

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 143

**Aerithryn**

Victory points : 525
 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 [1058] Rhosgobel [575] Frost Men [550]

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 # : 13
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 4386
 Special Service : YES

Aerithryn

(A Free People)

Season : Winter

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Disliked	# 2 South Kingdom	: Neutral	# 3 Frost Men	: Friendly
# 4 Dustbighters	: Tolerated	# 6 Amestrians	: Tolerated	# 7 Faux Meddle Army	: Tolerated
# 8 Twin Scorpions	: Tolerated	# 9 Rhosgobel	: Tolerated	#10 Half-Orcs	: Tolerated
#11 Galadhrim	: Tolerated	#12 Drib Le Chin	: Hated	#13 Ull Navala	: Hated
#14 Farrelly	: Hated	#15 Nacth Strum	: Disliked	#16 Shadowborn	: Disliked
#17 Heathen Kings	: Disliked	#18 Vampiric Order	: Disliked	#19 Scourge	: Disliked
#20 Black Numenroans	: Disliked	#21 Enlightned Shadow	: Disliked	#22 Fallen	: Disliked
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karamaikos	: Disliked

POPULATION CENTERS

Big Woods Location : @ 0814 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Fort	Loyalty : 23	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 0 0 0 254 113 0 0				
Current stores	0 0 0 0 518 113 0 -				

An army bearing the banner of the Fallen under Captain Cinard is here.

A large army bearing the banner of the Enlightned Shadow under Captain Endiatri is here.

Bree Location : @ 1409 in Mixed Forest Climate is Mild

Size : Village	Fortifications : None	Loyalty : 28	Docks : None	Hidden ? : No	Sieged ? : YES
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	432 0 0 0 288 490 0 0				
Current stores	324 0 0 0 0 3242 0 -				

An army bearing the banner of the North Kingdom under Regent Ossimoro is here.

Frost Gate (Capital) Location : @ 3808 in Open Plains Climate is Cold

Size : Major Town	Fortifications : Tower	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	40 0 0 0 61 0 4 0				
Current stores	226 0 0 0 124 0 42 -				

Nowhere Location : @ 0712 in Mountains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 35	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 134 34 14 0 0 0 0				
Current stores	0 268 286 42 0 0 0 -				

Sapling Location : @ 0512 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 21	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 0 0 0 738 306 0 840				
Current stores	0 0 0 0 1506 306 0 -				

Shathûr Location : @ 4408 in Open Plains Climate is Cold

Size : Town	Fortifications : None	Loyalty : 41	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	1640 0 0 0 411 0 195 -				

Smallville Location : @ 0813 in Mountains Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 51	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	0 360 305 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 514 0 0 0 1865 0 378 -

Westwood Location : @ 0412 in Mixed Forest Climate is Mild
 Size : Town Fortifications : Tower Loyalty : 33 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 0 108 0 0 1322 108 0 -

ARMIES AND NAVIES

Army Commander : Regent Lhimlug Location : @ 1609 in Hills & Rough Climate is Mild
 Army morale : 51 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 50 42 41 784 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 9

Characters traveling with army : - Celeglang - Seregilir.

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

A large army bearing the banner of the North Kingdom under Captain Alliterazione is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	28458	29432	12740	1620	247292	35992	10296
Purchase at market price/unit	2	2	3	20	2	2	3
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 : 3136	Leather	2704	654
Pop Centers : 2500	Bronze	736	368
Characters : 14260	Steel	591	70
	Mithril	42	14
Total : 19896	Food	5746	3092
	Timber	3769	1017
Current Tax rate : 60%	Mounts	615	81
Revenue expected next turn : 18060 (-1836)			
Current Gold reserve : 6182			

Ritual character terminations: 0

Ships have been left anchored at the following locations:

None

You have the following double agents:

Malantur of the Dustbighters @ 3214

Double agent Malantur reports he was ordered to refuse all personal challenges.

Double agent Malantur reports he was ordered to move. He accepted the movement orders.

Okmok of the Half-Orcs @ 4325

Double agent Okmok reports he was ordered to guard the location. Stormwall was guarded. He spotted Grendle while performing his guarding. He captured Nauma and thwarted her theft mission. He spotted Ariocho while performing his guarding. He captured Gromm and thwarted his theft mission.

Double agent Okmok reports he was ordered to move. He accepted the movement orders.

