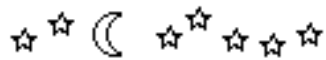


**MEPBM Games**  
**presents**

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



GAME # 47



## **Hastily Patient**

Victory points : 400  
 Victory Conditions :  
   To hold at game end the artifact: Vasamacil #129.  
   To hold at game end the population center of Cract at 3001.  
   To see to the termination of Bertrand by any means whatsoever.  
   To see to the termination of Herubrand by any means whatsoever.  
   To terminate 10 characters by personal challenge or by assassination.

Top 3 Dark Servants :

**Hastily Patient [ 400 ]   Haven's Bane [ 400 ]   Unseeing Eye [ 400 ]**

Special Nation Abilities :  
   #21 Hire new armies at no cost.  
   #23 Can learn lost weakness spell.  
   #26 Can learn lost conjure hordes spell.

Internet G047N12  
 NATE KEENE 110758  
 NONE  
 NONE  
 NONE

Game # : 47  
 Player # : 12  
 Turn # : 32  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 6170  
 Special Service : YES

# Hastily Patient

(A Dark Servant)

Season : Winter

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Disliked	# 3 Duaron	: Hated
# 4 Stonekeep's Watch	: Disliked	# 5 Wardens	: Hated	# 6 Nurn Freeholders	: Disliked
# 7 Daloriennes	: Hated	# 8 Vallian	: Disliked	# 9 Esgal Edhel	: Hated
#10 Beogrim	: Hated	#11 Dothraki	: Hated	#13 Haven's Bane	: Tolerated
#14 Unseeing Eye	: Tolerated	#15 Gondimarim	: Tolerated	#16 Isteroth Kingdom	: Tolerated
#17 Clavero	: Tolerated	#18 Cechove	: Tolerated	#19 Tsalagi	: Tolerated
#20 Corsairs	: Tolerated	#21 Nothraman	: Tolerated	#22 Eriadorian	: Neutral
#23 Shadow Crew	: Neutral	#24 Riverlands	: Tolerated	#25 Deepwood Rangers	: Disliked

## POPULATION CENTERS

**Pillar (Capital)** Location : @ 2906 in Mixed Forest Climate is Severe

Size : Major Town	Fortifications : None	Loyalty : 6	Docks : None	Hidden ? : YES	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	86	30	0	0
Current stores	200	0	0	0	215	30	268	-

**Wen Sereg** Location : @ 2210 in Mountains Climate is Severe

Size : Major Town	Fortifications : Tower	Loyalty : 24	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	27	24	0	0	0	0	400
Current stores	0	191	60	0	0	0	505	-

## ARMIES AND NAVIES

**Army Commander : General Drakeman** Location : @ 3107 in Mountains Climate is Severe

Army morale : 8 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Mixed Mannish horsemen w/shortswords		10	10	0	200	Heavy Cavalry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	1	Low Supplies !!				
War machines	0					

Characters traveling with army : - Elosian - Gorgûn - Stimey.

**The Village of Nenning flying the flag of the Vallian is here.**

## COMPANY COMMANDERS :

None

## MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	22657	28057	3650	3918	1954	26292	1833
Purchase at market price/unit	3	3	10	18	3	3	15
Sell to market price/unit	1	1	4	8	1	1	7

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

Armies/Navies :	1200
Pop Centers :	500
Characters :	15160
Total :	16860
Current Tax rate :	74%
Revenue expected next turn :	11500 (-5360)
Current Gold reserve :	363

**Totals for Nation:****Stores****Production**

Leather	200	0
Bronze	191	27
Steel	60	24
Mithril	0	0
Food	215	86
Timber	30	30
Mounts	773	0

**Ritual character terminations: 8**

**Ships have been left anchored at the following locations:**

None

**You have the following double agents:**

None

**You have the following hostages:**

**Estelmo of the Nurn Freeholders is held by Waren at 4404 - No Gold ransom demanded at this time.**

**You possess the following artifacts:**

Name of artifact	Item	#	Latent	Alignment	Known Powers
Helm of the Dark	Helm	7	Yes	Evil	Increases Command Rank by 20.
Stone-mace of Setmaenen	Mace	81	No	Good	COMBAT - Increases damage by 500 points.
Morlhach	Sword	127	No	Evil	COMBAT - Increases damage by 500 points.

