

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Wise Council**

Victory points : 500

Victory Conditions :

To hold at game end the population center of Vegas at 2112.
 To hold at game end the population center of Trannel at 3707.
 To see to the termination of Augustus by any means whatsoever.
 To hold at game end the population center of Lagna Sa at 3706.
 To hold at game end the artifact: Curaran #22.

Top 3 Free Peoples :

Once Upon a Time [1217] Sing a Song [850] Acadians [600]

Special Nation Abilities :

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

Internet G141N03
 DAVID HAGERSON 109200
 NONE
 NONE
 NONE

Game # : 141
 Player # : 3
 Turn # : 11
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 6179
 Special Service : YES

Wise Council

(A Free People)

Season : Winter

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Neutral	# 4 Acadians	: Tolerated
# 5 Silent Assembly	: Tolerated	# 6 Thorinar	: Tolerated	# 7 Sapphic Enclave	: Tolerated
# 8 Nameless	: Tolerated	# 9 Ground Pounders	: Tolerated	#10 Sundered	: Tolerated
#11 Lohmai'gwaith	: Tolerated	#12 Sheri-Urk	: Disliked	#13 Red Witches	: Disliked
#14 Dark Feast	: Disliked	#15 Twilight Hammer	: Disliked	#16 Sh'iar Empire	: Disliked
#17 Great Trollusk	: Disliked	#18 Bením an Pharazôn	: Disliked	#19 RhunLandChattelCo	: Disliked
#20 Tribes of Angmar	: Disliked	#21 Lands	: Neutral	#22 Sing a Song	: Neutral
#23 Once Upon a Time	: Neutral	#24 Plane	: Neutral	#25 Alvernus	: Neutral

POPULATION CENTERS

Ar-Kuinder (Capital) Location : @ 2903 in Open Plains Climate is Polar

Size : Major Town	Fortifications : None	Loyalty : 55	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	7	0	0	0	20	0	0	0
Current stores	14	0	0	0	20	0	0	-

A small army bearing the banner of the Wise Council under Captain Wiulii is here.

Bar-Ariin Location : @ 2803 in Mountains Climate is Polar

Size : Village	Fortifications : None	Loyalty : 35	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	12	2	0	0	0	300
Current stores	0	0	0	2	0	0	0	-

Beni-Inusi Location : @ 3102 in Mountains Climate is Polar

Size : Major Town	Fortifications : None	Loyalty : 60	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	26	0	0	0	0	0	-

Lor-Junisn Location : @ 3105 in Open Plains Climate is Severe

Size : Town	Fortifications : Fort	Loyalty : 42	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	23	0	0	0	113	0	4	0
Current stores	46	0	0	0	113	0	16	-

Murk-Lomil Location : @ 2902 in Mountains Climate is Polar

Size : Village	Fortifications : None	Loyalty : 68	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	67	17	0	0	0	0	300
Current stores	0	67	0	0	0	0	0	-

Nulla Location : @ 2808 in Hills & Rough Climate is Cold

Size : Village	Fortifications : None	Loyalty : 23	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	41	0	0	0	0	72	0	780
Current stores	82	0	0	0	0	0	0	-

Numi Hrol Location : @ 3004 in Mountains Climate is Polar

Size : Town	Fortifications : None	Loyalty : 49	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	25	0	2	0	0	0	420
Current stores	0	25	0	2	0	0	0	-

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

Size : Town	Fortifications : None	Loyalty : 38	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	40	0	2	0	0	0	-

Tui Juai Location : @ 3305 in Open Plains Climate is Severe
 Size : Camp Fortifications : None Loyalty : 42 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 80 0 0 0 76 0 2 0
 Current stores 160 0 0 0 76 0 8 -

ARMIES AND NAVIES

Army Commander : Regent Cjain Location : @ 3205 in Open Plains Climate is Severe
 Army morale : 3 Warships : 0 Transports : 0 (7) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 14 10 0 1700 Heavy Infantry
 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 : - Borondir.
A large army bearing the banner of the Once Upon a Time under Lord Gatto is here.

