

# MEPBM Games

presents

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



GAME # 141



## Lands

Victory points : 600

Victory Conditions :

To terminate 10 characters by personal challenge or by assassination.  
To see to the termination of Gamina by any means whatsoever.  
To see to the termination of Pericles by any means whatsoever.  
To see to the termination of Guarmath by any means whatsoever.  
To hold at game end the artifact: Blood Spike #90.

Top 3 Neutrals :

**North Kingdom [ 1600 ]   South Kingdom [ 1283 ]   Sing a Song [ 1200 ]**

Special Nation Abilities :

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

Internet G141N21  
NATE KEENE 110758  
NONE  
NONE  
NONE

Game # : 141  
Player # : 21  
Turn # : 7  
Account : \$ 0.00  
Free Turns : 0  
Security Code : 1369  
Special Service : YES

# Lands

(A Neutral)

Season : Winter

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Tolerated	# 2 South Kingdom	: Tolerated	# 3 Wise Council	: Neutral
# 4 Acadians	: Neutral	# 5 Silent Assembly	: Neutral	# 6 Thorinar	: Neutral
# 7 Sapphic Enclave	: Neutral	# 8 Nameless	: Neutral	# 9 Ground Pounders	: Neutral
#10 Sundered	: Neutral	#11 Lohmai'gwaith	: Neutral	#12 Sheri-Urk	: Neutral
#13 Red Witches	: Neutral	#14 Dark Feast	: Neutral	#15 Twilight Hammer	: Neutral
#16 Sh'iar Empire	: Neutral	#17 Great Trollusk	: Neutral	#18 Bením an Pharazôn	: Neutral
#19 RhunLandChattelCo	: Neutral	#20 Tribes of Angmar	: Neutral	#22 Sing a Song	: Tolerated
#23 Once Upon a Time	: Tolerated	#24 Plane	: Tolerated	#25 Alvernus	: Tolerated

## POPULATION CENTERS

**Cacanga** Location : @ 2534 in Hills & Rough Climate is Mild

Size : Village	Fortifications : None	Loyalty : 14	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	176	112	0	641	0	0	0
Current stores	0	396	112	0	641	0	0	-

**Deldúwath** Location : @ 2435 in Hills & Rough 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	90	0	0	0	0	144	9	0
Current stores	190	0	0	0	0	543	19	-

**Desert** Location : @ 2236 in Hills & Rough Climate is Mild

Size : Camp	Fortifications : Tower	Loyalty : 33	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	324	0	120	0	0	108	0	0
Current stores	684	0	120	0	0	804	0	-

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

Size : City	Fortifications : Fort	Loyalty : 69	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	70	54	0	0
Current stores	0	0	2424	0	90	12517	700	-

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

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

Size : Village	Fortifications : None	Loyalty : 27	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	192	0	0	173	0	0	880
Current stores	0	480	0	0	216	0	0	-

**Mountains** Location : @ 2136 in Mixed Forest Climate is Mild

Size : Village	Fortifications : None	Loyalty : 42	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	619	79	0	0
Current stores	0	0	0	0	774	737	0	-

**Mukatana** Location : @ 2634 in Hills & Rough Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 22	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	306	210	0	0	0	0	0	1200
Current stores	646	420	0	0	0	0	0	-

**Nargelion** Location : @ 2135 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 27	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	333	333	0	0
Current stores	0	0	0	0	0	0	0	-

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

**Pilindi** Location : @ 2736 in Hills & Rough Climate is Hot  
 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 0 840 144 24 0  
 Current stores 0 0 0 0 840 376 48 -

**Plains** Location : @ 2337 in Shore/Plains Climate is Mild  
 Size : Town Fortifications : Tower Loyalty : 37 Docks : Harbor Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 200 0 0 0 259 0 5 0  
 Current stores 422 0 0 0 259 0 11 -

**Rough** Location : @ 2139 in Hills & Rough Climate is Mild  
 Size : Major Town Fortifications : Tower Loyalty : 31 Docks : Port Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 108 0 0 0 104 0 1400  
 Current stores 0 216 0 0 0 858 0 -

**Selen** Location : @ 2535 in Hills & Rough Climate is Mild  
 Size : Camp Fortifications : None Loyalty : 13 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 60 0 0 270 0 1100  
 Current stores 0 0 60 0 0 1279 0 -