**You have hidden the following additional artifacts:**

None

**NATION MESSAGES**

*There are rumors of a personal challenge involving Hisab and Imlida at 2327.*  
*There are rumors of an assassination attempt involving Ferdh Feyheart and Balton.*  
*There are rumors of a theft attempt involving Ulgundó at Kornale.*  
*505 Mounts transported from the Haven's Bane to Wen Sereg.*

**ENCOUNTER MESSAGES**

None

## COMBAT MESSAGES



### Challenge from Boarthoc at 3815

In the Open Plains of 3815 a ritual duel began. A large circle was drawn on the paving stones near the market. As the residents of Alorahdannon gathered around, Boarthoc, a healthy warrior stepped forth and called challenge. In answer, Waren, a healthy agent stepped forth. Those watching calculated the odds at roughly even. The fight began in earnest. Bystanders gasped as the combatants cut and slashed at each other. Driving blows and skillful stabs followed each other in quick succession. Finally, Boarthoc fell to a well placed dagger cunningly thrown by Waren. Waren was noted to have suffered light wounds in the fight.

## 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](http://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.....
Drakeman	770	HrArmy	200 hc ^ ^ 1
Drakeman	860	ForcMar	e se ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Elosian	710	PrenMgy	
Elosian	785	JnArmy	drake
Gorgûn	705	RsrchSp	512
Gorgûn	785	JnArmy	drake
Maugrath	315	PrchCar	le 600
Maugrath	737	NamMage	^ ^
Orkamûr	605	GrdLoc	
Orkamûr	215	RfsPers	
Stimey	785	JnArmy	drake
Stimey	940	CstLoSp	415 3715
Trainer	810	MovChar	2906
Trainer	948	TranCar	2210 2906 mo 450
Ulduin	810	MovChar	2210
Ulduin	325	NatSell	mi 100
Ulwath	180	UpStNat	2
Ulwath	315	PrchCar	mo 300
Waren	615	Assass	laode

Waren	810	MovChar	4404
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## Drakeman



Ranks : Command 82 (102) Agent 0 Emissary 0 Mage 55  
 Health 100 Stealth 0 Challenge 115  
 Artifacts : #7 Helm of the Dark  
 Spells (+0) : #2 Minor Heal(100) #8 Heal True(73) #502 Weakness(96)  
 #512 Conjure Hordes(73)

Drakeman was located in the Mixed Forest at 2906.

He was ordered to hire an army. An army of 200 Heavy Cavalry with 1 Food was hired.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced.

*He commands an army in the Mountains at 3107. The Village of Nenning flying the flag of the Vallian is here.*

## Elosian



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

Spells (+0) : #102 Barriers(70) #308 Capital Return(53)  
 #402 Perceive Allegiance(100) #410 Divine Allegiance Forces(58)  
 #512 Conjure Hordes(83)

Elosian was located in the Mixed Forest at 2906.

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

He was ordered to join an army. He joined the army commanded by Drakeman.

He moved with the army to 3107.

*He is traveling with Drakeman in the Mountains at 3107. The Village of Nenning flying the flag of the Vallian is here.*

## Gorg n



Ranks : Command 0 Agent 0 Emissary 0 Mage 54  
 Health 100 Stealth 0 Challenge 64  
 Artifacts : #81 Stone-mace of Setmaenen #127 Morlhach/  
 Spells (+0) : #102 Barriers(87) #302 Long Stride(100) #314 Teleport(89)  
 #413 Scry Population Center(100) #502 Weakness(78) #512 Conjure Hordes(83)

Gorgûn was located in the Mixed Forest at 2906.

He was ordered to research a spell. Conjure Hordes #512 was successfully researched.

He was ordered to join an army. He joined the army commanded by Drakeman.

He moved with the army to 3107.

*He is traveling with Drakeman in the Mountains at 3107. The Village of Nenning flying the flag of the Vallian is here.*

Gorthaur



Ranks : Command 0 Agent 0 Emissary 0 Mage 30  
 Health 100 Stealth 0 Challenge 30  
 Artifacts : None

Spells (+0) : #102 Barriers(57) #308 Capital Return(54)  
 #410 Divine Allegiance Forces(84)

*He is currently in the Mixed Forest at 2906. The Major Town of Pillar flying the flag of the Hastily Patient is here.*

Maugrath



Ranks : Command 0 Agent 0 Emissary 0 Mage 30  
 Health 100 Stealth 0 Challenge 30  
 Artifacts : None

Spells (+0) : #104 Resistances(100) #308 Capital Return(76)  
 #402 Perceive Allegiance(62) #502 Weakness(78)

Maugrath was located in the Mixed Forest at 2906.