Army Commander : Veteran Dernwyn Location : @ 2905 in Open Plains Climate is Severe
 Army morale : 1 Warships : 0 Transports : 0 (6) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 13 10 0 1500 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0

Army Commander : Captain Wiulii Location : @ 2903 in Open Plains Climate is Polar
 Army morale : 29 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 11 10 0 100 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 19 Low Supplies !!
 War machines 0
 Characters traveling with army : - Micheasi - Sûldun.
 The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	32076	18111	4360	1613	248832	11006	1776
Purchase at market price/unit	3	3	6	22	2	4	9
Sell to market price/unit	2	2	4	17	1	3	7

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

Armies/Navies :	13200
Pop Centers :	1000
Characters :	14240

Total :	28440
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Current Tax rate :	71%
Revenue expected next turn :	28845 (+405)
Current Gold reserve :	4691

Totals for Nation:

Leather
Bronze
Steel
Mithril
Food
Timber
Mounts

Stores

302
158
0
6
209
0
24

Production

151
158
59
6
209
72
6

Ships have been left anchored at the following locations:

None

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
Troll Slayer	Sword	12	No	Good	COMBAT - Increases damage by 750 points.
Gúthwinë	Sword	95	No	Good	COMBAT - Increases damage by 750 points.
Durlachiel	Sword	141	No	Good	COMBAT - Increases damage by 750 points.

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of an armed conflict involving the Tribes of Angmar at 1605.
There are rumors of an encounter involving Kandle at 2911.

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.....
Beirusa	710	PrenMgy	
Beirusa	810	MovChar	2903
Borondir	610	GrdChar	cjaii
Borondir	925	Recon	
Cauligius	520	InfYour	
Cauligius	810	MovChar	3111
Cjaiin	498	Threat	
Cjaiin	850	MovArmy	w w w w ^ ^ ^ ^ ^ ^ ^ ^ no
Dernwyn	430	TrpsMan	hi
Dernwyn	850	MovArmy	w w ^ ^ ^ ^ ^ ^ ^ ^ no
Ericus	525	InfOthr	
Ericus	585	Uncover	
Foresii	710	PrenMgy	
Foresii	810	MovChar	2903
Jopinii	710	PrenMgy	
Jopinii	810	MovChar	2903
Micheasi	780	TrComm	cjaii n
Micheasi	870	MovJoin	2903 wiuli
Silusini	710	PrenMgy	
Silusini	180	UpStNat	23
Sûldun	870	MovJoin	2903 wiuli
Sûldun	780	TrComm	dernw n
Wiulii	325	NatSell	st 100
Wiulii	325	NatSell	ti 100

Beirusa



Ranks : Command 0 Agent 0 Emissary 0 Mage 52
 Health 100 Stealth 0 Challenge 67
 Artifacts : #12 Troll Slayer
 Spells (+0) : #104 Resistances(94) #108 Blessings(83) #302 Long Stride(82)
 #308 Capital Return(100)

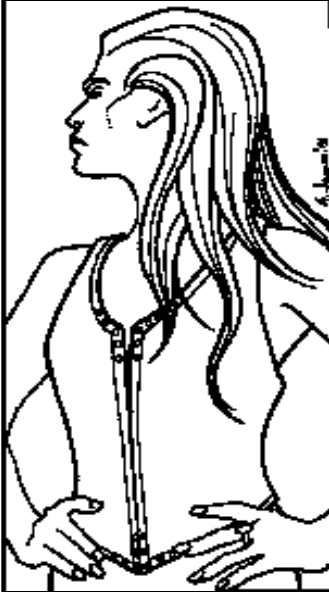
Beirusa was located in the Open Plains at 3305.

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

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

He is currently in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Borondir



Ranks : Command 10 Agent 24 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 20
 Artifacts : None
 Spells (+0) : None

Borondir was located in the Open Plains at 3305.

She was ordered to guard a character. Cjain was guarded.

She moved with the army to 3205.

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

She is traveling with Cjain in the Open Plains at 3205.

Cauligius



Ranks : Command 0 Agent 0 Emissary 51 Mage 0
 Health 100 Stealth 0 Challenge 25
 Artifacts : None
 Spells (+0) : None

Cauligius was located in the Hills & Rough at 2808.

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

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

He is currently in the Shore/Plains at 3111.