**Shore** Location : @ 2339 in Hills & Rough Climate is Mild  
 Size : Town Fortifications : Tower Loyalty : 36 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 150 36 0 0 0 0 1000  
 Current stores 0 300 36 0 0 0 0 -

**Swamp** Location : @ 2335 in Hills & Rough Climate is Mild  
 Size : Camp Fortifications : Tower Loyalty : 37 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 70 0 0 108 0 1000  
 Current stores 0 0 70 0 0 804 0 -

**Tyarretta** Location : @ 2436 in Hills & Rough Climate is Mild  
 Size : Village Fortifications : None Loyalty : 13 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 72 0 605 0 22 0  
 Current stores 0 0 72 0 605 0 52 -

## ARMIES AND NAVIES

**Army Commander : Regent Dark** Location : @ 2135 in Mixed Forest Climate is Mild  
 Army morale : 30 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Lesser Dúnadan mercenaries w/broadswords 64 30 10 100 Men-at-Arms  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 500  
 War machines 0  
 The Camp of Nargelion flying the flag of the Lands is here.

**Army Commander : Hero Null** Location : @ 2137 in Mixed Forest Climate is Mild  
 Army morale : 64 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Lesser Dúnadan mercenaries w/broadswords 64 30 10 100 Men-at-Arms  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 500  
 War machines 0

Characters traveling with army : - Fire - Sound.  
 The City/Fort of Hills flying the flag of the Lands is here.

**COMPANY COMMANDERS :**

None

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	18388	15544	674	1757	191225	18858	221
Purchase at market price/unit	3	3	10	26	2	3	19
Sell to market price/unit	1	1	5	13	1	1	9

**MISCELLANEOUS**

Maintenance Costs expected next turn are:		Totals for Nation:	Stores	Production
Armies/Navies :	600	Leather	1942	920
Pop Centers :	4250	Bronze	1812	836
Characters :	18960	Steel	2894	470
		Mithril	0	0
Total :	23810	Food	3425	3540
		Timber	17918	1344
Current Tax rate :	78%	Mounts	830	60
Revenue expected next turn :	35830 (+12020)			
Current Gold reserve :	335			

No new characters available at this time

Ritual character terminations: 0

Ships have been left anchored at the following locations:

7 warships at hex 2139  
 1 transports at hex 2139

You have the following double agents:

None

You have the following hostages:

None

You possess the following artifacts:

None

You have hidden the following additional artifacts:

None

**NATION MESSAGES**

925 Gold was stolen at Mountains.  
 700 Gold was stolen at Mountains.  
 34 Gold was stolen at Deldúwath.  
 1350 Gold was stolen at Mountains.

**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](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.....
Aldhelm Demuret	605	GrdLoc	
Aldhelm Demuret	325	NatSell	ti 100
Cinard	605	GrdLoc	
Cinard	810	MovChar	3037
Dark	300	ChTaxRt	78
Dark	850	MovArmy	ne nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Earth	550	ImprPop	
Earth	810	MovChar	2537
Fire	315	PrchCar	st 2424
Fire	605	GrdLoc	
Kalatar	680	SabStor	le
Kalatar	920	ScoPop	
Klú Relortin	605	GrdLoc	
Klú Relortin	810	MovChar	2734
Light	550	ImprPop	
Light	810	MovChar	2239
Null	435	ArmyMan	
Null	765	SplArmy	dark ^ ^ ^ ^ ^ 100
Qesset	605	GrdLoc	
Qesset	810	MovChar	3037
Sound	310	BidCar	mo 700 14
Sound	940	CstLoSp	415 2731

Tabaya Kas	605	GrdLoc	
Tabaya Kas	810	MovChar	3037
Tartas Izain	680	SabStor	ti
Tartas Izain	920	ScoPop	
Water	525	InfOthr	
Water	585	Uncover	
Wind	555	CreCmp	^
Wind	810	MovChar	2235

Aldhelm Demuret



Ranks : Command 0 Agent 47 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 35  
 Artifacts : None  
 Spells (+0) : None

Aldhelm Demuret was located in the Mixed Forest at 2137.

He was ordered to have the nation sell to the caravans. The stores sold was changed because the total product sold was more than the market purchase limit. 2676 Timber were sold for 19267 Gold.

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

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

Cinard



Ranks : Command 0 Agent 42 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 31  
 Artifacts : None  
 Spells (+0) : None

Cinard was located in the Mixed Forest at 2137.

