

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 [1317] Once Upon a Time [1267] Sing a Song [1025]

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 #	:	18
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	7553
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	: Hated	#18 Benīm 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 : 59	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	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 : 38	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	24	2	0	0	0	-

Barstow	Location : @ 2109 in Mixed Forest		Climate is Cool					
Size : Camp	Fortifications : Tower		Loyalty : 54	Docks : None	Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	400	128	0	0
Current stores	0	0	0	0	40	816	0	-

Beni-Inusi		Location : @ 3102 in Mountains		Climate is Polar				
Size : Major Town	Fortifications : None		Loyalty : 61	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	0	24	0	0	0	0	-

Gelydh	Location : @ 3209 in Open Plains			Climate is Cool				
Size : Village	Fortifications : None		Loyalty : 34	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	0	0	0	0	0	0	71	-

Lor-Junish	Location : @ 3105 in Open Plains			Climate is Cold				
Size : Town	Fortifications : Fort		Loyalty : 41	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	0	0	0	0	0	0	25	-

Murk-Lomil		Location : @ 2902 in Mountains		Climate is Polar					
Size : Village	Fortifications : None		Loyalty : 82	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	0	34	0	0	0	0	-	

Nulla	Location : @ 2808 in Hills & Rough			Climate is Cool				
Size : Village	Fortifications : None		Loyalty : 21	Docks : None	Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	109	0	0	0	0	192	0	1300
Current stores	0	0	0	0	0	0	0	-

Numi Hrol Location : @ 3004 in Mountains Climate is Polar
 Size : Town Fortifications : None Loyalty : 42 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 0 0 2 0 0 0 -

Teisl-Junni Location : @ 2704 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 40 18 2 0 0 0 0
 Current stores 0 0 36 2 0 0 0 -

Tui Juai Location : @ 3305 in Open Plains Climate is Cold
 Size : Village Fortifications : None Loyalty : 45 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 96 0 0 0 91 0 2 0
 Current stores 0 0 0 0 0 0 12 -

Yalúmea Location : @ 3009 in Mixed Forest Climate is Cool
 Size : Village Fortifications : None Loyalty : 29 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 589 192 0 0
 Current stores 0 0 0 0 0 0 0 -

ARMIES AND NAVIES

Army Commander : Captain Dernwyn Location : @ 1701 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 29 10 0 1500 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0
 Characters traveling with army : - Beirusa - Micheasi.
An army bearing the banner of the Tribes of Angmar under Commander Bailor Luk is here.

Army Commander : Commander Sûldun Location : @ 2903 in Open Plains Climate is Polar
 Army morale : 45 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
 Armor 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	16202	22278	5159	0	236809	31430	1458
Purchase at market price/unit	2	2	5	92	2	2	11
Sell to market price/unit	1	1	2	49	1	1	6

MISCELLANEOUS

Maintenance Costs expected next turn are:				Totals for Nation:	Stores	Production
Armies/Navies :	6400			Leather	0	483
Pop Centers :	1500			Bronze	0	158
Characters :	17140			Steel	118	59
				Mithril	6	6
Total :	25040			Food	40	2018
				Timber	816	512
Current Tax rate :	60%			Mounts	108	20
Revenue expected next turn :	29740 (+4700)					
Current Gold reserve :	1679					

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 encounter involving Lasics at 2809.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 2309

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

At the head of a demoralized army rode **Warlord Cjaiin** of the nation of the Wise Council. The mount on which he rode stood cautiously at the rear of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1700 Woodman footmen w/battle axes	wooden	none	ragged ranks

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
335 Orc wolfriders w/maces	wooden/bronze	leather/bronze	ragged ranks

At the head of a highly energetic army rode **Regent Gothmog** of the nation of the Twilight Hammer. The mount on which he rode cantered anxiously along the side of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
416 Orc wolfriders w/maces	wooden/bronze	leather/bronze	ragged ranks

At the head of a rebellious army rode **Warlord Bilorik** of the nation of the Tribes of Angmar. 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
241 Mixed Mannish horsemen w/shortswords	wooden	none	a mob
566 Mixed Mannish footmen w/battle axes	wooden	none	a mob
107 Mannish slaves w/shortswords	bronze	leather	a mob

The Village of Cameth Brin flying the flag of the Twilight Hammer is situated in the Mountains here. It is fortified by a Fort.

