

**MEPBM Games**  
**presents**

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



GAME # 141



## Lands

Victory points : 958

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 Free Peoples :

**Sing a Song [ 1342 ] Plane [ 1042 ] Once Upon a Time [ 1033 ]**

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 #	:	12
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	4800
Special Service	:	YES

# Lands

(A Free People)

Season : Winter

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Tolerated	# 2 South Kingdom	: Disliked	# 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 Benîm 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

Amrûn	Location : @ 2336 in Hills & Rough    Climate is Mild							
Size : Village	Fortifications : None		Loyalty : 55	Docks : None	Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	338	0	22	1200
Current stores	0	0	0	0	0	0	177	-

<b>Deldúwath</b>		Location : @ 2435 in Hills & Rough		Climate is Mild					
Size : Camp	Fortifications : None		Loyalty : 26	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	244	0	0	0	0	288	64	-	

<b>Desert</b>	Location : @ 2236 in Hills & Rough				Climate is Mild			
Size : Camp	Fortifications : Tower		Loyalty : 57	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	880	0	482	0	0	216	0	-

<b>Hills (Capital)</b>		Location : @ 2137 in Mixed Forest		Climate is Mild					
Size : City	Fortifications : Fort		Loyalty : 79	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	1616	0	24	40	0	108	1700	-	
An army bearing the banner of the Lands under Commander Null is here.									

<b>Korondë</b>									
Location : @ 2235 in Hills & Rough      Climate is Mild									
Size : Town	Fortifications : None		Loyalty : 37		Docks : None		Hidden ? : No		Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold	
Expected production	0	60	0	0	0	124	0	1300	
Current stores	0	0	0	0	0	248	0	-	

<b>Lámina</b>	Location : @ 2935 in Hills & Rough      Climate is Mild									
Size : Camp	Fortifications : None		Loyalty : 77		Docks : None		Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold		
Expected production	0	0	0	0	981	0	9	1200		
Current stores	0	0	0	0	0	0	58	-		

MPEG-2									
Location : @ 3336 in Hills & Rough      Climate is Hot									
Size : Camp	Fortifications : None		Loyalty : 46	Docks : None	Hidden ? : No		Sieged ? : No		
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold	
Expected production	272	0	0	0	0	160	8	0	
Current stores	272	0	0	0	0	160	8	-	

Mae Govannon	Location : @ 2536 in Hills & Rough      Climate is Hot							
Size : Village	Fortifications : None		Loyalty : 44	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	0	0	0	0	0	0	-

**Mountains**

Location : @ 2136 in Mixed Forest Climate is Mild

Size : Village	Fortifications : None	Loyalty : 55	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	0	0	0	619
Current stores	0	0	0	0	158

**Mukatana**

Location : @ 2634 in Hills &amp; Rough Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 39	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	306	210	0	0	0
Current stores	831	0	0	0	0

**Nargelion**

Location : @ 2135 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 34	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	0	0	0	333
Current stores	0	0	0	0	666

**Plains**

Location : @ 2337 in Shore/Plains Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 33	Docks : Harbor	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	200	0	0	0	259
Current stores	543	0	0	0	0

**Rough**

Location : @ 2139 in Hills &amp; Rough Climate is Mild

Size : Major Town	Fortifications : Tower	Loyalty : 39	Docks : Port	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	108	0	0	0
Current stores	0	0	0	0	24891

**Shore**

Location : @ 2339 in Hills &amp; Rough Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 43	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	150	36	0	0
Current stores	0	0	145	0	0

**Swamp**

Location : @ 2335 in Hills &amp; Rough Climate is Mild

Size : Camp	Fortifications : Tower	Loyalty : 34	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	0	70	0	0
Current stores	0	0	281	0	0

**Thargelion**

Location : @ 2437 in Hills &amp; Rough Climate is Mild

Size : Village	Fortifications : None	Loyalty : 66	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	115	0	0	0	900
Current stores	307	0	0	0	216

**ARMIES AND NAVIES****Army Commander : Commander Null**

Location : @ 2137 in Mixed Forest Climate is Mild

Army morale : 74 Warships : 0 Transports : 0 (5) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Lesser Dúnadan horsemen w/broadswords	10	10	0	500	Heavy Cavalry
Lesser Dúnadan mercenaries w/broadswords	77	30	10	200	Men-at-Arms
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	900	Low Supplies !!			
War machines	0				

Characters traveling with army : - Dark .

The City/Fort of Hills flying the flag of the Lands is here.