He was ordered to purchase from the caravans. 600 Leather were bought for 1800 Gold.

He was ordered to name a new mage. No character name was provided. A new mage named Gorthaur was available.

*He is currently in the Mixed Forest at 2906. The Major Town of Pillar flying the flag of the Hastily Patient is here.*

Orkam r



Ranks : Command 22 Agent 26 Emissary 37 Mage 0  
 Health 100 Stealth 0 Challenge 31  
 Artifacts : None

Spells (+0) : None

Orkamûr was located in the Shore/Plains at 1211.

He was ordered to refuse all personal challenges.

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

*He is currently in the Shore/Plains at 1211. The Village/Tower of Geshaan flying the flag of the North Kingdom is here.*

Stimey



Ranks : Command 49 Agent 0 Emissary 0 Mage 51  
 Health 100 Stealth 0 Challenge 63  
 Artifacts : None

Spells (+0) : #102 Barriers(95) #106 Deflections(80)  
 #413 Scry Population Center(91) #415 Scry Area(71) #502 Weakness(63)  
 #512 Conjure Hordes(67)

Stimey was located in the Mixed Forest at 2906.

He was ordered to join an army. He joined the army commanded by Drakeman.

He moved with the army to 3107.

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

**He is traveling with Drakeman in the Mountains at 3107. The Village of Nenning flying the flag of the Vallian is here.**

Trainer



Ranks : Command 56 Agent 0 Emissary 0 Mage 34  
 Health 100 Stealth 0 Challenge 64  
 Artifacts : None

Spells (+0) : #502 Weakness(62) #512 Conjure Hordes(66)

Trainer was located in the Mountains at 2210.

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

He was ordered to transport by the caravans. The transport was changed because there was insufficient Mounts. 168 Mounts (+10%) transported from Wen Sereg to Pillar.

**He is currently in the Mixed Forest at 2906. The Major Town of Pillar flying the flag of the Hastily Patient is here.**

Ulduin



Ranks : Command 30 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 30  
 Artifacts : None

Spells (+0) : None

Ulduin was located in the Mixed Forest at 2906.

He was ordered to have the nation sell to the caravans. 122 Mithril were sold for 6466 Gold.

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

**He is currently in the Mountains at 2210. The Major Town/Tower of Wen Sereg flying the flag of the Hastily Patient is here.**



## Ulwath



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

Ulwath was located in the Mixed Forest at 2906.

He was ordered to upgrade our relations. Our relations with the South Kingdom were upgraded.

He was ordered to purchase from the caravans. 300 Mounts were bought for 3300 Gold.  
**He is currently in the Mixed Forest at 2906. The Major Town of Pillar flying the flag of the Hastily Patient is here.**

## Waren



Ranks : Command 0 Agent 94 Emissary 0 Mage 0  
 Health 65 Stealth 0 Challenge 70  
 Artifacts : None  
 Spells (+0) : None

Waren was located in the Open Plains at 3815.

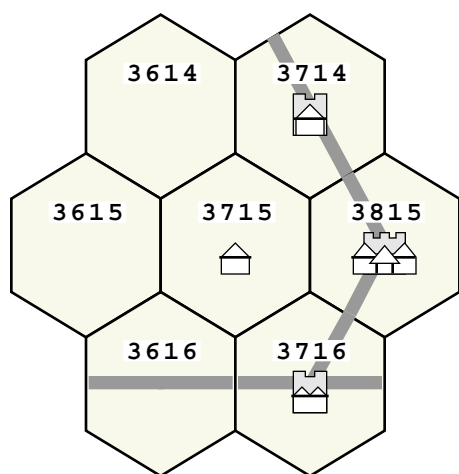
He was challenged by Boarthoc to personal combat. See Combat Messages.

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

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

**He is currently in the Open Plains at 4404. The Major Town of A Oculta flying the flag of the Haven's Bane is here.**





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

**Gorthaur (ID: gorth) @ 2906 Mage**

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

**Maugrath (ID: maugr) @ 2906 Mage**

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

**Orkamûr (ID: orkam) @ 1211 Command Agent Emissary**

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

**Stimey (ID: stime) @ 3107 Command Mage**

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

**Trainer (ID: train) @ 2906 Command Mage**

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

**Ulduin (ID: uldui) @ 2210 Command**

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

## Ulwath (ID: ulwat) @ 2906 Command

Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_      Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_

Required

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Information

Required

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Information

## Waren (ID: waren) @ 4404 Agent

Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_      Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_

Required

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Information

Required

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Information