Report from Cjaiin.....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 passed down the ranks.. Head straight for them and then strike the left flank...the left flank! As our troops deployed, a cheer went up as balls of light green light burst among the enemy, and they realized that the mages had already started the battle.

Against the forces of Khamul, they charged but we veered off and hit their flank.

Against the forces of Gothmog, they charged but we veered off and hit their flank.

Against the forces of Bilorik, they charged but we veered off and hit their flank.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Jopinii** stood off to one side making magical gestures and incanting arcane words. Suddenly, many of his comrades felt their armor grow tougher and more resistant to the blows of their enemies.

Report from Cjaiin.....Our foot soldiers were forced to fight the terrain as well as the enemy in these boulder filled ravines and high trails. The troops tried to fight well, but they needed much more training. They fought very poorly. Although we fought hard, and although the battle lasted many days, we were defeated..

After the battle.... Cjaiin's forces were destroyed/routed in the battle. Cjaiin appeared to have survived. Khamul's forces were victorious in the battle, but suffered some losses. Khamul appeared to have survived. Gothmog's forces were victorious in the battle, but suffered some losses. Gothmog appeared to have survived. Bilorik's forces were victorious in the battle, but suffered severe losses. Bilorik appeared to have survived.

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 99
Borondir	215	RfsPers	
Borondir	610	GrdChar	cjaii
Cauligius	550	ImprPop	
Cauligius	810	MovChar	2903
Cjaiin	215	RfsPers	
Cjaiin	230	AttEnmy	fl
Dernwyn	435	ArmyMan	
Dernwyn	850	MovArmy	w w w ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Ericus	525	InfOthr	
Ericus	810	MovChar	2008
Gamling	605	GrdLoc	
Gamling	325	NatSell	le 100
Jopinii	215	RfsPers	
Jopinii	225	CstCbSp	104
Micheasi	430	TrpsMan	hi
Micheasi	925	Recon	
Silusini	325	NatSell	fo 100
Silusini	940	CstLoSp	412 3
Sûldun	605	GrdLoc	
Sûldun	325	NatSell	br 100
Wiulii	185	DnStNat	17
Wiulii	325	NatSell	ti 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(86) #302 Long Stride(82)
 #308 Capital Return(100) #412 Research Artifact(100)

Beirusa was located in the Open Plains at 1801.

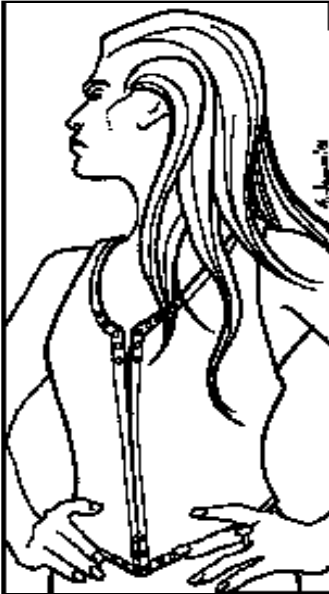
He was ordered to cast a combat spell. Blessings was cast.

He moved with the army to 1701.

He was ordered to cast a lore spell. Research Artifact - Mighty Blade #99 is a Sword - allegiance: None - increases combat damage by 750 pts. He suffered a loss of health due to casting two spells.

He is traveling with Darnwyn in the Open Plains at 1701.

Borondir



Ranks : Command 40 Agent 42 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 47
 Artifacts : None
 Spells (+0) : None

Borondir was located in the Mountains at 2309.

She was ordered to refuse all personal challenges.

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

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

Cauligius



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

Cauligius was located in the Hills & Rough at 2808.