Cjaiin



Ranks : Command 68 Agent 0 Emissary 10 Mage 50
 Health 100 Stealth 0 Challenge 81
 Artifacts : None

Spells (+0) : #104 Resistances(71) #108 Blessings(71) #302 Long Stride(83)
 #412 Research Artifact(87) #418 Locate Artifact(71)

Cjaiin was located in the Open Plains at 3305.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to threaten the population center. Tui Juai is now under our control.

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 Open Plains at 3205.

Dernwyn



Ranks : Command 18 Agent 0 Emissary 0 Mage 12
 Health 100 Stealth 0 Challenge 21
 Artifacts : None

Spells (+0) : #302 Long Stride(49)

Dernwyn was located in the Open Plains at 3105.

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

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

He commands an army in the Open Plains at 2905.

Ericus



Ranks : Command 10 Agent 0 Emissary 75 Mage 18
 Health 100 Stealth 0 Challenge 44
 Artifacts : None

Spells (+0) : #104 Resistances(99)

Ericus was located in the Open Plains at 3906.

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 rebellious. Continued efforts may succeed.

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Dark Feast seeks to hold the artifact: a Sword, #102 - uncovered that the nation of the Dark Feast seeks to hold the artifact: a Ring, #164 - uncovered that the nation of the Dark Feast seeks to hold the artifact: a Sword, #102. - uncovered that the nation of the Dark Feast possesses Special Nation Ability #21. It was also uncovered that the Dark Feast capital is at 4233.

He is currently in the Open Plains at 3906. The Town of Pul Rug Na flying the flag of the Dark Feast is here.

Foresii



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

Spells (+0) : #104 Resistances(98) #302 Long Stride(97) #308 Capital Return(97)

Foresii was located in the Open Plains at 3305.

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

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

He is currently in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Jopinii



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

Spells (+0) : #104 Resistances(85) #302 Long Stride(71) #308 Capital Return(75)

Jopinii was located in the Open Plains at 3305.

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

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

He is currently in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Micheasi



Ranks : Command 39 Agent 0 Emissary 0 Mage 0
Health 100 Stealth 0 Challenge 39
Artifacts : None

Spells (+0) : None

Micheasi was located in the Open Plains at 3305.

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 Cjain. He left the army.

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

He is traveling with Wiulii in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Silusini



Ranks : Command 40 Agent 0 Emissary 0 Mage 59
 Health 100 Stealth 0 Challenge 84
 Artifacts : #141 Durlachiel/
 Spells (+0) : #104 Resistances(78) #108 Blessings(78) #302 Long Stride(94)
 #406 Divine Army(85) #412 Research Artifact(96) #418 Locate Artifact(69)

Silusini was located in the Open Plains at 2903.

He was ordered to upgrade our relations. He was not able to upgrade our relations because the populace did not support it. Continued efforts may succeed.

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 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

S ldun



Ranks : Command 13 Agent 23 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 20
 Artifacts : None
 Spells (+0) : None

Sıldun was located in the Open Plains at 3105.

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 Dernwyn. He left the army.

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

He is traveling with Wiulii in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Wiulii



