0) : None

Carlin was located in the Open Plains at 0707.

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

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Patrocles of the North Kingdom with about 1600 troops at 0707 - Obirt of the North Kingdom with about 1000 troops at 0707 - Glamhoth of the North Kingdom with about 500 troops at 0707. See report below.

He commands an army in the Mountains at 0608. The Village of Lisgardh flying the flag of the North Kingdom is here.

Carvedas



Ranks : Command 40 Agent 42 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 47
 Artifacts : None
 Spells (+0) : None

Carvedas was located in the Shore/Plains at 0405.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

He was ordered to guard a character. Iarless was guarded.

He commands a navy offshore at 0405. The Major Town/Castle of Dire flying the flag of the Alvernus is here.

Elendil



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

Elendil was located in the Mixed Forest at 0207.

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

He was ordered to transport by the caravans. 5000 Gold (+10%) transported from Baltus.

He is currently in the Mixed Forest at 0207. The City/Tower of Baltus flying the flag of the Alvernus is here.

Elostirion



Ranks : Command 0 Agent 0 Emissary 95 Mage 40
 Health 100 Stealth 0 Challenge 57
 Artifacts : None

Spells (+0) : #314 Teleport(81) #414 Scry Hex(96) #415 Scry Area(84)
 #436 Scry Character(99)

Elostirion was located in the Hills & Rough at 2731.

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

He was ordered to cast a lore spell. Scry Character - Tawar Woses could not be scryed... Continued efforts may succeed.

He is currently in the Hills & Rough at 2731. The Town of Zigurunzaden flying the flag of the Benim an Pharazôn is here.

Erestor



Ranks : Command 36 Agent 0 Emissary 78 Mage 0
 Health 100 Stealth 0 Challenge 48
 Artifacts : None
 Spells (+0) : None

Erestor was located in the Mixed Forest at 0307.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

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

He commands an army in the Mixed Forest at 0207. The City/Tower of Baltus flying the flag of the Alvernus is here.

Faika



Ranks : Command 61 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 61
 Artifacts : None
 Spells (+0) : None

Faika was located in the Mixed Forest at 0507.

He was ordered to recruit some heavy cavalry. 400 Heavy Cavalry w/Wood weapons and Leather armor were recruited.

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

He commands an army in the Shore/Plains at 0405. The Major Town/Castle of Dire flying the flag of the Alvernus is here.

Iarless



Ranks : Command 13 Agent 71 Emissary 0 Mage 0
 Health 100+ Stealth 0 Challenge 56
 Artifacts : None
 Spells (+0) : None

Iarless was located in the Shore/Plains at 0405.

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

He was ordered to scout for any characters. A scout for characters was attempted.

Found: No foreign characters found.

He commands a company in the Mountains at 0607. The Camp of Andakro flying the flag of the North Kingdom is here.

JF Breau



Ranks : Command 0 Agent 78 (88) Emissary 0 Mage 0
 Health 100 Stealth 0 (30) Challenge 76
 Artifacts : #48 Rat Gauntlets #49 Helm of Shadow #171 Gildagor✓
 #210 Wood-shadow
 Spells (+0) : None

JF Breau was located in the Shore/Plains at 0405.

He was ordered to refuse all personal challenges.

He was ordered to guard a character. Carvedas was guarded.

He moved with the company to 0607.

He is traveling with Iarless in the Mountains at 0607. The Camp of Andakro flying the flag of the North Kingdom is here.

K nebra



Ranks : Command 0 Agent 0 Emissary 0 Mage 61 (111)
 Health 75 Stealth 0 Challenge 126
 Artifacts : #36 Belthroning #71 Staff of Bronze #167 Ungolrist✓
 #204 Thôlogaer Ciryatano
 Spells(+50) : #104 Resistances(78) #214 Call Winds(70) #302 Long Stride(100)
 #314 Teleport(90) #410 Divine Allegiance Forces(97) #412 Research Artifact(89)
 #414 Scry Hex(97) #417 Divine Characters w/Forces(99)
 #419 Divine Nation Forces(74)

Kônebra was located in the Desert Wastes at 3536.

He was ordered to cast a movement spell. Teleport was cast.

He was ordered to cast a lore spell. Divine Characters w/Forces - Characters traveling with the army commanded by Obirt : None. He suffered a loss of health due to casting two spells.

He is currently in the Mixed Forest at 0507. The Major Town/Tower of Lirith Tol flying the flag of the Alvernus is here.