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

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

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

Cjainn



Ranks : Command 73 Agent 0 Emissary 10 Mage 50
 Health 100 Stealth 0 Challenge 86
 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 Mountains at 2309.

He was ordered to refuse all personal challenges.

He was ordered to have his army attack all of his enemies. See Combat Messages.

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

Dernwyn



Ranks : Command 43 Agent 0 Emissary 0 Mage 12
 Health 100 Stealth 0 Challenge 46
 Artifacts : None

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

Dernwyn was located in the Open Plains at 1801.

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. Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

He commands an army in the Open Plains at 1701.

Ericus



Ranks : Command 10 Agent 0 Emissary 83 Mage 18
 Health 100 Stealth 0 Challenge 48
 Artifacts : None

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

Ericus was located in the Mixed Forest at 2109.

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

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.

Gamling



Ranks : Command 0 Agent 41 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : None

Gamling was located in the Open Plains at 2903.

She was ordered to have the nation sell to the caravans. 510 Leather were sold for 1224 Gold.

She was ordered to guard the location. Ar-Kuinder was guarded.

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

Jopinii



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

Spells (+0) : #104 Resistances(88) #302 Long Stride(71) #308 Capital Return(75)
 #412 Research Artifact(89)

Jopinii was located in the Mountains at 2309.

He was ordered to refuse all personal challenges.

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

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

Micheasi



Ranks : Command 52 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 52
 Artifacts : None
 Spells (+0) : None

Micheasi was located in the Open Plains at 1801.

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

He moved with the army to 1701.

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Bailor Luk of the Tribes of Angmar with about 1200 troops at 1701 - Moghai of the Great Trollusk with about 1300 troops at 1602. See report below.

He is traveling with Dermwyn in the Open Plains at 1701.

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(99) #418 Locate Artifact(73)

Silusini was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 1618 Food were sold for 1942 Gold.

He was ordered to cast a lore spell. Research Artifact - Night-piercer #3 is a Bow - allegiance: None - increases combat damage by 500 pts and possession of the artifact can allow casting of the spell Perceive Relations.

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 33 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 40
 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. 474 Bronze were sold for 1707 Gold.

He was ordered to guard the location. Ar-Kuinder was guarded.