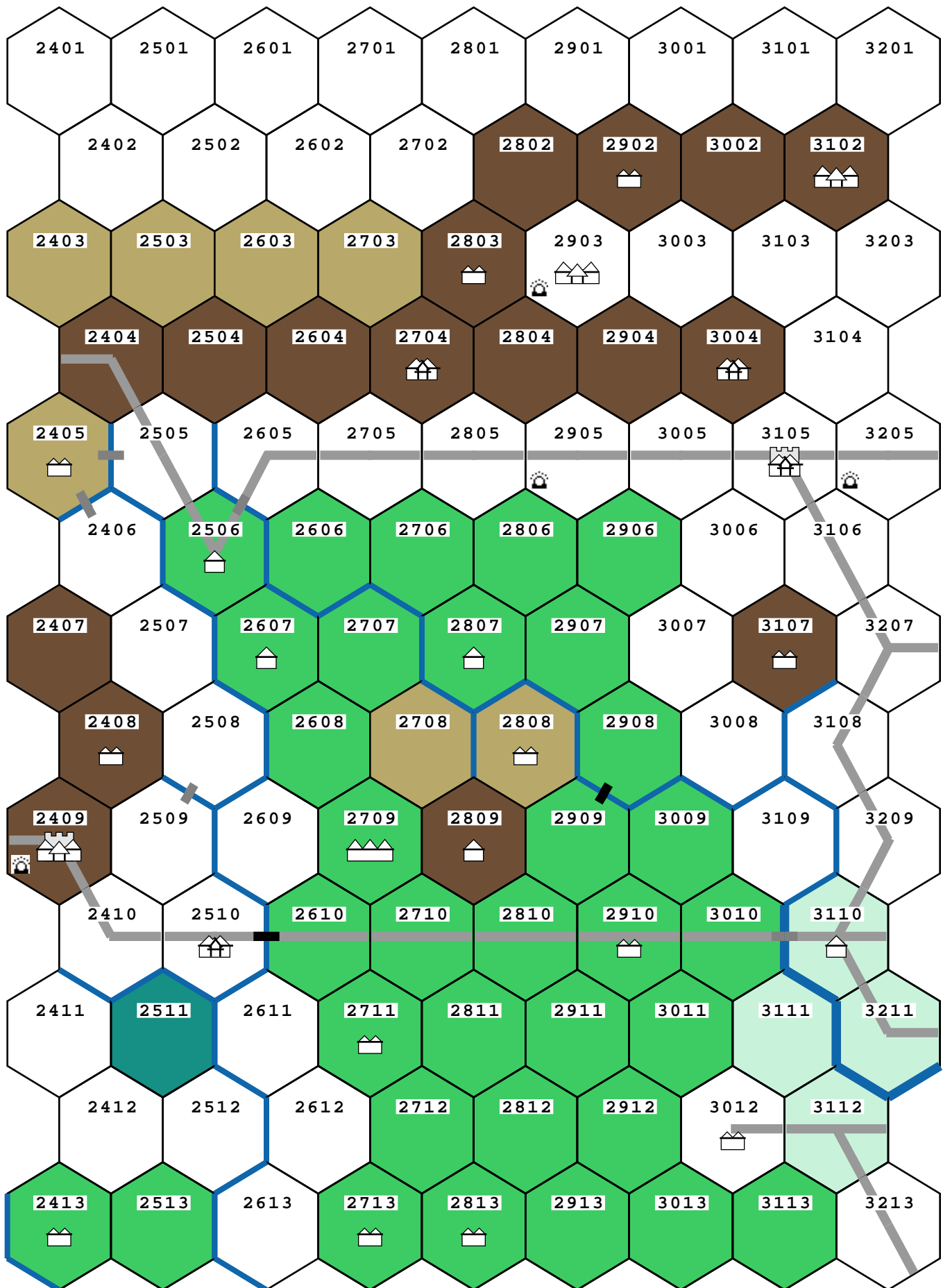
Ranks : Command 40 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 55
 Artifacts : #95 Gúthwinē/
 Spells (+0) : None

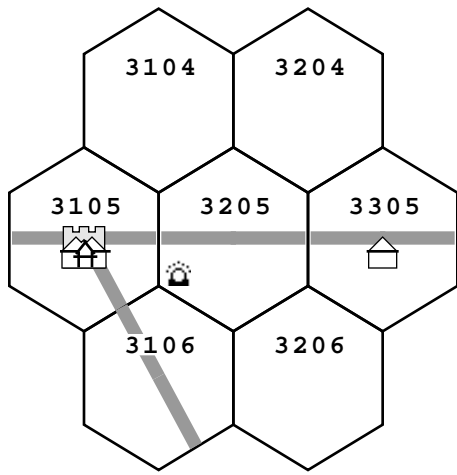
Wiulii was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 183 Steel were sold for 879 Gold.

He was ordered to have the nation sell to the caravans. 144 Timber were sold for 691 Gold.

He commands an army in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.





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

Cjaiin (ID: cjaii) @ 3205 Command Emissary Mage

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

Dernwyn (ID: dernw) @ 2905 Command Mage

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

Ericus (ID: ericu) @ 3906 Command Emissary Mage

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

Foresii (ID: fores) @ 2903 Mage

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

Jopinii (ID: jopin) @ 2903 Mage

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

Micheasi (ID: miche) @ 2903 Command

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

Silusini (ID: silus) @ 2903 Command Mage

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

Sûldun (ID: suldu) @ 2903 Command Agent

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

Wiulii (ID: wiuli) @ 2903 Command

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