**Navy Commander : Lord Sound** Location : @ 2734 in Hills & Rough Climate is Mild  
 Army morale : 12 Warships : 30 Transports : 1 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Lesser Dúnadan mercenaries w/broadswords 10 30 10 100 Men-at-Arms  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 1 Low Supplies !!  
 War machines 0  
**The Major Town/Tower of Of Fear flying the flag of the Plane is here.**  
**A huge navy bearing the banner of the Benîm an Pharazôn under Hero Bawbuzagar is here.**

**COMPANY COMMANDERS :**

None

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	32595	22451	5318	1823	278442	16634	2884
Purchase at market price/unit	3	3	5	23	2	4	10
Sell to market price/unit	1	1	2	11	1	2	5

**MISCELLANEOUS**

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 4850	Leather	4693	1307
Pop Centers : 4250	Bronze	0	720
Characters : 23300	Steel	932	226
	Mithril	40	0
Total : 32400	Food	0	3673
	Timber	27167	1322
Current Tax rate : 39%	Mounts	2043	53
Revenue expected next turn : 25755 (-6645)			
Current Gold reserve : 9666			

Ritual character terminations: 0

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:

None

You have hidden the following additional artifacts:

None

**NATION MESSAGES**

*There are rumors of an armed conflict involving the RhunLandChattelCo at 4422.  
 Our populace reports that a season change is imminent!  
 Our populace reports that the deadline for allegiance change has passed!*

**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	br 100
Cinard	690	StlGold	
Cinard	810	MovChar	2631
Dark	175	ChAlleg	g
Dark	325	NatSell	fo 100
Earth	525	InfOthr	
Earth	215	RfsPers	
Fire	452	MakWshp	23
Fire	790	LvArmy	
Kalatar	665	SabBrdg	se
Kalatar	810	MovChar	2834
Klú Relortin	665	SabBrdg	se
Klú Relortin	810	MovChar	2928
Light	520	InfYour	
Light	810	MovChar	2438
Null	400	HvCvlry	500 ^ ^
Null	940	CstLoSp	413 2438
Qesset	690	StlGold	
Qesset	810	MovChar	2932
Sound	798	PickShp	30 1
Sound	830	MovNavy	nw nw ne nw ne e e e e ne e e se ^ no
Tabaya Kas	665	SabBrdg	nw

Tabaya Kas	810	MovChar	2933
Tartas Izain	665	SabBrdg	nw
Tartas Izain	810	MovChar	2831
Water	555	CreCmp	^
Water	810	MovChar	2535
Wind	525	InfOthr	
Wind	810	MovChar	2438

Aldhelm Demuret



Ranks : Command 0 Agent 58 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 43  
 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. 5276 Bronze were sold for 12662 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 64 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 48  
 Artifacts : None  
 Spells (+0) : None

Cinard was located in the Hills & Rough at 3434.

He was ordered to steal the Gold. 3146 Gold was stolen at C-Band.

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

***He is currently in the Hills & Rough at 2631. The Town of Adûnazir flying the flag of the Benîm an Pharazôn is here.***

Dark



Ranks : Command 62 Agent 0 Emissary 0 Mage 45  
 Health 100 Stealth 0 Challenge 73  
 Artifacts : None

Spells (+0) : #406 Divine Army(98) #412 Research Artifact(100)  
 #413 Scry Population Center(100) #415 Scry Area(87) #418 Locate Artifact(60)  
 #428 Locate Artifact True(73)

Dark was located in the Mixed Forest at 2137.

He was ordered to change our allegiance. Our allegiance has been changed.

He was ordered to have the nation sell to the caravans. 5039 Food were sold for 6047 Gold.

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

Earth



Ranks : Command 30 Agent 0 Emissary 83 Mage 0  
 Health 100 Stealth 0 Challenge 48  
 Artifacts : None  
 Spells (+0) : None

Earth was located in the Hills & Rough at 2537.

He was ordered to refuse all personal challenges.

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

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

Fire



Ranks : Command 63 Agent 51 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 72  
 Artifacts : None  
 Spells (+0) : None

Fire was located in the Hills & Rough at 2139.

He was ordered to make some warships. 23 warships were constructed.

He was ordered to leave the army. He left the army.

***He is currently in the Hills & Rough at 2139. The Major Town/Tower of Rough flying the flag of the Lands is here.***

Kalatar



Ranks : Command 0 Agent 69 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 51  
 Artifacts : None  
 Spells (+0) : None

Kalatar was located in the Hills & Rough at 3333.

He was ordered to sabotage a bridge. He was not able to sabotage a bridge because there was no bridge found.

