

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 143

**Aerithryn**

Victory points : 575

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 :

Galadhrim [1000] Half-Orcs [942] Frost Men [725]

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 # : 12
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 5292
 Special Service : YES

Shathûr									
Location : @ 4408 in Open Plains Climate is Cold									
Size : Town	Fortifications : None			Loyalty : 45	Docks : None	Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold	
Expected production	45	0	0	0	196	0	5	0	
Current stores	1595	0	0	0	215	0	190	-	

Smallville Location : @ 0813 in Mountains Climate is Cold
 Size : Camp Fortifications : None Loyalty : 65 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 180 36 0 0 0 0 720
 Current stores 0 180 269 0 0 0 0 -

Tawima Location : @ 1010 in Open Plains Climate is Mild
 Size : Village Fortifications : Tower Loyalty : 1 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 137 0 0 0 907 0 72 0
 Current stores 377 0 0 0 958 0 306 -

Tokeliant Location : @ 0613 in Mixed Forest Climate is Mild
 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 0 0 549 297 9 0
 Current stores 0 0 0 0 571 0 90 -

Tuilindo Location : @ 0614 in Mixed Forest Climate is Mild
 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 0 0 0 954 108 0 0
 Current stores 0 0 0 0 992 0 0 -

Westwood Location : @ 0412 in Mixed Forest Climate is Mild
 Size : Town Fortifications : Tower Loyalty : 41 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 54 0 0 674 0 0 -

ARMIES AND NAVIES

Army Commander : Commander Ithilvir Location : @ 0713 in Mixed Forest Climate is Mild
 Army morale : 52 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 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 Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

An army bearing the banner of the North Kingdom under Hero Diafora is here.

An army bearing the banner of the Enlightned Shadow under Commander Pon Opar is here.

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

Army Commander : Lord Lhimlug Location : @ 1409 in Mixed Forest Climate is Mild
 Army morale : 47 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 47 42 41 836 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 10

Characters traveling with army : - Celeglang.

The Town/Tower of Bree flying the flag of the North Kingdom is here.

Army Commander : Commander Seregir Location : @ 0713 in Mixed Forest Climate is Mild
 Army morale : 25 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 10 10 0 400 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0

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

An army bearing the banner of the North Kingdom under Hero Diafora is here.

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

An army bearing the banner of the Enlightned Shadow under Commander Pon Opar is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	26119	32632	9363	2074	246066	24962	13851
Purchase at market price/unit	3	3	4	20	2	3	4
Sell to market price/unit	1	1	2	11	1	1	2

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 5344	Leather	2158	222
Pop Centers : 3000	Bronze	440	440
Characters : 15760	Steel	521	70
	Mithril	28	14
Total : 24104	Food	5267	5040
	Timber	0	1323
Current Tax rate : 60%	Mounts	624	90
Revenue expected next turn : 22560 (-1544)			
Current Gold reserve : 12226			

Ritual character terminations: 0

Ships have been left anchored at the following locations:

None

You have the following double agents:

Malantur of the Dustbighters @ 2212

Double agent Malantur reports he was ordered to steal the Gold. He was not able to steal Gold because of tight security. He was injured by local militia while performing his theft mission.

Double agent Malantur reports he was ordered to scout the population center. A scout of the population center was attempted. Village named Moria - owned by the North Kingdom - fortified with a Tower - loyalty = 45. Production - Bronze: 220 - Gold: 1600 - Mithril: 30. Stores - Bronze: 70 - Mithril: 20.

Okmok of the Half-Orcs @ 4425

Double agent Okmok reports Okmok escaped from being held hostage to 4425.

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

There are rumors of an armed conflict involving the South Kingdom.
There are rumors of an encounter involving Corrupticus at 3322.
There are rumors of an encounter involving Wurger at 4029.
There are rumors of an encounter involving Persephone at 2726.
Tawima was threatened by forces of the Enlightned Shadow but resisted.
The loyalty was influenced/reduced at Kirumor.
Kirumor is no longer under our control.
Selen is no longer under our control.
Our populace reports that the deadline for allegiance change has passed!

ENCOUNTER MESSAGES

None

COMBAT MESSAGES**Battle at 1007**

In the Cold climate of the Hills & Rough of 1007, a conflict took place about midnight during a driving storm.

