

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Wise Council**

Victory points : 400

Victory Conditions :

To hold at game end the population center of Vegas at 2112.
 To hold at game end the population center of Trannel at 3707.
 To see to the termination of Augustus by any means whatsoever.
 To hold at game end the population center of Lagna Sa at 3706.
 To hold at game end the artifact: Curaran #22.

Top 3 Free Peoples :

Alvernus [1367] Sing a Song [1233] Once Upon a Time [1067]

Special Nation Abilities :

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

Internet G141N03
 DAVID HAGERSON 109200
 NONE
 NONE
 NONE

Game # : 141
 Player # : 3
 Turn # : 16
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 9322
 Special Service : YES

Wise Council

(A Free People)

Season : Spring

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Neutral	# 4 Acadians	: Tolerated
# 5 Silent Assembly	: Tolerated	# 6 Thorinar	: Tolerated	# 7 Sapphic Enclave	: Tolerated
# 8 Nameless	: Tolerated	# 9 Ground Pounders	: Tolerated	#10 Sundered	: Tolerated
#11 Lohmai'gwaith	: Tolerated	#12 Sheri-Urk	: Disliked	#13 Red Witches	: Hated
#14 Dark Feast	: Disliked	#15 Twilight Hammer	: Hated	#16 Sh'iar Empire	: Hated
#17 Great Trollusk	: Disliked	#18 Benîm an Pharazôn	: Disliked	#19 RhunLandChattelCo	: Disliked
#20 Tribes of Angmar	: Hated	#21 Lands	: Neutral	#22 Sing a Song	: Tolerated
#23 Once Upon a Time	: Tolerated	#24 Plane	: Neutral	#25 Alvernus	: Neutral

POPULATION CENTERS

Ar-Kuinder (Capital) Location : @ 2903 in Open Plains Climate is Polar

Size : Major Town	Fortifications : None	Loyalty : 57	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	7 0 0 0 20 0 0 0				
Current stores	7 0 0 0 0 0 0 0				

A small army bearing the banner of the Wise Council under Commander Sûldun is here.

Bar-Ariin Location : @ 2803 in Mountains Climate is Polar

Size : Village	Fortifications : None	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 0 12 2 0 0 0 300				
Current stores	0 0 0 6 0 0 0 0				

Beni-Inusi Location : @ 3102 in Mountains Climate is Polar

Size : Major Town	Fortifications : None	Loyalty : 53	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 26 12 0 0 0 0 420				
Current stores	0 26 0 0 0 0 0 0				

Gelydh Location : @ 3209 in Open Plains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 27	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	237 0 0 0 749 0 13 0				
Current stores	237 0 0 0 0 0 45 0				

Lor-Junisn Location : @ 3105 in Open Plains Climate is Cold

Size : Town	Fortifications : Fort	Loyalty : 35	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	34 0 0 0 169 0 5 0				
Current stores	34 0 0 0 0 0 15 0				

Murk-Lomil Location : @ 2902 in Mountains Climate is Polar

Size : Village	Fortifications : None	Loyalty : 77	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 67 17 0 0 0 0 300				
Current stores	0 67 0 0 0 0 0 0				

Nulla Location : @ 2808 in Hills & Rough Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 15	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	136 0 0 0 0 240 0 1300				
Current stores	109 0 0 0 0 192 0 0				

Numi Hrol Location : @ 3004 in Mountains Climate is Polar

Size : Town	Fortifications : None	Loyalty : 39	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 25 0 2 0 0 0 420				
Current stores	0 25 0 6 0 0 0 0				

Teisl-Junni

Location : @ 2704 in Mountains Climate is Polar

Size : Town	Fortifications : None	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	40	18	2	0
Current stores	0	40	0	6	0

Tui Juai

Location : @ 3305 in Open Plains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	96	0	0	0	91
Current stores	96	0	0	0	0

Yalúmea

Location : @ 3009 in Mixed Forest Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 23	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	0	0	0	736
Current stores	0	0	0	0	0

ARMIES AND NAVIES**Army Commander : Warlord Cjaini**

Location : @ 2409 in Mountains Climate is Cold

Army morale : 1 Warships : 0 Transports : 0 (7) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Woodman footmen w/battle axes	27	10	0	1700	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	0	Out of Food !!			
War machines	0				

Characters traveling with army : - Borondir - Jopinii.

The Major Town/Fort of Hellgate flying the flag of the Silent Assembly is here.

Army Commander : Commander Dernwyn

Location : @ 2002 in Open Plains Climate is Polar

Army morale : 1 Warships : 0 Transports : 0 (6) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Woodman footmen w/battle axes	23	10	0	1500	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	0	Out of Food !!			
War machines	0				

Characters traveling with army : - Beirusa.