Llewi



Ranks : Command 71 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 71
 Artifacts : None
 Spells (+0) : None

Llewi was located in the Shore/Plains at 0408.

He was ordered to capture the Major Town of Tol Cirith. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

He commands an army in the Mixed Forest at 0507. The Major Town/Tower of Lirith Tol flying the flag of the Alvernus is here.

Lumban



Ranks : Command 0 Agent 0 Emissary 0 Mage 53
 Health 100 Stealth 0 Challenge 63
 Artifacts : #16 Navorn\ #164 Wôlor Priest Ring
 Spells (+0) : #102 Barriers(88) #218 Wall of Wind(59) #302 Long Stride(91)
 #412 Research Artifact(100)

Lumban was located in the Mixed Forest at 0207.

He was ordered to have the nation sell to the caravans. 4914 Food were sold for 4914 Gold.

He was ordered to cast a lore spell. Research Artifact - E Voronwë #118 is a Sword - allegiance: Good - increases combat damage by 500 pts.

He is currently in the Mixed Forest at 0207. The City/Tower of Baltus flying the flag of the Alvernus is here.

Malendur



Ranks : Command 0 Agent 0 Emissary 0 Mage 65 (75)
 Health 100 Stealth 0 Challenge 115
 Artifacts : #41 Silmaruth\ #154 The Black Book
 Spells(+10) : #314 Teleport(82) #412 Research Artifact(96) #414 Scry Hex(77)
 #418 Locate Artifact(83) #428 Locate Artifact True(72) #510 Conjure Food(85)

Malendur was located in the Open Plains at 0707.

He was ordered to cast a conjuring spell. Conjure Food was cast. 1625 Food was conjured.

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

He is currently in the Mixed Forest at 0507. The Major Town/Tower of Lirith Tol flying the flag of the Alvernus is here.

Modulator



Ranks : Command 0 Agent 0 Emissary 85 Mage 0
 Health 100 Stealth 0 Challenge 42
 Artifacts : None
 Spells (+0) : None

Modulator was located in the Hills & Rough at 2730.

He was ordered to refuse all personal challenges.

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

He is traveling with Dírhael of the Wise Council in the Hills & Rough at 2730. The City/Fort of Kadarêth flying the flag of the Wise Council is here.

Moeskin



Ranks : Command 60 Agent 0 Emissary 0 Mage 68 (108)
 Health 100 Stealth 0 Challenge 133
 Artifacts : #73 Mothras #122 Spear of Following√ #166 Corantir #169 Ovir Crown
 #184 Deepwood Bracelet
 Spells(+40) : #4 Major Heal(100) #314 Teleport(77) #410 Divine Allegian...(95)
 #412 Research Artifact(96) #416 Reveal Production(77) #418 Locate Artifact(86)
 #420 Reveal Character(70) #422 Perceive Power(77) #428 Locate Artifact...(71)
 #430 Reveal Characte...(91) #434 Reveal Populati...(57)

Moeskin was located in the Shore/Plains at 0408.

He was ordered to capture the Major Town of Tol Cirith. See Combat Messages.

He was ordered to transfer some troops from the army to an army. 850 Heavy Infantry were transferred.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He commands an army in the Shore/Plains at 0408. The Town/Tower of Tol Cirith flying the flag of the Alvernus is here.

Moraiza



Ranks : Command 83 (93) Agent 0 Emissary 0 Mage 44
 Health 100+ Stealth 0 Challenge 144
 Artifacts : #47 Dragon Helm of Dor-Lómin #103 Ringil√
 Spells (+0) : #104 Resistances(100) #308 Capital Return(73)
 #412 Research Artifact(100)

Moraiza was located in the Mixed Forest at 0613.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to threaten the population center. Port Royale is now under our control.

He injured Niminor of the Sh'iar Empire and thwarted her kidnap mission.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced. Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

He commands an army in the Mixed Forest at 0612.

Myrthrandir



Ranks : Command 0 Agent 0 Emissary 0 Mage 72 (102)
 Health 100 Stealth 0 Challenge 102
 Artifacts : #21 Ring of Stargazing
 Spells(+30) : #314 Teleport(82) #412 Research Artifact(86)
 #416 Reveal Production(89) #418 Locate Artifact(89) #420 Reveal Character(90)
 #428 Locate Artifact True(97) #430 Reveal Character True(56)

Myrthrandir was located in the Shore/Plains at 0405.