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



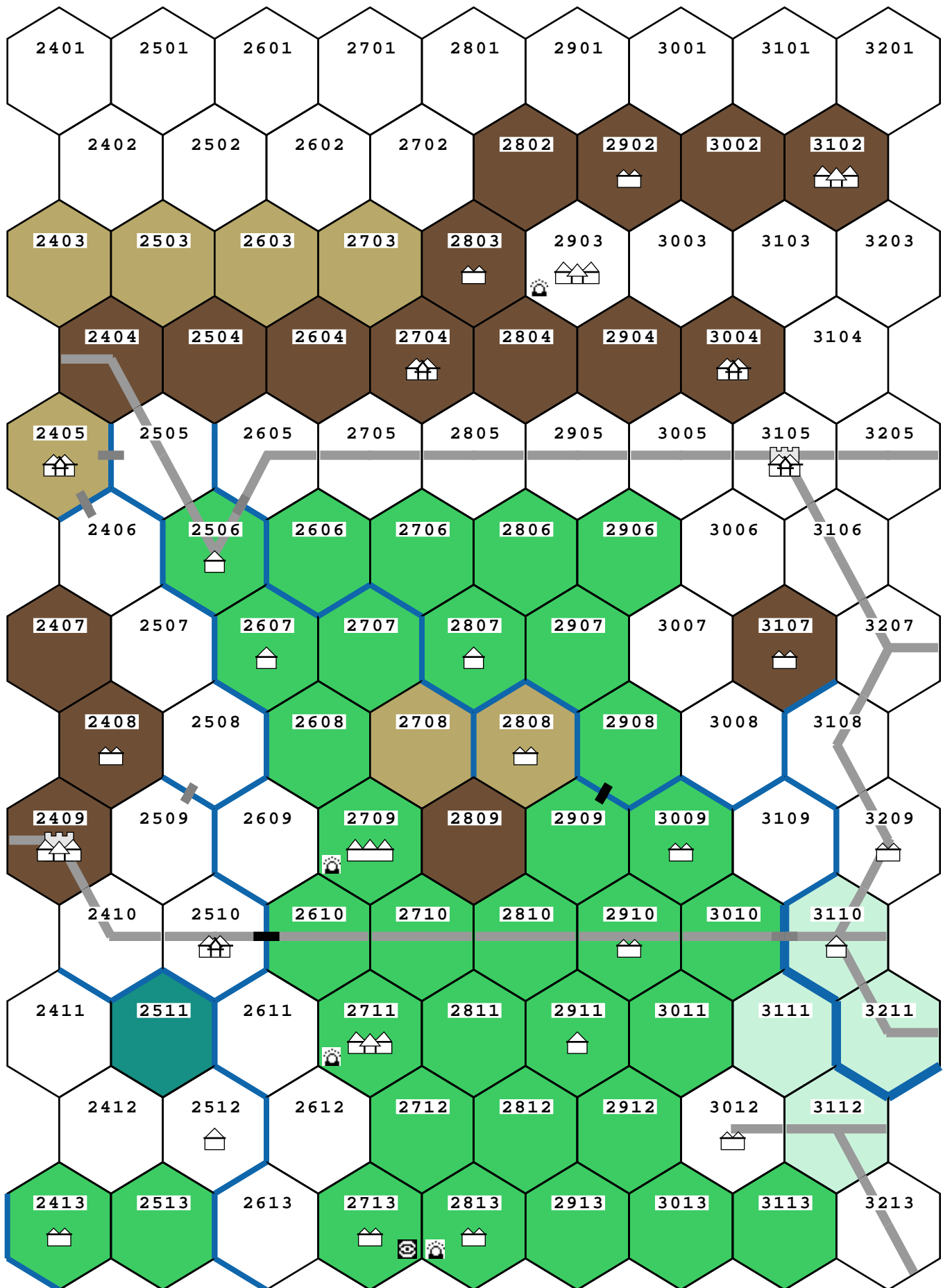
Ranks : Command 50 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 65
 Artifacts : #95 Gúthwinē/
 Spells (+0) : None

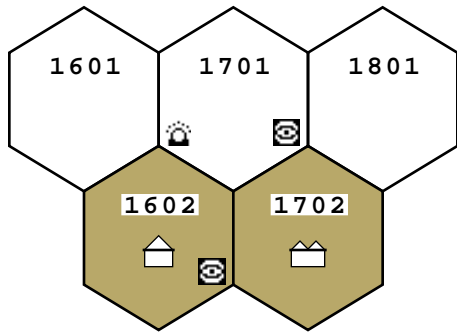
Wiulii was located in the Open Plains at 2903.

He was ordered to downgrade our relations. Our relations with the Great Trollusk were downgraded.

He was ordered to have the nation sell to the caravans. 432 Timber were sold for 1037 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.





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Game #      : 141
Player #    : 3
Turn #      : 19
Security #  : 7553
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Daytime Phone #:

Order -> # _____ Code _____ Type _____ Order -> # _____ Code _____ Type _____

Required _____
Information _____

Required _____
Information _____

Order -> # Code Type Order -> # Code Type

Required _____
Information _____

Required _____
Information _____

Order -> # _____ Code _____ Type _____ Order -> # _____ Code _____ Type _____

Required _____
Information _____

Required _____
Information _____

Cjaiin (ID: cjaii) @ 2309 Command Emissary Mage

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

Dernwyn (ID: dernw) @ 1701 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			_____				
			_____								_____				

Gamling (ID: gamli) @ 2903 Agent

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

Jopinii (ID: jopin) @ 2309 Mage

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

Micheasi (ID: miche) @ 1701 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			_____				
			_____								_____				
			_____								_____				