At the head of a rebellious army rode **Regent Ossimoro** 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	bronze	a mob

At the head of a demoralized army rode **Veteran Lhingril** of the nation of the Aerithryn. The mount on which she rode stood cautiously at the rear of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
600 Wood Elf footsoldiers w/broadswords	bronze/steel	bronze/steel	a mob

The Village of Ninniach flying the flag of the Enlightned Shadow is situated in the Hills & Rough here.

Report from Lhingril.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. The troops needed this encouragement because many feared that they would die in the battle. Finally the order was passed down the ranks.. Ambush. We're going to ambush them. Ambush!

Against the forces of Ossimoro, they charged...right into our ambush!

After the battle had joined in earnest, heroes made their presence known all over the battlefield.

Report from Lhingril.....Our foot soldiers struggled up and down the slopes in order to engage the enemy lines. The troops tried to fight well, but they needed much more training. They fought very poorly. Although

we fought hard, and although the battle lasted many days, we were defeated..

After the battle.... Ossimoro's forces were victorious in the battle, but suffered severe losses. Ossimoro appeared to have survived. Lhingril's forces were destroyed/routed in the battle. Lhingril appeared to have survived.

Battle at 0612

In the Mild climate of the Mixed Forest of 0612, a conflict took place in the early hours of the evening under an overcast sky.

At the head of a rebellious army rode **Hero Pon Opar** of the nation of the Enlightned Shadow. 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
1194 Lesser Dúnadan horsemen w/broadswords	wooden/bronze	leather	ragged ranks
300 Eriadoran footmen w/spears	wooden	none	a mob

At the head of a rebellious army rode **Commander Angelimar** of the nation of the Aerithryn. 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
400 Wood Elf footsoldiers w/broadswords	wooden	none	a mob

The Camp of Littleton flying the flag of the Aerithryn is situated in the Mixed Forest here.

Report from Angelimar.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. Some of the troops needed this encouragement but others were checking the readiness of their weapons. Finally the order was shouted across the battlefield.. Keep close ranks. Use standard formation. Like we practiced!

Against the forces of Pon Opar, they charged our standard formation and hit us hard.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Tropo** burst forth with a blood curdling yell and rushed to meet whatever foes would face his glowing Sword.

Report from Angelimar.....Our foot soldiers fought around every bush and tree, always trying to push through the underbrush. The troops fought well, but they could have been better trained. They fought as if uninspired. However, we were overrun in less than a few hours.

After the battle.... Pon Opar's forces were victorious in the battle, but suffered minor losses. Pon Opar appeared to have survived. Angelimar's forces were destroyed/routed in the battle. Angelimar appeared to have survived.

The battle for Littleton 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.... Pon Opar's army survived the attack on the Camp, but suffered minor losses. Pon Opar appeared to have survived. The Camp has been reduced to a Ruins. The Ruins of Littleton now flies no known flag.

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	215	RfsPers	
Angelimar	810	MovChar	0713
Caranachad	520	InfYour	
Caranachad	810	MovChar	4408
Celeglang	430	TrpsMan	hi
Celeglang	925	Recon	
Glanalph	525	InfOthr	
Glanalph	810	MovChar	4215
Ithilvir	408	HvInfan	400 ^ ^
Ithilvir	765	SplArmy	sereg ^ ^ 400 ^ ^ ^
Lhimlug	260	SiegPop	
Lhimlug	850	MovArmy	w w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Lhingril	215	RfsPers	
Lhingril	250	DstPop	am
Menelrandir	325	NatSell	ti 100
Menelrandir	710	PrenMgy	
Mornedhel	690	StlGold	
Mornedhel	810	MovChar	0814
Rustfindel	500	Double	malan
Rustfindel	585	Uncover	
Sereglir	180	UpStNat	3
Sereglir	850	MovArmy	nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Tinnungil	810	MovChar	2109
Tinnungil	940	CstLoSp	415 2109

Angelimar



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

Angelimar was located in the Mixed Forest at 0612.
 He was ordered to refuse all personal challenges.
 He was challenged by Tropo to personal combat, but refused. Tropo gained personal honor.
 Angelimar was assassinated.
 He was ordered to move. He was not permitted orders because he has died.

Caranachad



Ranks : Command 0 Agent 0 Emissary 67 Mage 60
 Health 100 Stealth 0 Challenge 68
 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 3808.
 He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Frost Gate.
 He was ordered to move. He accepted the movement orders.
He is currently in the Open Plains at 4408. The Town of Shathûr flying the flag of the Aerithryn is here.