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 Amun-Musa at 2315.
The capital has fallen and loyalty was decreased. The capital has been relocated at Frost Gate!
Tuilindo is no longer under our control.
The loyalty was influenced/reduced at Ginglith.
Ginglith is no longer under our control.
Tokeliant is no longer under our control.
There are rumors of a theft attempt involving Grendle at Stormwall.*

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 0713

In the Mild climate of the Mixed Forest of 0713, a conflict took place in the early hours of the evening in high winds.

At the head of a calm army rode **Commander Ithilvir** of the nation of the Aerithryn. The mount on which she rode moved calmly to the front of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
100 Wood Elf footsoldiers w/broadswords	wooden	none	a mob

At the head of a rebellious army rode **Commander 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
1058 Lesser Dúnadan horsemen w/broadswords	wooden/bronze	leather	ragged ranks
266 Eriadoran footmen w/spears	wooden	none	a mob

At the head of a demoralized army rode **Hero Diafora** of the nation of the North Kingdom. 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
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1271 Dúnadan footmen w/broadswords	wooden	none	a mob
------------------------------------	--------	------	-------

At the head of a rebellious army rode **Commander Sereglir** 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 Major Town of Redwood flying the flag of the Aerithryn is situated in the Mixed Forest here. It is fortified by a Tower, and it is under siege or attack.

Report from Ithilvir.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. These troops didn't need much encouragement and waved and joked with their Commanders, offering bets on who would find the best plunder. Finally the order was given by the clear voice of their Commander.. Keep close ranks. Use standard formation. Like we practiced! Against the forces of Pon Opar, they charged our standard formation and hit us hard. Against the forces of Diafora, our standard formation adjusted as they veered off and hit our flank.

Report from Sereglir.....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 given by the clear voice of their Commander.. Keep close ranks. Use standard formation. Like we practiced! Against the forces of Pon Opar, they charged our standard formation and hit us hard. Against the forces of Diafora, our standard formation adjusted as they veered off and hit our flank.

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 Ithilvir.....Our foot soldiers fought around every bush and tree, always trying to push through the underbrush. The troops fought very well, but more training would have raised them to great heights. They fought with great spirit. However, we were overrun in less than a few hours.

Report from Sereglir.....Our foot soldiers fought around every bush and tree, always trying to push through the underbrush. The troops tried to fight well, but they needed much more training. They fought very poorly. However, we were overrun in less than a few hours.

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

The battle for Redwood 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 Major Town, but suffered some losses. Pon Opar appeared to have survived. Diafora's army survived the attack on the Major Town, but suffered some losses. Diafora appeared to have survived. The Major Town has been reduced to a Town. The Tower has not been affected. The Town has been under siege/attack this turn. The Town now flies the flag of the Enlightned Shadow.

Battle at 1409

In the Mild climate of the Mixed Forest of 1409, a conflict took place in the early afternoon under a omen-filled sky.

At the head of a calm army rode **Lord Lhimlug** of the nation of the Aerithryn. The mount on which he rode moved calmly to the front of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
836 Wood Elf footsoldiers w/broadswords	bronze/steel	bronze/steel	ragged ranks

The Town of Bree flying the flag of the North Kingdom is situated in the Mixed Forest here. It is fortified by a Tower, and it is under siege or attack.

After the battle.... Lhimlug's forces found no enemy armies to fight. The attacking war machines let loose with a thundering barrage of aerial missiles that tore the fortifications down around the ears of the defenders! The battle for Bree 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.... Lhimlug's army survived the attack on the Town, but suffered minor losses. Lhimlug appeared to have survived. The Town has been reduced to a Village. The Tower has been destroyed. The Village has been under siege/attack this turn. The Village now flies the flag of the Aerithryn.

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.....
Caranachad	520	InfYour	
Caranachad	710	PrenMgy	
Celeglang	225	CstCbSp	104
Celeglang	925	Recon	
Glanalph	525	InfOthr	
Glanalph	810	MovChar	3808
Ithilvir	215	RfsPers	
Ithilvir	870	MovJoin	1609 lhiml
Lhimlug	255	CptrPop	fl
Lhimlug	850	MovArmy	e e ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Lhingril	215	RfsPers	
Lhingril	825	CstMvSp	308 3808
Menelrandir	215	RfsPers	
Menelrandir	825	CstMvSp	308 3808
Mornedhel	215	RfsPers	
Mornedhel	615	Assass	cinar
Rustfindel	525	InfOthr	
Rustfindel	825	CstMvSp	314 4408
Sereglir	215	RfsPers	
Sereglir	870	MovJoin	1609 lhiml

Caranachad



Ranks : Command 0 Agent 0 Emissary 68 Mage 62
Health 100 Stealth 0 Challenge 70
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 4408.