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

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

**He is currently in the Hills & Rough at 3037. The Town/Tower of Of Mischief flying the flag of the Plane is here.**

Dark



Ranks : Command 60 Agent 0 Emissary 0 Mage 40  
 Health 100 Stealth 0 Challenge 70  
 Artifacts : None

Spells (+0) : #412 Research Artifact(100) #413 Scry Population Center(100)  
 #415 Scry Area(86) #418 Locate Artifact(60) #428 Locate Artifact True(73)

Dark was located in the Mixed Forest at 2137.

He was ordered to change the tax rate. The tax rate was changed to 78. Loyalty has been affected.

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

**He commands an army in the Mixed Forest at 2135. The Camp of Nargelion flying the flag of the Lands is here.**

Earth



Ranks : Command 30 Agent 0 Emissary 74 Mage 0  
 Health 100 Stealth 0 Challenge 44  
 Artifacts : None  
 Spells (+0) : None

Earth was located in the Hills & Rough at 2536.

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

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

***He is currently in the Hills & Rough at 2537. The Village of Darthir flying the flag of the Plane is here.***

Fire



Ranks : Command 50 Agent 48 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 59  
 Artifacts : None  
 Spells (+0) : None

Fire was located in the Mixed Forest at 2137.

He was ordered to purchase from the caravans. 2424 Steel were bought for 9696 Gold.

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

***He is traveling with Null in the Mixed Forest at 2137. The City/Fort of Hills flying the flag of the Lands is here.***

Kalatar



Ranks : Command 0 Agent 58 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 43  
 Artifacts : None  
 Spells (+0) : None

Kalatar was located in the Hills & Rough at 2734.

He was ordered to sabotage the stores. 25 Leather stores were sabotaged at Of Fear.

He was ordered to scout the population center. A scout of the population center was attempted. Major Town named Of Fear - owned by the Plane - fortified with a Tower - includes a Port - loyalty = 29. Production - Leather: 110 - Gold: 1200 - Timber: 170. Stores - Leather: 15.

***He is currently in the Hills & Rough at 2734. The Major Town/Tower of Of Fear flying the flag of the Plane is here.***



Kl Relortin



Ranks : Command 0 Agent 49 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 36  
 Artifacts : None  
 Spells (+0) : None

Klú Relortin was located in the Mixed Forest at 2137.

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

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

***He is currently in the Hills & Rough at 2734. The Major Town/Tower of Of Fear flying the flag of the Plane is here.***

Light



Ranks : Command 0 Agent 0 Emissary 47 Mage 0  
 Health 100 Stealth 0 Challenge 23  
 Artifacts : None  
 Spells (+0) : None

Light was located in the Mixed Forest at 2136.

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

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

***He is currently in the Hills & Rough at 2239. The Camp of Bauglira flying the flag of the Plane is here.***

Null



Ranks : Command 29 Agent 0 Emissary 0 Mage 45  
 Health 100 Stealth 0 Challenge 52  
 Artifacts : None

Spells (+0) : #412 Research Artifact(78) #413 Scry Population Center(72)  
 #415 Scry Area(56) #418 Locate Artifact(68)

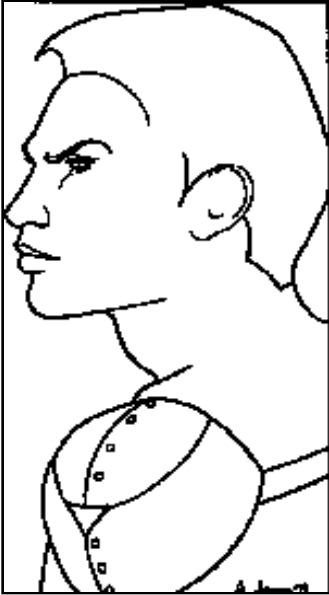
Null was located in the Mixed Forest at 2137.

He was ordered to put the army on maneuvers. The maneuvers for the army were completed.

He was ordered to split the army. The army was split. 500 Food was transferred.

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

Qesset



Ranks : Command 0 Agent 42 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 31  
 Artifacts : None  
 Spells (+0) : None

Qesset was located in the Mixed Forest at 2137.