Celeglang



Ranks : Command 57 Agent 0 Emissary 0 Mage 33
 Health 100 Stealth 0 Challenge 65
 Artifacts : None
 Spells (+0) : #104 Resistances(80) #108 Blessings(88) #314 Teleport(60)

Celeglang was located in the Hills & Rough at 1609.
 He was ordered to put some troops on maneuvers. The maneuvers for the Heavy Infantry were completed.
 He moved with the army to 1409.
 He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: None. See report below.
He is traveling with Lhimlug in the Mixed Forest at 1409. The Town/Tower of Bree flying the flag of the North Kingdom is here.

Glanalph



Ranks : Command 0 Agent 0 Emissary 71 Mage 20
 Health 100 Stealth 0 Challenge 40
 Artifacts : None
 Spells (+0) : #302 Long Stride(90) #304 Fast Stride(95)

Glanalph was located in the Open Plains at 4425.

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

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.

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.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

She was ordered to split the army. The army was split. 0 Food was transferred.

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 58 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 58
 Artifacts : None

Spells (+0) : None

Lhimlug was located in the Hills & Rough at 1609.

He was ordered to siege the Major Town of Weathertop. The population center is now under siege.

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 1409. The Town/Tower of Bree flying the flag of the North Kingdom is here.

Lhingril



Ranks : Command 19 Agent 24 Emissary 0 Mage 23
 Health 100 Stealth 0 Challenge 32
 Artifacts : None
 Spells (+0) : #308 Capital Return(94)

Lhingril was located in the Hills & Rough at 1007.

She was ordered to refuse all personal challenges.

She was ordered to destroy the Village of Ninniach. See Combat Messages.

She is currently in the Hills & Rough at 1007. The Village of Ninniach flying the flag of the Enlightned Shadow is here.

Menelrandir



Ranks : Command 0 Agent 0 Emissary 0 Mage 48
 Health 100 Stealth 0 Challenge 48
 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. 8717 Timber were sold for 10460 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 55 (70) Emissary 36 Mage 30
 Health 100 Stealth 0 Challenge 64
 Artifacts : #170 Rat Gauntlets
 Spells (+0) : #314 Teleport(57) #408 Perceive Nationality(63)
 #422 Perceive Power(90)

Mornedhel was located in the Mixed Forest at 1014.

She was ordered to steal the Gold. 3000 Gold was stolen at Andakro.

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

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

Rustfindel



Ranks : Command 0 Agent 0 Emissary 61 Mage 10
 Health 100 Stealth 0 Challenge 52
 Artifacts : #71 Sickie of the Heavens\

Spells (+0) : #314 Teleport(50)

Rustfindel was located in the Mountains at 2212.

She was ordered to recruit a double agent. Malantur is now our double agent.

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the North Kingdom seeks to acquire 10 additional artifacts of any alignment - uncovered that the nation of the North Kingdom seeks to acquire 10 additional artifacts of any alignment - uncovered that the nation of the North Kingdom seeks to see to the termination of Flyeter by any means whatsoever. - uncovered that the nation of the North Kingdom possesses Special Nation Ability #17. It was also uncovered that the North Kingdom capital is at 1108.

She is currently in the Mountains at 2212. The Village/Tower of Moria flying the flag of the North Kingdom is here.

Sereglir



Ranks : Command 33 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 33

Artifacts : None

Spells (+0) : None

Sereglir was located in the Mixed Forest at 0713.

He was ordered to upgrade our relations. Our relations with the Frost Men were upgraded.

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

He commands an army 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 0
 Health 0 Stealth 0 Challenge 0

