

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 [1867] South Kingdom [1442] Once Upon a Time [1233]

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 # : 6
Account : \$ 0.00
Free Turns : 0
Security Code : 6579
Special Service : YES

Lands

(A Neutral)

Season : Fall

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 Warm

Size : Village	Fortifications : None	Loyalty : 19	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	176	112	0	712	0	0	0
Current stores	0	220	0	0	0	0	0	-

Deldúwath Location : @ 2435 in Hills & Rough Climate is Warm

Size : Camp	Fortifications : None	Loyalty : 26	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	100	0	0	0	0	160	10	0
Current stores	100	0	0	0	0	480	10	-

Desert Location : @ 2236 in Hills & Rough Climate is Warm

Size : Camp	Fortifications : Tower	Loyalty : 38	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	360	0	120	0	0	120	0	0
Current stores	360	0	0	0	0	816	0	-

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

Size : City	Fortifications : Fort	Loyalty : 74	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	78	60	0	0
Current stores	0	0	0	0	20	14333	0	-

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 : Camp	Fortifications : None	Loyalty : 33	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	240	0	0	216	0	0	880
Current stores	0	240	0	0	0	0	0	-

Mountains Location : @ 2136 in Mixed Forest Climate is Warm

Size : Camp	Fortifications : None	Loyalty : 45	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	860	110	0	0
Current stores	0	0	0	0	0	748	0	-

Mukatana Location : @ 2634 in Hills & Rough Climate is Warm

Size : Camp	Fortifications : None	Loyalty : 29	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	340	210	0	0	0	0	0	1200
Current stores	340	210	0	0	0	0	0	-

Pilindi Location : @ 2736 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 22	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	0	288	24	-

Plains Location : @ 2337 in Shore/Plains Climate is Warm
 Size : Town Fortifications : Tower Loyalty : 42 Docks : Harbor Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 222 0 0 0 288 0 6 0
 Current stores 222 0 0 0 0 0 6 -

Rough Location : @ 2139 in Hills & Rough Climate is Warm
 Size : Major Town Fortifications : Tower Loyalty : 38 Docks : Port Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 108 0 0 0 116 0 1400
 Current stores 0 108 0 0 0 882 0 -

Selen Location : @ 2535 in Hills & Rough Climate is Warm
 Size : Camp Fortifications : None Loyalty : 20 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 60 0 0 300 0 1100
 Current stores 0 0 0 0 0 1200 0 -

Shore Location : @ 2339 in Hills & Rough Climate is Warm
 Size : Town Fortifications : Tower Loyalty : 39 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 0 150 0 0 0 0 0 -

Swamp Location : @ 2335 in Hills & Rough Climate is Warm
 Size : Camp Fortifications : Tower Loyalty : 42 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 70 0 0 120 0 1000
 Current stores 0 0 0 0 0 816 0 -

Tyarretta Location : @ 2436 in Hills & Rough Climate is Warm
 Size : Village Fortifications : None Loyalty : 18 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 72 0 672 0 24 0
 Current stores 0 0 0 0 0 0 30 -

ARMIES AND NAVIES

Army Commander : Hero Null Location : @ 2137 in Mixed Forest Climate is Warm
 Army morale : 63 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan mercenaries w/broadswords 63 30 10 200 Men-at-Arms
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 1000
 War machines 0
 Characters traveling with army : - Dark - 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	12787	8413	5424	1789	183247	1123	1592
Purchase at market price/unit	3	4	5	25	2	9	12
Sell to market price/unit	2	3	3	17	1	6	9

MISCELLANEOUS

Maintenance Costs expected next turn are:		Totals for Nation:	Stores	Production
Armies/Navies :	600	Leather	1022	1022
Pop Centers :	4250	Bronze	928	884
Characters :	18180	Steel	0	470
		Mithril	0	0
Total :	23030	Food	20	3666
		Timber	19563	1130
Current Tax rate :	72%	Mounts	70	64
Revenue expected next turn :	29980 (+6950)			
Current Gold reserve :	4673			

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

*There are rumors of an encounter involving Cicala at 3916.
205 Gold was stolen at Mountains.
32 Gold was stolen at Mountains.
264 Gold was stolen at Mountains.
Our populace reports that a season change is imminent!*

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. 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	325	NatSell	fo 100
Aldhelm Demuret	731	NamAgen	^ ^
Dark	430	TrpsMan	ma
Dark	345	TrAr2Po	2000
Earth	555	CreCmp	^
Earth	810	MovChar	2536
Fire	430	TrpsMan	ma
Fire	731	NamAgen	^ ^
Kalatar	690	StlGold	
Kalatar	810	MovChar	2734
Light	550	ImprPop	
Light	810	MovChar	2136
Null	435	ArmyMan	
Null	710	PrenMgy	
Sound	948	TranCar	2137 2834 fo 1800
Sound	710	PrenMgy	
Tabaya Kas	325	NatSell	st 100
Tabaya Kas	731	NamAgen	^ ^
Tartas Izain	310	BidCar	ti 2000 7
Tartas Izain	810	MovChar	2734
Water	550	ImprPop	
Water	810	MovChar	2437
Wind	550	ImprPop	
Wind	810	MovChar	2135

Aldhelm Demuret



Ranks : Command 0 Agent 45 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 33
 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. 8024 Food were sold for 9628 Gold.