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

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

**He is currently in the Hills & Rough at 3037. The Town/Tower of Of Mischief flying the flag of the Plane is here.**

Sound



Ranks : Command 33 Agent 0 Emissary 0 Mage 44  
 Health 100 Stealth 0 Challenge 52  
 Artifacts : None

Spells (+0) : #412 Research Artifact(100) #413 Scry Population Center(97)  
 #415 Scry Area(74) #418 Locate Artifact(60) #510 Conjure Food(76)

Sound was located in the Mixed Forest at 2137.

He was ordered to bid from the caravans. 700 Mounts was bought for 9800 Gold.

He was ordered to cast a lore spell. Scry Area - Foreign armies identified: - Ir Pan of the Benîm an Pharazôn with about 100 troops at 2730. See report below.

**He is traveling with Null in the Mixed Forest at 2137. The City/Fort of Hills flying the flag of the Lands is here.**

Tabaya Kas



Ranks : Command 0 Agent 42 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 31  
 Artifacts : None  
 Spells (+0) : None

Tabaya Kas was located in the Mixed Forest at 2137.

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

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

**He is currently in the Hills & Rough at 3037. The Town/Tower of Of Mischief flying the flag of the Plane is here.**

Tartas Izain



Ranks : Command 0 Agent 44 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 33  
 Artifacts : None  
 Spells (+0) : None

Tartas Izain was located in the Hills & Rough at 2734.

He was ordered to sabotage the stores. 129 Timber stores were sabotaged at Of Fear.

He was ordered to scout the population center. A scout of the population center was attempted. Major Town named Of Fear - owned by the Plane - fortified with a Tower - includes a Port - loyalty = 29. Production - Leather: 110 - Gold: 1200 - Timber: 170. Stores - Leather: 15.

***He is currently in the Hills & Rough at 2734. The Major Town/Tower of Of Fear flying the flag of the Plane is here.***

Water



Ranks : Command 0 Agent 0 Emissary 67 Mage 0  
 Health 100 Stealth 0 Challenge 33  
 Artifacts : None  
 Spells (+0) : None

Water was located in the Hills & Rough at 2437.

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

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Sheri-Urk seeks to hold the population center of Tempakhor at 2122 - uncovered that the nation of the Plane seeks to hold the population center of Swamp at 2335 - uncovered that the nation of the Plane seeks to hold the population center of Swamp at 2335. - uncovered that the nation of the Plane possesses Special Nation Ability #1. It was also uncovered that the Plane capital is at 3034.

***He is currently in the Hills & Rough at 2437. The Camp of Thargelion flying the flag of the Plane is here.***

Wind



Ranks : Command 0 Agent 0 Emissary 57 Mage 0  
 Health 100 Stealth 0 Challenge 28  
 Artifacts : None  
 Spells (+0) : None

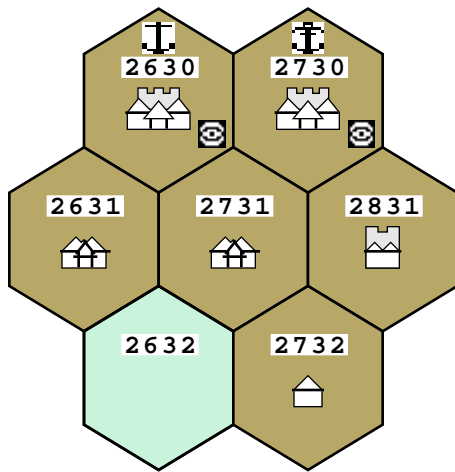
Wind was located in the Mixed Forest at 2135.

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

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

***He is currently in the Hills & Rough at 2235. The Village of Korondë flying the flag of the Plane is here.***





Required _____ Information _____ _____	Required _____ Information _____ _____
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**Earth (ID: earth) @ 2537 Command Emissary**

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

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

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

**Kalatar (ID: kalat) @ 2734 Agent**

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

**Klú Relortin (ID: klu r) @ 2734 Agent**

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

**Light (ID: light) @ 2239 Emissary**

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

**Null (ID: null ) @ 2137 Command Mage**

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

**Qesset** (ID: qesse) @ 3037 Agent

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

Sound (ID: sound) @ 2137 Command Mage

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

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

**Tabaya Kas** (ID: tabay) @ 3037 Agent

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

## Tartas Izain (ID: tarta) @ 2734 Agent

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

Water (ID: water) @ 2437 Emissary

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

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

Wind (ID: wind ) @ 2235 Emissary

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