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

He was ordered to cast a lore spell. Locate Artifact True - Anguirel #94 may be possessed by Vandros in the Shore/Plains at 3913.

He is traveling with Carvedas in the Shore/Plains at 0405. The Major Town/Castle of Dire flying the flag of the Alvernus is here.

Soil N naw



Ranks : Command 0 Agent 71 Emissary 0 Mage 0
 Health 45 Stealth 0 Challenge 53
 Artifacts : None
 Spells (+0) : None

Soil Nūnaw was located in the Hills & Rough at 1411.

He was ordered to assassinate a character. He was not able to assassinate the character because of tight security. He was injured by Calmorik while performing his assassination mission.

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

He is traveling with Llewli in the Mixed Forest at 0507. The Major Town/Tower of Lirith Tol flying the flag of the Alvernus is here.

Transmitter



Ranks : Command 0 Agent 0 Emissary 73 Mage 62
 Health 100 Stealth 0 Challenge 71
 Artifacts : None

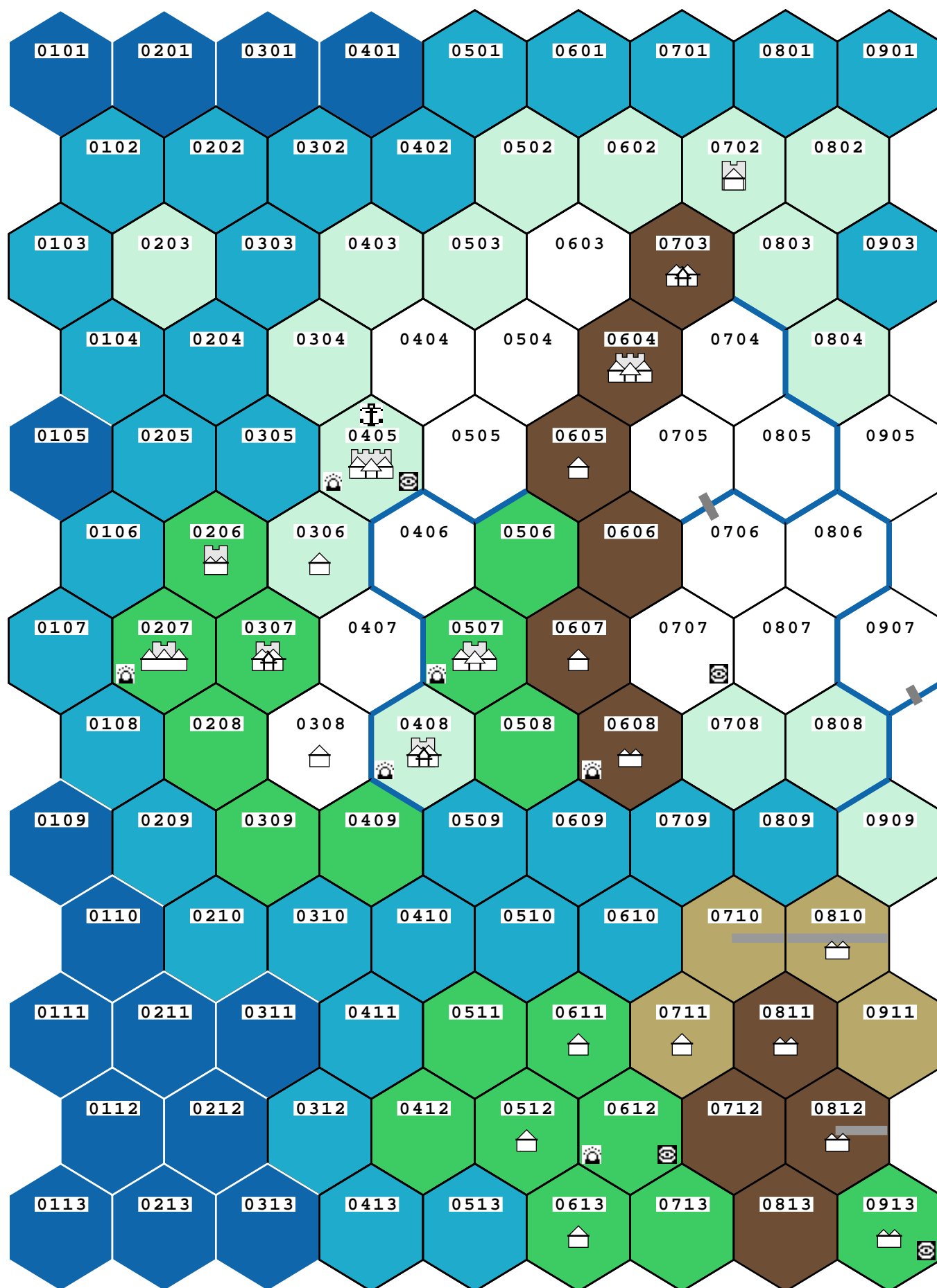
Spells (+0) : #314 Teleport(65) #412 Research Artifact(86)
 #413 Scry Population Center(85) #415 Scry Area(77) #418 Locate Artifact(85)
 #428 Locate Artifact True(77) #508 Conjure Mounts(99)