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

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 4408. The Town of Shathûr flying the flag of the Aerithryn is here.

Celeklang



Ranks : Command 59 Agent 0 Emissary 0 Mage 33
Health 100 Stealth 0 Challenge 67
Artifacts : None

Spells (+0) : #104 Resistances(81) #108 Blessings(88) #314 Teleport(60)

Celeklang was located in the Mixed Forest at 1409.

He was ordered to cast a combat spell. Resistances was cast.

He moved with the army to 1609.

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Alliterazione of the North Kingdom with about 2000 troops at 1609. See report below.

He is traveling with Lhimlug in the Hills & Rough at 1609. The Major Town/Tower of Weathertop flying the flag of the North Kingdom is here.

Glanalph



Ranks : Command 0 Agent 0 Emissary 72 Mage 20
Health 100 Stealth 0 Challenge 41
Artifacts : None

Spells (+0) : #302 Long Stride(90) #304 Fast Stride(95)

Glanalph was located in the Mountains at 4215.

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

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

She is currently in the Open Plains at 3808. The Major Town/Tower of Frost Gate flying the flag of the Aerithryn is here.

Ithilvir



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

Ithilvir was located in the Mixed Forest at 0713.

She was ordered to refuse all personal challenges.

Ithilvir was assassinated.

She was ordered to move and join the army. She was not permitted orders because she has died.

Lhimlug



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

Lhimlug was located in the Mixed Forest at 1409.

He was ordered to capture the Town of Bree. See Combat Messages.

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 Hills & Rough at 1609. The Major Town/Tower of Weathertop 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(95)

Lhingril was located in the Hills & Rough at 1007.

She was ordered to refuse all personal challenges.

She was ordered to cast a movement spell. Capital Return was cast.

She is currently in the Open Plains at 3808. The Major Town/Tower of Frost Gate flying the flag of the Aerithryn 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(69)
 #416 Reveal Production(51)

Menelrandir was located in the Mixed Forest at 0713.

He was ordered to refuse all personal challenges.

He was ordered to cast a movement spell. Capital Return was cast.

He is currently in the Open Plains at 3808. The Major Town/Tower of Frost Gate 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 0814.

She was ordered to refuse all personal challenges.

She was ordered to assassinate a character. She was not able to complete her mission because the character was too well guarded.

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 Sickle of the Heavens
 Spells (+0) : #314 Teleport(53)

Rustfindel was located in the Mountains at 2212.

She was ordered to influence their population center loyalty. She was not able to influence/reduce the population center loyalty because the populace was not influenced. Current loyalty is perceived to be fair. Continued efforts may succeed.

She was ordered to cast a movement spell. Teleport was cast.

She is currently in the Open Plains at 4408. The Town of Shathûr flying the flag of the Aerithryn is here.