He was ordered to name a new agent. No character name was provided. A new agent named Cinard was available.

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 40 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : None

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

Dark



Ranks : Command 59 Agent 0 Emissary 0 Mage 40
 Health 100 Stealth 0 Challenge 69
 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 transfer some Food from the army to the population center. 2000 Food was transferred.

He was ordered to put some troops on maneuvers. The maneuvers for the Men-at-Arms were completed.

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 72 Mage 0
 Health 100 Stealth 0 Challenge 43
 Artifacts : None
 Spells (+0) : None

Earth was located in the Mixed Forest at 2135.

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 2536. The Camp of Mae Govannon flying the flag of the Lands is here.

Fire



Ranks : Command 47 Agent 45 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 55
 Artifacts : None
 Spells (+0) : None

Fire was located in the Mixed Forest at 2137.

He was ordered to put some troops on maneuvers. The maneuvers for the Men-at-Arms were completed.

He was ordered to name a new agent. No character name was provided. A new agent named Qeset was available.

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 55 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 41
 Artifacts : None
 Spells (+0) : None

Kalatar was located in the Hills & Rough at 2437.

He was ordered to steal the Gold. 266 Gold was stolen at Thargelion.

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.

Kl Relortin



Ranks : Command 0 Agent 46 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 34
 Artifacts : None
 Spells (+0) : None

Klú Relortin has a special ability. He has a bonus to his Agent rank.
He is currently in the Mixed Forest at 2137. The City/Fort of Hills flying the flag of the Lands is here.

Light



Ranks : Command 0 Agent 0 Emissary 45 Mage 0
 Health 100 Stealth 0 Challenge 22
 Artifacts : None
 Spells (+0) : None

Light was located in the Hills & Rough at 2634.

He was ordered to improve the population center size. He was not able to complete the improvement of the population center size because the populace did not support it. Continued efforts may succeed.

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

He is currently in the Mixed Forest at 2136. The Camp of Mountains flying the flag of the Lands is here.

Null



Ranks : Command 26 Agent 0 Emissary 0 Mage 45
 Health 100 Stealth 0 Challenge 51
 Artifacts : None

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

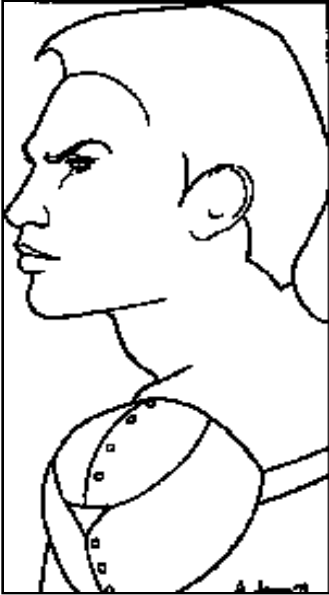
Null was located in the Mixed Forest at 2137.

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

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

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 40 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30

Artifacts : None

Spells (+0) : None

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

Sound



Ranks : Command 30 Agent 0 Emissary 0 Mage 44
 Health 100 Stealth 0 Challenge 51

Artifacts : None

Spells (+0) : #412 Research Artifact(100) #413 Scry Population Center(97)
 #415 Scry Area(72) #418 Locate Artifact(60) #510 Conjure Food(76)

Sound was located in the Mixed Forest at 2137.

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

He was ordered to transport by the caravans. 1800 Food (+10%) transported from Hills to Herenya.

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 40 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30

Artifacts : None

Spells (+0) : None

Tabaya Kas was located in the Mixed Forest at 2137.

He was ordered to have the nation sell to the caravans. 1548 Steel were sold for 9288 Gold.

He was ordered to name a new agent. No character name was provided. A new agent named Klú Relortin was available.

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

Tartas Izain



Ranks : Command 0 Agent 40 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : None

Tartas Izain was located in the Mixed Forest at 2137.

He was ordered to bid from the caravans. 2000 Timber was bought for 14000 Gold.

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.

Water



Ranks : Command 0 Agent 0 Emissary 65 Mage 0
 Health 100 Stealth 0 Challenge 32
 Artifacts : None
 Spells (+0) : None

Water was located in the Hills & Rough at 2436.