Army Commander : Commander Sûldun

Location : @ 2903 in Open Plains Climate is Polar

Army morale : 41 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Woodman footmen w/battle axes	22	10	0	100	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	19	Low Supplies !!			
War machines	0				

Characters traveling with army : - Wiulii.

The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	17303	14985	15045	0	254196	0	3692
Purchase at market price/unit	2	2	4	107	2	10	7
Sell to market price/unit	1	1	2	55	1	5	4

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

Armies/Navies : 13200
 Pop Centers : 1000
 Characters : 15720
 Total : 29920

Current Tax rate : 71%
 Revenue expected next turn : 31140 (+1220)
 Current Gold reserve : 4223

Totals for Nation:

Leather 483 510
 Bronze 158 158
 Steel 0 59
 Mithril 18 6
 Food 0 1765
 Timber 432 480
 Mounts 68 20

Stores**Production****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:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Troll Slayer	Sword	12	No	Good	COMBAT - Increases damage by 750 points.
Gúthwinë	Sword	95	No	Good	COMBAT - Increases damage by 750 points.
Durlachiel	Sword	141	No	Good	COMBAT - Increases damage by 750 points.

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of an armed conflict involving the Sing a Song at 4422.

Nulla has dropped to a Camp because of poor loyalty.

There are rumors of a kidnap attempt involving Angus and Tor Mitari.

There are rumors of an encounter involving Malendur at 3329.

ENCOUNTER MESSAGES

Encounter for Foresii at 2002.

Foresii entered a long dusty passage which seemed to go deeper into the earth. The farther he traveled, the more he got the feeling that something was watching him. Finally, forms began to take ghostly shape around him. Spirits, too, began to appear and to move menacingly toward him. Suddenly, the attack began with little or no warning! There was no time to do anything except to fight for his very existence. Shapes moved and coalesced on all sides, and the battle was fierce and deadly. The battle was not to be won, although he fought valiantly. He was finally overwhelmed and was killed!

COMBAT MESSAGES

Battle at 2309

In the Cold climate of the Mountains of 2309, a conflict took place in the early hours of the evening under a clear sky.

At the head of a rebellious army rode **Warlord Khamul** of the nation of the Twilight Hammer. 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
799 Orc wolfriders w/maces	wooden/bronze	leather/bronze	a mob

The Town of Cameth Brin flying the flag of the Wise Council is situated in the Mountains here. It is fortified by a Fort, and it is under siege or attack.

After the battle.... Khamul's forces found no enemy armies to fight.

The battle for Cameth Brin began as a relatively even battle. The attackers gave vent to their anger as the defending militia fought them off time and time again.

After the attack on the population center.... Khamul's army survived the attack on the Town, but suffered some losses. Khamul appeared to have survived. The Town has been reduced to a Village. The Fort has not been affected. The Village has been under siege/attack this turn. The Village now flies the flag of the Twilight Hammer.

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.....
Beirusa	225	CstCbSp	108
Beirusa	940	CstLoSp	412 56
Borondir	430	TrpsMan	hi
Borondir	610	GrdChar	cjaii
Cauligius	500	Double	celgo
Cauligius	810	MovChar	3009
Cjaiin	435	ArmyMan	
Cjaiin	850	MovArmy	nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Dernwyn	430	TrpsMan	hi
Dernwyn	850	MovArmy	nw nw w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Ericus	525	InfOthr	
Ericus	810	MovChar	2008
Foresii	290	InvEnc	
Foresii	940	CstLoSp	412 57
Jopinii	225	CstCbSp	104
Jopinii	940	CstLoSp	412 69
Micheasi	770	HrArmy	300 hi ^ ^ 1234
Micheasi	215	RfsPers	
Silusini	940	CstLoSp	418 212
Silusini	185	DnStNat	1
Sûldun	435	ArmyMan	
Sûldun	325	NatSell	st 100
Wiulii	185	DnStNat	15
Wiulii	325	NatSell	fo 100

Beirusa



Ranks : Command 0 Agent 0 Emissary 0 Mage 55
 Health 90 Stealth 0 Challenge 70
 Artifacts : #12 Troll Slayer✓
 Spells (+0) : #104 Resistances(94) #108 Blessings(84) #302 Long Stride(82)
 #308 Capital Return(100) #412 Research Artifact(100)

Beirusa was located in the Hills & Rough at 2204.

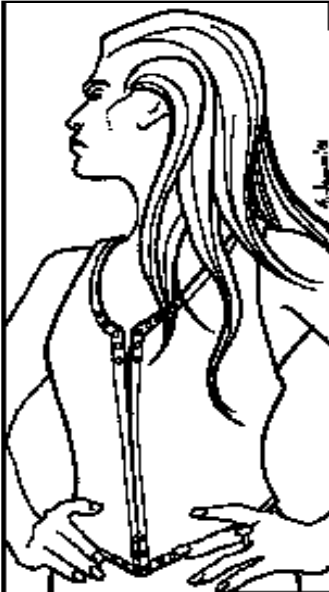
He was ordered to cast a combat spell. Blessings was cast.

