

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 143

**Amestrians**

Victory points : 600

Victory Conditions :

To hold at game end the artifact: Cloak of Protection #210.
 To see to the termination of U Lu Zaw by any means whatsoever.
 To hold at game end the population center of Beacon Hill at 4426.
 To hold at game end the population center of Linhir at 2527.
 To acquire 10 additional artifacts (12) of any alignment.

Top 3 Free Peoples :

Frost Men [1275] Aerithryn [1150] Half-Orcs [1025]

Special Nation Abilities :

#08 Buy/sell orders receive 20% market adjustments.
 #10 New mages start at rank up to 40.
 #23 Can learn lost weakness spell.
 #30 Can learn lost teleport spell.

Internet G143N06
 GALEN KEENE 110759
 NONE
 NONE
 NONE

Game # : 143
 Player # : 6
 Turn # : 3
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 7026
 Special Service : YES

Amestrians

(A Free People)

Season : Summer

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Neutral	# 3 Frost Men	: Tolerated
# 4 Dustbighters	: Tolerated	# 5 Aerithryn	: Tolerated	# 7 Faux Meddle Aarmy	: Tolerated
# 8 Twin Scorpions	: Tolerated	# 9 Rhosgobel	: Tolerated	#10 Half-Orcs	: Tolerated
#11 Galadhrim	: Tolerated	#12 Drib Le Chin	: Disliked	#13 Ull Navala	: Disliked
#14 Farrely	: Disliked	#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	: Neutral	#22 Fallen	: Neutral
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karamaikos	: Neutral

POPULATION CENTERS

Central (Capital) Location : @ 3721 in Mountains Climate is Mild

Size : Major Town	Fortifications : Tower	Loyalty : 73	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	48	8	0	0	0	1300
Current stores	0	0	96	32	1999	0	0	-

Delothden Location : @ 3522 in Mountains 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	0	240	100	10	0	0	0	0
Current stores	0	0	0	0	0	0	0	-

Devil's Nest Location : @ 3622 in Mountains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 31	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	300	0	20	0	0	0	1000
Current stores	0	600	0	80	500	0	0	-

Dublith Location : @ 3722 in Mountains Climate is Mild

Size : Town	Fortifications : Fort	Loyalty : 52	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	78	18	0	0	0	1000
Current stores	0	0	156	72	1500	0	0	-

East Location : @ 3422 in Mountains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 50	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	80	24	0	0	0	1200
Current stores	0	0	160	96	1000	0	0	-

Emenduin Location : @ 3517 in Open Plains Climate is Warm

Size : Camp	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	130	0	0	0	560	0	30	0
Current stores	130	0	0	0	560	0	30	-

Esgalduin Location : @ 3318 in Open Plains Climate is Warm

Size : Camp	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	150	0	0	0	260	0	10	0
Current stores	0	0	0	0	0	0	0	-

Lesra Location : @ 3621 in Mountains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 28	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	70	20	0	0	0	1400
Current stores	0	0	70	20	0	0	0	-

New Optain

Location : @ 3821 in Mountains Climate is Mild
 Size : Major Town Fortifications : Tower Loyalty : 53 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 92 32 0 0 0 0 1100
 Current stores 0 184 64 0 0 0 0 -

South

Location : @ 3822 in Mountains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 27 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 70 20 0 0 0 1000
 Current stores 0 0 140 80 500 0 0 -

Unull6

Location : @ 4120 in Open Plains Climate is Hot
 Size : Camp Fortifications : None Loyalty : 25 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 304 0 0 0 368 0 8 0
 Current stores 304 0 0 0 368 0 8 -

West

Location : @ 3823 in Mountains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 59 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 260 110 0 0 0 0 1500
 Current stores 0 520 220 0 500 0 0 -

ARMIES AND NAVIES**Army Commander : Lord Pride**

Location : @ 3520 in Open Plains Climate is Hot
 Army morale : 65 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Dwarven ponyriders w/war hammers 60 60 60 300 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 1050 Low Supplies !!
 War machines 0

Army Commander : Lord Wrath

Location : @ 3619 in Open Plains Climate is Warm
 Army morale : 1 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Dwarven footsoldiers w/war hammers 10 10 0 200 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	19351	10192	2925	141	44670	11582	1933
Purchase at market price/unit	3	4	6	77	2	4	10
Sell to market price/unit	2	3	4	51	1	3	7

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

Armies/Navies :	2600
Pop Centers :	2000
Characters :	14060
Total :	18660
Current Tax rate :	61%
Revenue expected next turn :	23225 (+4565)
Current Gold reserve :	4378

Totals for Nation:**Stores****Production**

Leather	434	584
Bronze	1304	892
Steel	906	588
Mithril	380	120
Food	6927	1188
Timber	0	0
Mounts	38	48

No new characters available at this time

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:

Name of artifact	#	Location
Gordur	36	Dorf in the Flask has hidden it in the Major Town of Central at 3721
Raukambar	145	Dorf in the Flask has hidden it in the Major Town of Central at 3721

NATION MESSAGES

520 Gold was stolen at South.
 405 Gold was stolen at West .
 795 Gold was stolen at West .
 760 Gold was stolen at Devil's Nest.
 546 Gold was stolen at Lesra.