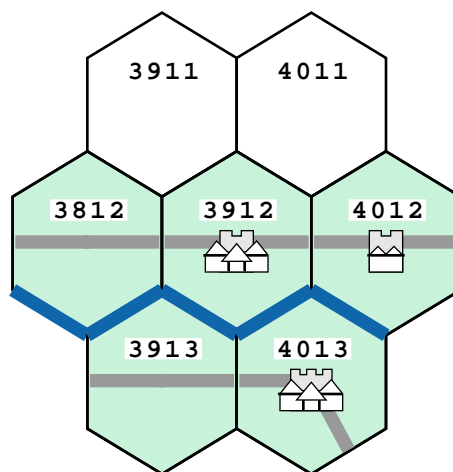
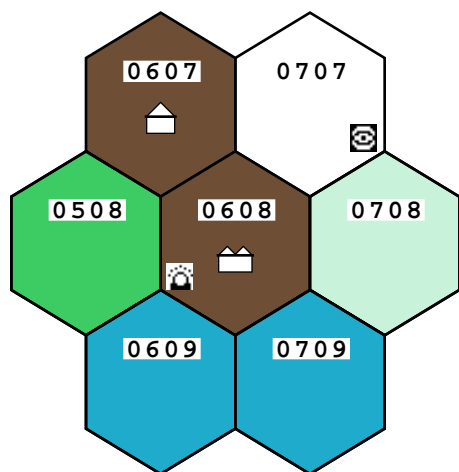
Transmitter was located in the Shore/Plains at 3912.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 310 Mounts were conjured.

He was ordered to transport by the caravans. The transport was changed because there was insufficient Mounts. 291 Mounts (+10%) transported from Taverna to Lirith Tol.

He is currently in the Shore/Plains at 3912. The Major Town/Tower of Taverna flying the flag of the Alvernus is here.

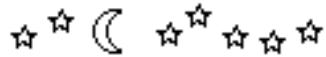




MEPBM Games
Middle-earth Play-By-Mail™
Fourth Age, circa 1000

Alvernus

TURNSHEET



Game # 141



LUCIO PIMENTEL 110728
 NONE
 NONE
 NONE

Game # : 141
 Player # : 25
 Turn # : 32
 Security # : 2617

Return this turnsheet before DECEMBER 15 2013

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

Daytime Phone #: _____

Angus (ID: angus) @ 0607 Agent Mage

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

Barrow Wight (ID: barro) @ 0207 Command Agent Emissary

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

Carlin (ID: carli) @ 0608 Command

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

Carvedas (ID: carve) @ 0405 Command Agent

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

Elendil (ID: elend) @ 0207 Emissary

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

Elostirion (ID: elost) @ 2731 Emissary Mage

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

Erestor (ID: erest) @ 0207 Command Emissary

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

Faika (ID: faika) @ 0405 Command

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

Iarless (ID: iarle) @ 0607 Command Agent

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

JF Breau (ID: jf b) @ 0607 Agent

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

Kônebra (ID: koneb) @ 0507 Mage

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

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

```
Llewi (ID: llewi) @ 0507 Command
```

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

Lumban (ID: lumba) @ 0207 Mage

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

Malendur (ID: malen) @ 0507 Mage

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

Modulator (ID: modul) @ 2730 Emissary

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

Moeskin (ID: moesk) @ 0408 Command Mage

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

Moraiza (ID: morai) @ 0612 Command Mage

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

Myrthrandir (ID: myrth) @ 0405 Mage

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

Soil Nûnaw (ID: soil) @ 0507 Agent

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

Transmitter (ID: trans) @ 3912 Emissary Mage

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