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

***He is currently in the Hills & Rough at 2834. The Major Town of Herenya flying the flag of the Plane is here.***



Kl Relortin



Ranks : Command 0 Agent 67 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 50  
 Artifacts : None  
 Spells (+0) : None

Klú Relortin was located in the Hills & Rough at 3333.  
 He was ordered to sabotage a bridge. A bridge was sabotaged at 3333.  
 He was ordered to move. He accepted the movement orders.  
***He is currently in the Shore/Plains at 2928.***

Light



Ranks : Command 0 Agent 0 Emissary 59 Mage 0  
 Health 100 Stealth 0 Challenge 29  
 Artifacts : None  
 Spells (+0) : None

Light was located in the Hills & Rough at 2435.  
 He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Deldúwath.  
 He was ordered to move. He accepted the movement orders.  
***He is currently in the Hills & Rough at 2438. The Town/Tower of Havens Of Umbar flying the flag of the South Kingdom is here.***

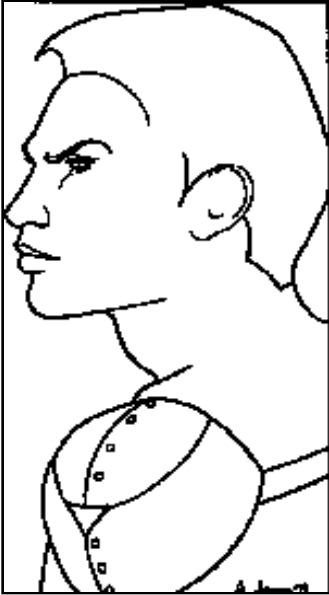
Null



Ranks : Command 38 Agent 0 Emissary 0 Mage 48  
 Health 100 Stealth 0 Challenge 57  
 Artifacts : None  
 Spells (+0) : #412 Research Artifact(78) #413 Scry Population Center(72)  
 #415 Scry Area(56) #418 Locate Artifact(68) #428 Locate Artifact True(71)

Null was located in the Mixed Forest at 2137.  
 He was ordered to recruit some heavy cavalry. 500 Heavy Cavalry w/Wood weapons and No armor were recruited.  
 He was ordered to cast a lore spell. He was not able to cast the spell. Continued efforts may succeed.  
***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 61 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 45  
 Artifacts : None  
 Spells (+0) : None

Qesset was located in the Hills & Rough at 3335.

He was ordered to steal the Gold. 3700 Gold was stolen at Ku-Band.

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

***He is currently in the Hills & Rough at 2932. The Village of Enyarma flying the flag of the Benîm an Pharazôn is here.***

Sound



Ranks : Command 53 Agent 0 Emissary 0 Mage 48  
 Health 100 Stealth 0 Challenge 65  
 Artifacts : None

Spells (+0) : #412 Research Artifact(100) #413 Scry Population Center(97)  
 #415 Scry Area(74) #418 Locate Artifact(60) #510 Conjure Food(77)

Sound was located in the Hills & Rough at 2139.

He was ordered to pick up some ships. Not all the warships were picked up because there were insufficient warships. Anchored ships were picked up.

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

***He commands a navy offshore at 2734. The Major Town/Tower of Of Fear flying the flag of the Plane is here.***

Tabaya Kas



Ranks : Command 0 Agent 60 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 45  
 Artifacts : None  
 Spells (+0) : None

Tabaya Kas was located in the Hills & Rough at 3334.

He was ordered to sabotage a bridge. He was not able to sabotage the bridge because of tight security.

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

***He is currently in the Hills & Rough at 2933. The Village of Amon Sur flying the flag of the Great Trollusk is here.***

Tartas Izain



Ranks : Command 0 Agent 61 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 45  
 Artifacts : None  
 Spells (+0) : None

Tartas Izain was located in the Hills & Rough at 3334.

He was ordered to sabotage a bridge. He was not able to sabotage a bridge because there was no bridge found.

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

**He is currently in the Hills & Rough at 2831. The Village/Tower of Azûlakan flying the flag of the Benîm an Pharazôn is here.**

Water



Ranks : Command 0 Agent 0 Emissary 75 Mage 0  
 Health 100 Stealth 0 Challenge 37  
 Artifacts : None  
 Spells (+0) : None

Water was located in the Hills & Rough at 3633.

He was ordered to create a camp. He was not able to create the camp because there was insufficient populace.