He moved with the army to 2002.

He was ordered to cast a lore spell. Research Artifact - Caranlhach #56 is a Sword - allegiance: None - increases combat damage by 1250 pts. He suffered a loss of health due to casting two spells.

He is traveling with Dernwyn in the Open Plains at 2002.

Borondir



Ranks : Command 38 Agent 39 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 45
 Artifacts : None
 Spells (+0) : None

Borondir was located in the Open Plains at 2410.

She was ordered to put some troops on maneuvers. The maneuvers for the Heavy Infantry were completed.

She was ordered to guard a character. Cjain was guarded.

She moved with the army to 2409.

She is traveling with Cjain in the Mountains at 2409. The Major Town/Fort of Hellgate flying the flag of the Silent Assembly is here.

Cauligius



Ranks : Command 0 Agent 0 Emissary 55 Mage 0
 Health 100 Stealth 0 Challenge 27
 Artifacts : None
 Spells (+0) : None

Cauligius was located in the Mountains at 2309.

He was ordered to recruit a double agent. He was not able to recruit the double agent because the target character was not present.

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

He is currently in the Mixed Forest at 3009. The Camp of Yalúmea flying the flag of the Wise Council is here.

Cjainn



Ranks : Command 72 Agent 0 Emissary 10 Mage 50
 Health 100 Stealth 0 Challenge 85
 Artifacts : None

Spells (+0) : #104 Resistances(71) #108 Blessings(71) #302 Long Stride(83)
 #412 Research Artifact(87) #418 Locate Artifact(72)

Cjainn was located in the Open Plains at 2410.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

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

He commands an army in the Mountains at 2409. The Major Town/Fort of Hellgate flying the flag of the Silent Assembly is here.

Dernwyn



Ranks : Command 36 Agent 0 Emissary 0 Mage 12
 Health 100 Stealth 0 Challenge 39
 Artifacts : None

Spells (+0) : #302 Long Stride(49)

Dernwyn was located in the Hills & Rough at 2204.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to put some troops on maneuvers. The maneuvers for the Heavy Infantry were completed.

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

He commands an army in the Open Plains at 2002.

Ericus



Ranks : Command 10 Agent 0 Emissary 80 Mage 18
 Health 100 Stealth 0 Challenge 47
 Artifacts : None

Spells (+0) : #104 Resistances(99)

Ericus was located in the Hills & Rough at 2111.

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

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

He is currently in the Mixed Forest at 2008. The Camp/Tower of Eureka flying the flag of the Thorinar is here.

Foresii



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

Foresii was located in the Open Plains at 2002.

He investigated encounters/strange rumors at 2002. See Encounter messages...

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

Jopinii



Ranks : Command 0 Agent 0 Emissary 0 Mage 53
 Health 99+ Stealth 0 Challenge 53
 Artifacts : None

Spells (+0) : #104 Resistances(86) #302 Long Stride(71) #308 Capital Return(75)
 #412 Research Artifact(88)

Jopinii was located in the Open Plains at 2410.

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

He moved with the army to 2409.

He was ordered to cast a lore spell. Research Artifact - Morgul Plate #69 is an Armor - allegiance: Evil - increases Command Rank by 10. He suffered a loss of health due to casting two spells.

He is traveling with Cjain in the Mountains at 2409. The Major Town/Fort of Hellgate flying the flag of the Silent Assembly is here.

Micheasi



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

Micheasi was located in the Mountains at 2309.

He was ordered to refuse all personal challenges.

He was ordered to hire an army. He was not able to hire an army because the population center was not of the same nation.

He is currently in the Mountains at 2309. The Village/Fort of Cameth Brin flying the flag of the Twilight Hammer is here.

Silusini



Ranks : Command 40 Agent 0 Emissary 0 Mage 59
 Health 100 Stealth 0 Challenge 84
 Artifacts : #141 Durlachiel/
 Spells (+0) : #104 Resistances(78) #108 Blessings(78) #302 Long Stride(94)
 #406 Divine Army(85) #412 Research Artifact(98) #418 Locate Artifact(73)

Silusini was located in the Open Plains at 2903.

He was ordered to downgrade our relations. He was not able to downgrade our relations because the populace did not support it. Continued efforts may succeed.

He was ordered to cast a lore spell. Locate Artifact - artifact #212, a Staff, may be possessed by Clandir at or near 2818.

He is currently in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Sıldun



Ranks : Command 34 Agent 30 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Sıldun was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 118 Steel were sold for 850 Gold.