Artifacts : None

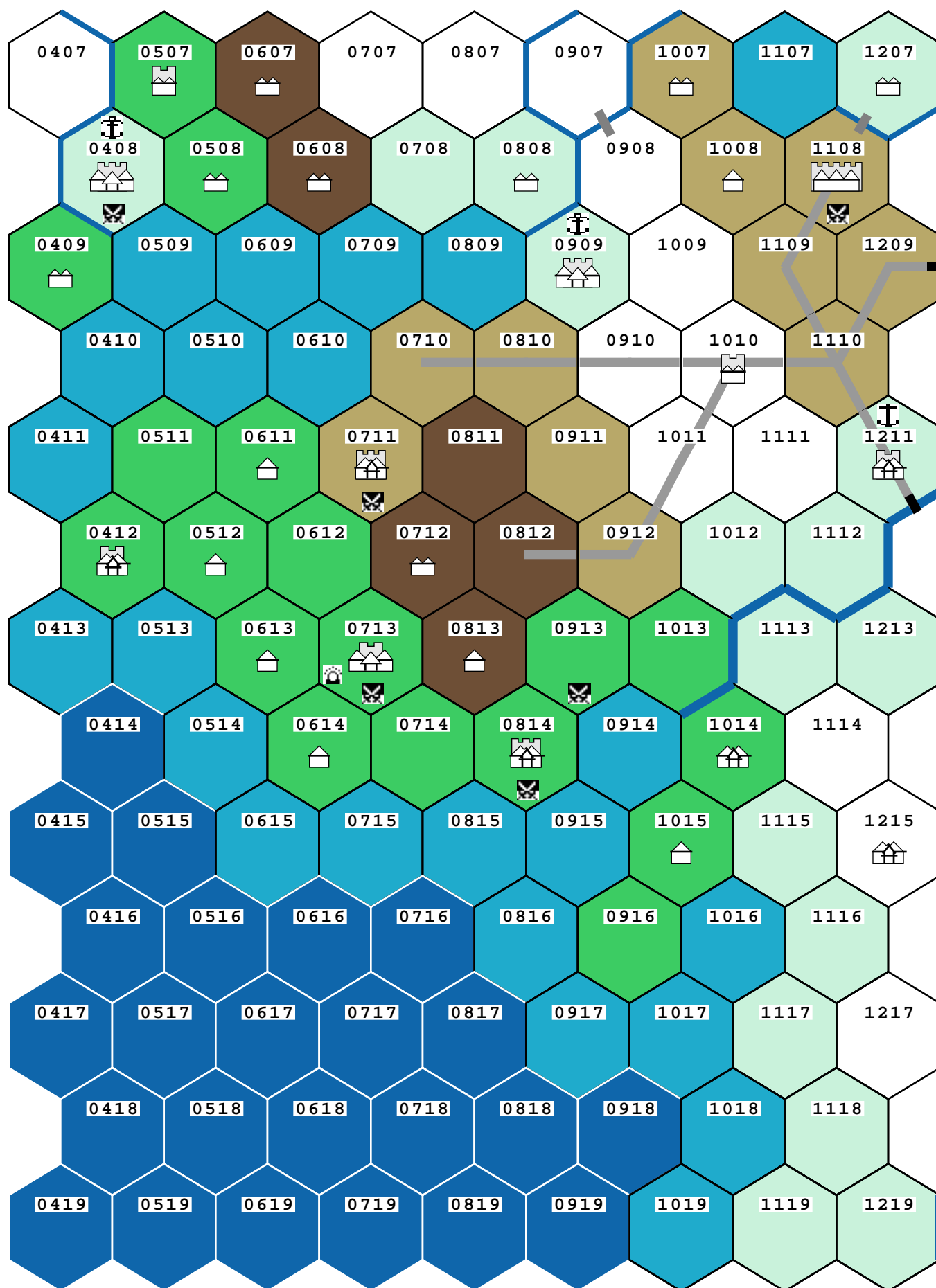
Spells (+0) : None

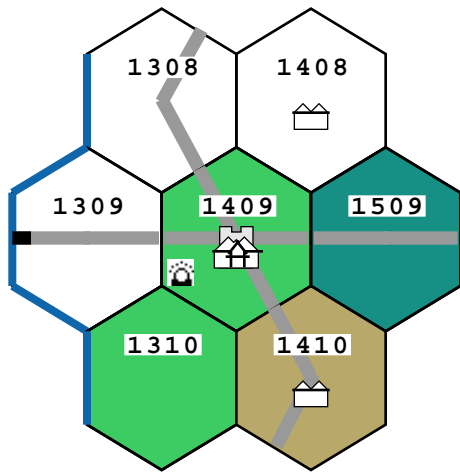
Tinnungil was located in the Hills & Rough at 2617.

Tinnungil was assassinated.

He was ordered to move. He was not permitted orders because he has died.

He was ordered to cast a lore spell. He was not permitted orders because he has died.





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) @ 1409 Command

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

Lhingril (ID: lhing) @ 1007 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) @ 0814 Agent Emissary Mage

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

Rustfindel (ID: rustf) @ 2212 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