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

**He is currently in the Hills & Rough at 2535. The Village of Selen flying the flag of the Plane is here.**

Wind



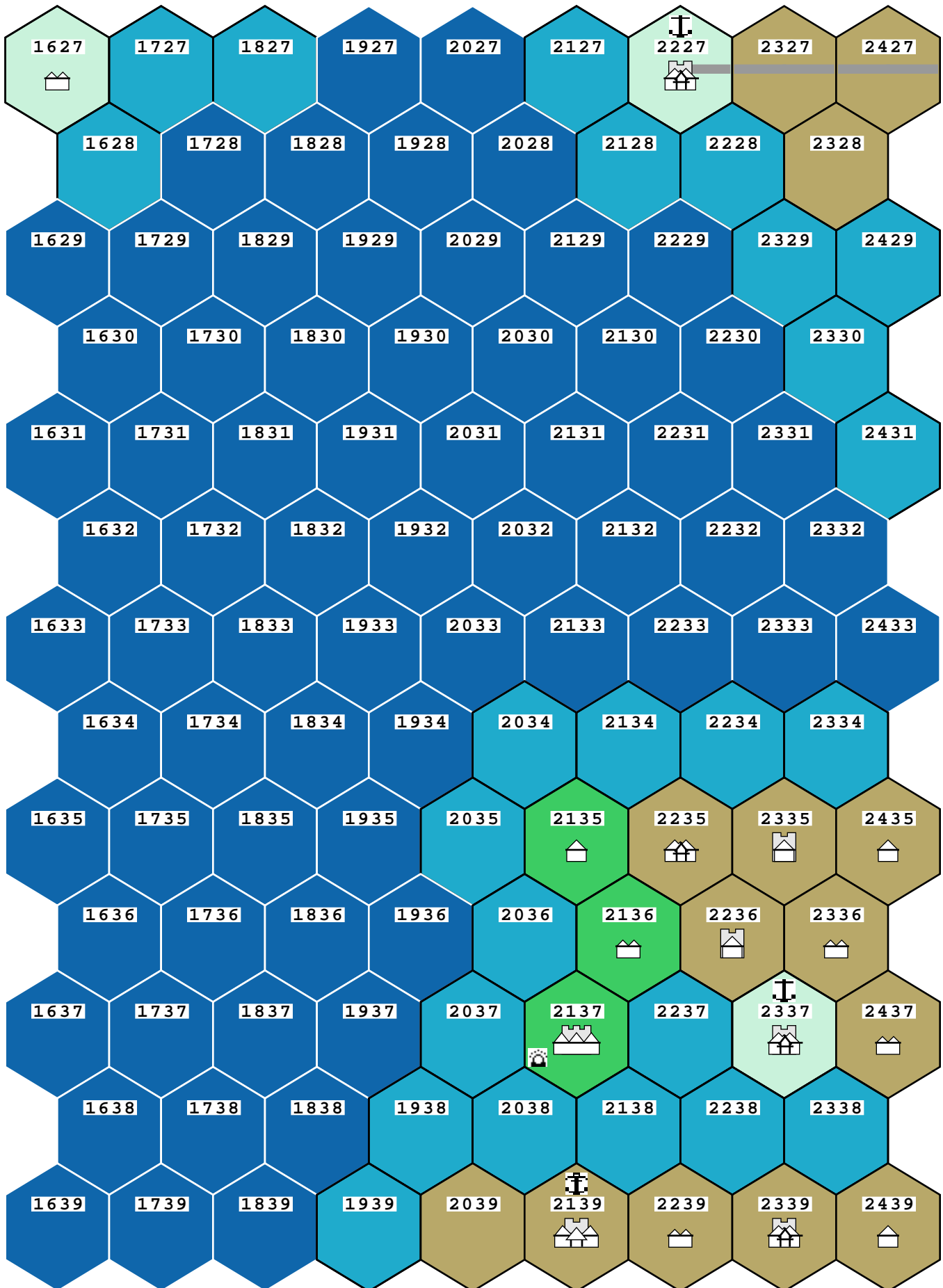
Ranks : Command 0 Agent 0 Emissary 70 Mage 0  
 Health 100 Stealth 0 Challenge 35  
 Artifacts : None  
 Spells (+0) : None

Wind was located in the Hills & Rough at 3336.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at MPEG-2. MPEG-2 is now under our control.

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

**He is currently in the Hills & Rough at 2438. The Town/Tower of Havens Of Umbar flying the flag of the South Kingdom is here.**



☆ ☆ ☾ ☆ ☆ ☆ ☆ ☆

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Game #      : 141
Player #    : 21
Turn #      : 13
Security #  : 4800
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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 ) @ 2139 Command Agent**

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

**Kalatar (ID: kalat) @ 2834 Agent**

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

**Klú Relortin (ID: klu r) @ 2928 Agent**

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

**Light (ID: light) @ 2438 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			_____				
			_____								_____				

**Qeset (ID: qesse) @ 2932 Agent**

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

**Sound (ID: sound) @ 2734 Command Mage**

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

**Tabaya Kas (ID: tabay) @ 2933 Agent**

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

**Tartas Izain (ID: tarta) @ 2831 Agent**

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

**Water (ID: water) @ 2535 Emissary**

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

**Wind (ID: wind ) @ 2438 Emissary**

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