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

He commands an army in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Wiulii



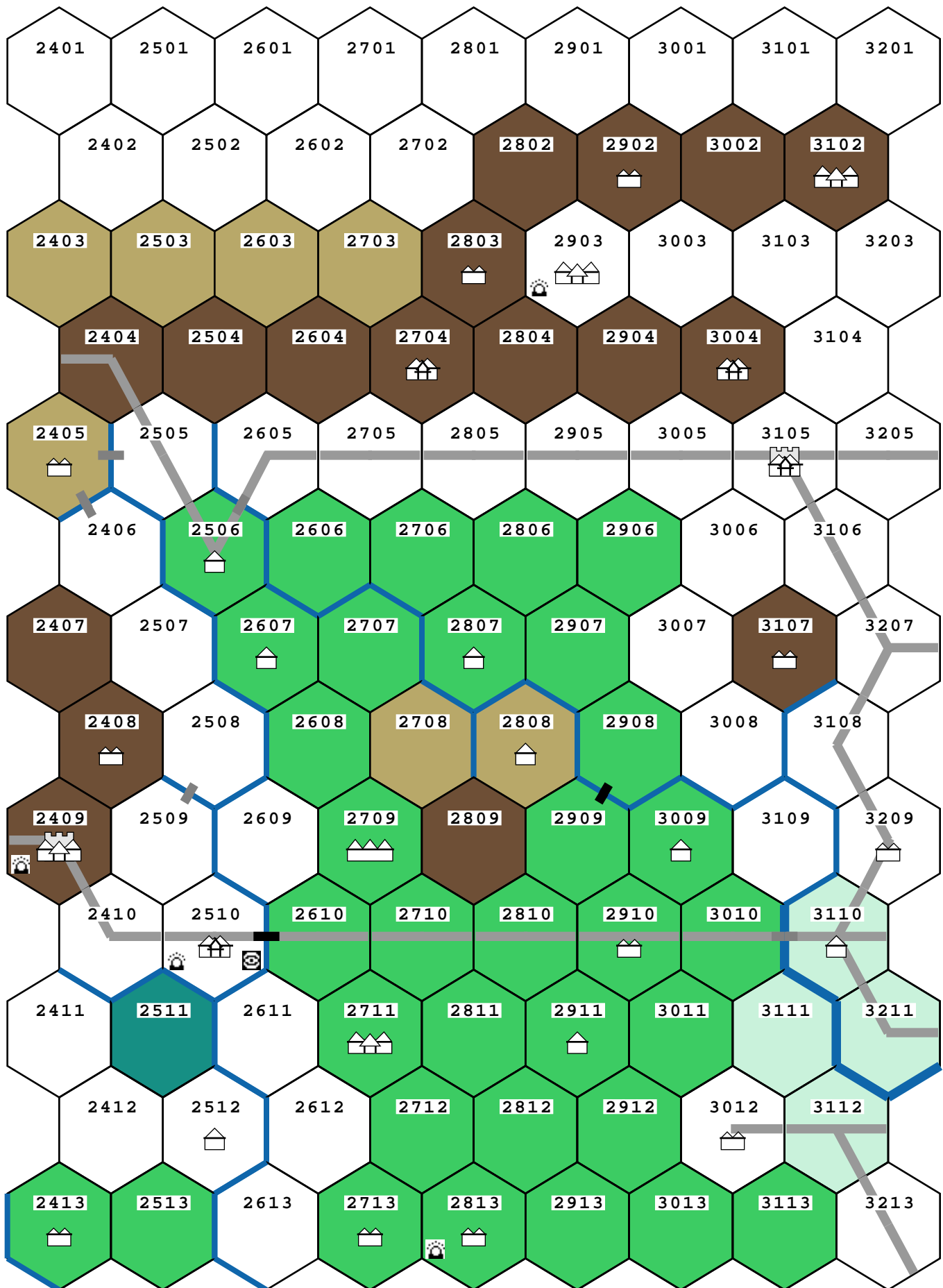
Ranks : Command 50 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 65
 Artifacts : #95 Gúthwinē/
 Spells (+0) : None

Wiulii was located in the Open Plains at 2903.

He was ordered to downgrade our relations. Our relations with the Twilight Hammer were downgraded.

He was ordered to have the nation sell to the caravans. 1765 Food were sold for 2118 Gold.

He is traveling with Sıldun in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.



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

Cjaiin (ID: cjaii) @ 2409 Command Emissary Mage

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

Dernwyn (ID: dernw) @ 2002 Command Mage

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

Ericus (ID: ericu) @ 2008 Command Emissary Mage

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

Jopinii (ID: jopin) @ 2409 Mage

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

Micheasi (ID: miche) @ 2309 Command

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

Silusini (ID: silus) @ 2903 Command Mage

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

Sûldun (ID: suldu) @ 2903 Command Agent

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

Wiulii (ID: wiuli) @ 2903 Command

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