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

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

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

Wind



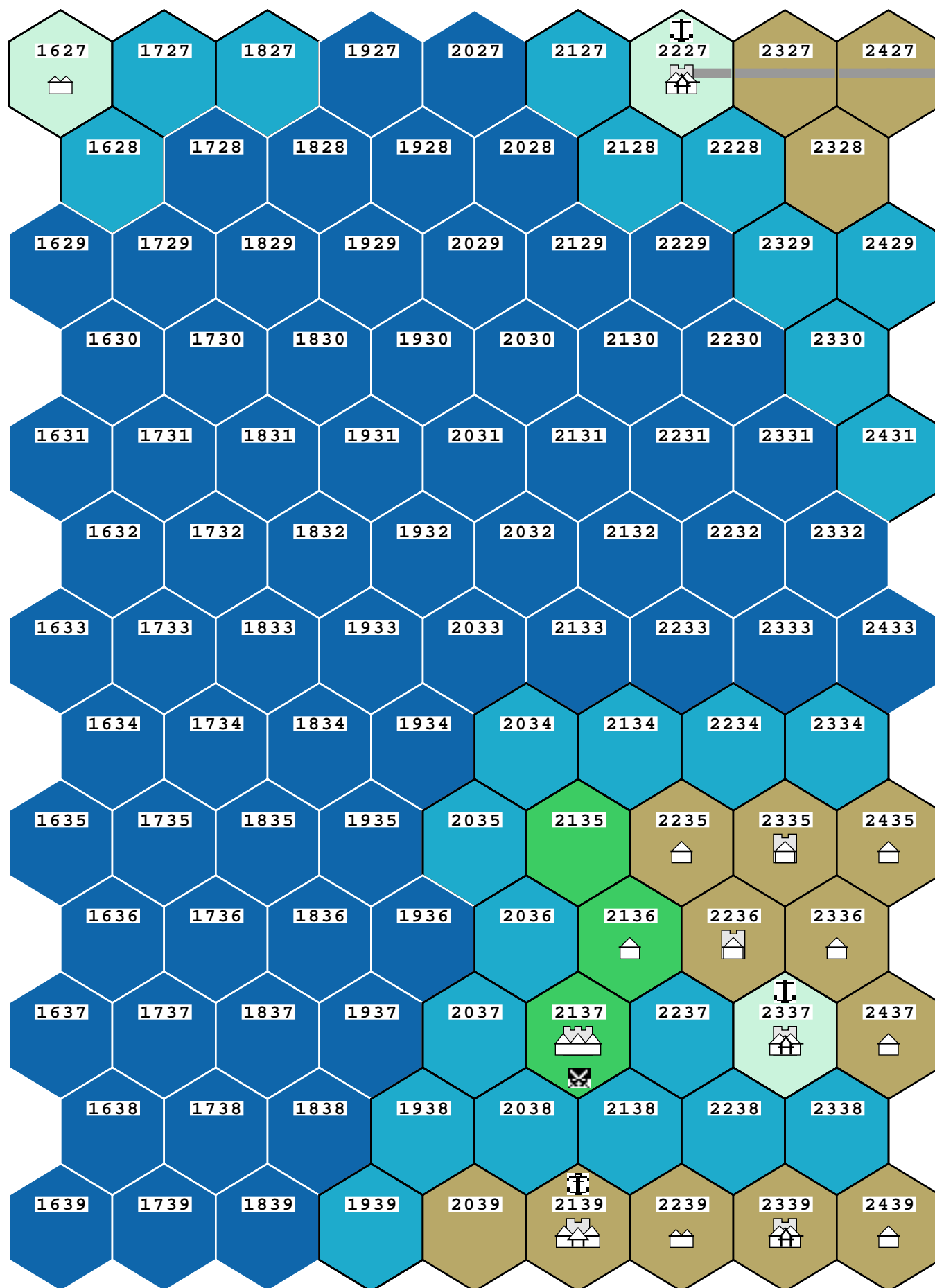
Ranks : Command 0 Agent 0 Emissary 55 Mage 0
 Health 100 Stealth 0 Challenge 27
 Artifacts : None
 Spells (+0) : None

Wind was located in the Hills & Rough at 2534.

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

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

He is currently in the Mixed Forest at 2135.



Required _____
Information _____

Earth (ID: earth) @ 2536 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) @ 2137 Agent

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

Light (ID: light) @ 2136 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) @ 2137 Agent

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

Sound (ID: sound) @ 2137 Command Mage

Order	->	# _____	Code _____	Type _____
Required				
Information				

Order	->	# _____	Code _____	Type _____
Required				
Information				

Tabaya Kas (ID: tabay) @ 2137 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 _____		Order	->	# _____	Code _____	Type _____
Required			_____			Required			_____	
Information			_____			Information			_____	
			_____						_____	
			_____						_____	

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Wind (ID: wind ) @ 2135 Emissary
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Order	->	#	Code	Type	Order	->	#	Code	Type
Required					Required				
Information					Information				