Sereglir



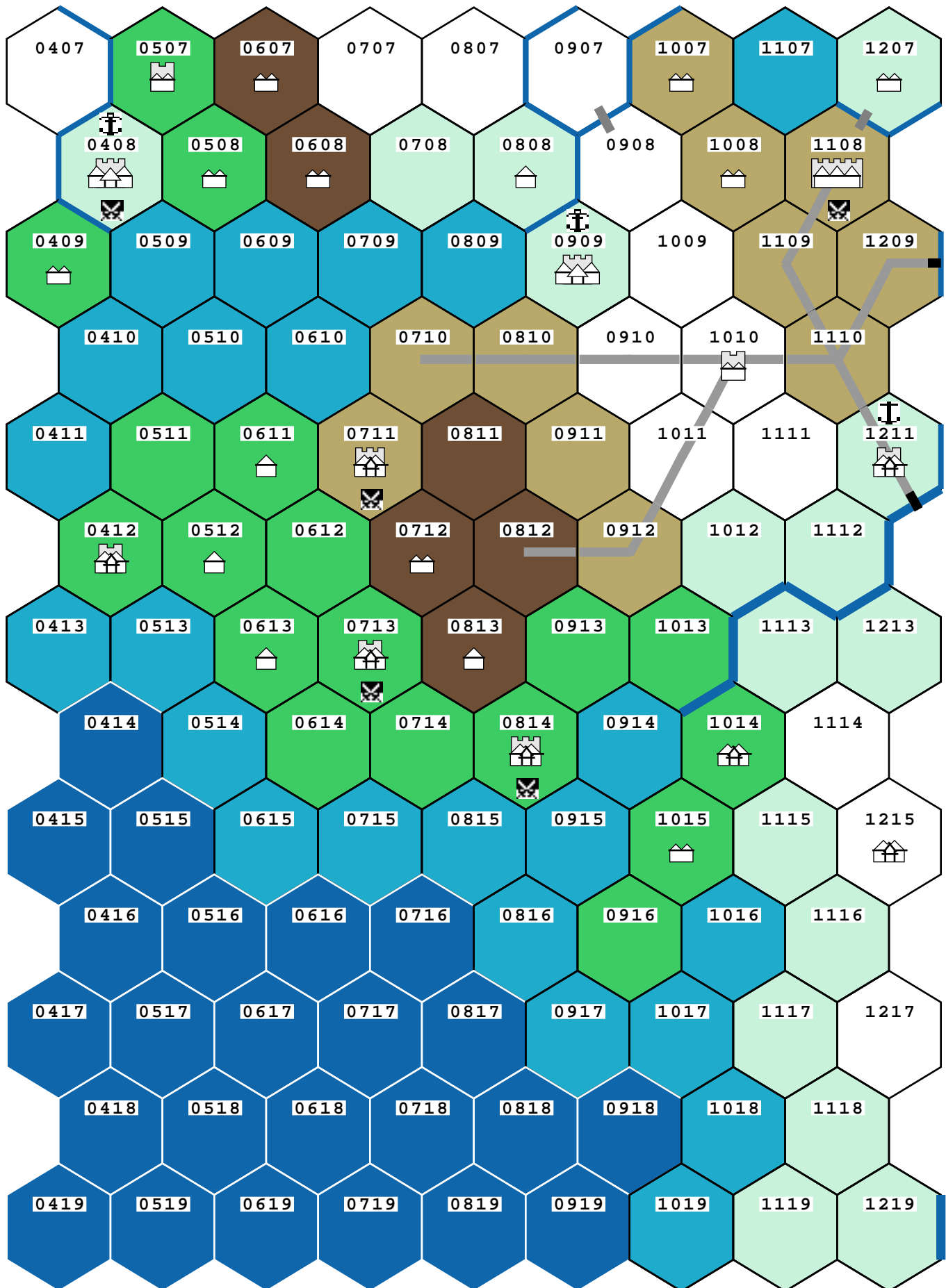
Ranks	: Command 33	Agent 0	Emissary 0	Mage 0
	Health 100	Stealth 0	Challenge 33	
Artifacts	: None			
Spells (+0)	: None			

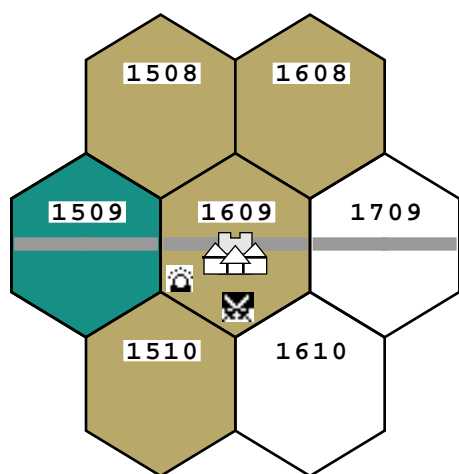
Sereglir was located in the Mixed Forest at 0713.

He was ordered to refuse all personal challenges.

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

He is traveling with Lhimlug in the Hills & Rough at 1609. The Major Town/Tower of Weathertop flying the flag of the North Kingdom is here.

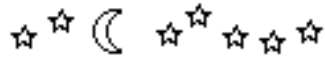




MEPBM Games
Middle-earth Play-By-Mail™
Fourth Age, circa 1000

Aerithryn

URNSHEET



Game # 143



PAUL MAHONEY 110713
 NONE
 NONE
 NONE

Game # : 143
 Player # : 5
 Turn # : 14
 Security # : 4386

Return this turnsheet before FEBRUARY 3 2014

To MEPBM, 340 North Rd, Cardiff, CF14 3BP, Wales
 Tel: +44 (0) 29 20913359 Fax: +44 (0) 29 20625532

Daytime Phone #: _____

Caranachad (ID: caran) @ 4408 Emissary Mage

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

Celeglang (ID: celeg) @ 1609 Command Mage

Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____	Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____
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Glanalph (ID: glana) @ 3808 Emissary Mage

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

Lhimlug (ID: lhiml) @ 1609 Command

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

Lhingril (ID: lhing) @ 3808 Command Agent Mage

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

Menelrandir (ID: menel) @ 3808 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) @ 4408 Emissary Mage

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

Sereglir (ID: sereg) @ 1609 Command

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