ENCOUNTER MESSAGES

Encounter for Lust at 3522

She turned to flee. Just before reaching the cave entrance, suddenly, a bolt of lightning filled the opening in blinding light and the boom of close thunder then echoed in her ears. Stumbling to the opening, she paused and felt some regret for having chosen to flee the safety and warmth of the cave.

Report from the camp at 3822.

Loyalty in this population center has been lowered during the past two weeks as noxious gases and thunderclouds of black smoke have been seen erupting from the mountain peak near their location. The citizens are rapidly losing heart and many are talking about abandoning the location.

Report from the camp at 3823.

The tremors which have occurred in the neighboring regions at first struck fear into the hearts of our citizens. Then, however, they began to rejoice that the founders had been wise enough not to build on a dormant volcano as it was evident that some others had done. Even though we tried to tell them that any of the mountains in the region could hide dormant volcanos, they refused to listen to us as usual and loyalty has increased accordingly.

Report from the town at 3722.

The tremors which have occurred in the neighboring regions at first struck fear into the hearts of our citizens. Then, however, they began to rejoice that the founders had been wise enough not to build on a dormant volcano as it was evident that some others had done. Even though we tried to tell them that any of the mountains in the region could hide dormant volcanos, they refused to listen to us as usual and loyalty has increased accordingly.

Report from the major town at 3821.

The tremors which have occurred in the neighboring regions at first struck fear into the hearts of our citizens. Then, however, they began to rejoice that the founders had been wise enough not to build on a dormant volcano as it was evident that some others had done. Even though we tried to tell them that any of the mountains in the region could hide dormant volcanos, they refused to listen to us as usual and loyalty has increased accordingly.

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.....
Arantar	710	PrenMgy	
Arantar	940	CstLoSp	412 2
Dorf in the Flask	810	MovChar	3721
Dorf in the Flask	330	CstCjSp	502 ^
Envy	710	PrenMgy	
Envy	940	CstLoSp	415 4419
Greed	710	PrenMgy	
Greed	940	CstLoSp	412 3
Hohenheim	605	GrdLoc	
Hohenheim	940	CstLoSp	415 4118

Lust	555	CreCmp	^	
Lust	810	MovChar	3521	
Minohtar	710	PrenMgy		
Minohtar	705	RsrchSp	415	
Nienor	710	PrenMgy		
Nienor	940	CstLoSp	415 4425	
Pride	552	PosCmp	^	
Pride	860	ForcMar	nw w w w w w w ^ ^ ^ ^ ^ ^ no	
Sloth	710	PrenMgy		
Sloth	940	CstLoSp	428 210	
Ulbar	710	PrenMgy		
Ulbar	705	RsrchSp	412	
Wrath	552	PosCmp	^	
Wrath	850	MovArmy	e e se ^ ^ ^ ^ ^ ^ ^ ^ ^ no	

Arantar



Ranks : Command 0 Agent 0 Emissary 0 Mage 44
 Health 100 Stealth 0 Challenge 44
 Artifacts : None

Spells (+0) : #104 Resistances(92) #214 Call Winds(81) #308 Capital Return(100)
 #408 Perceive Nationality(82) #412 Research Artifact(80)

Arantar was located in the Mountains at 3721.

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

He was ordered to cast a lore spell. Research Artifact - Dagnirdraug #2 is a Sword - allegiance: Good - increases combat damage by 750 pts and possession of the artifact can allow casting of the spell Perceive Allegiance.

He is currently in the Mountains at 3721. The Major Town/Tower of Central flying the flag of the Amestrians is here.

Dorf in the Flask



Ranks : Command 60 Agent 20 Emissary 10 Mage 40
 Health 100 Stealth 0 Challenge 75
 Artifacts : None

Spells (+0) : #2 Minor Heal(80) #8 Heal True(77) #314 Teleport(65)
 #502 Weakness(82)

Dorf in the Flask was located in the Mountains at 3521.

He was ordered to cast a conjuring spell. He was not able to complete the spell because the character was not permitted as a target.

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

He is currently in the Mountains at 3721. The Major Town/Tower of Central flying the flag of the Amestrians is here.

Envy



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

Spells (+0) : #406 Divine Army(100) #413 Scry Population Center(99)
 #415 Scry Area(79) #417 Divine Characters w/Forces(82)

Envy was located in the Mountains at 3721.

She was ordered to prentice magery. The prentice magery was successful and her Mage rank has been improved.

She was ordered to cast a lore spell. Scry Area - Foreign armies identified: None. See report below.

She is currently in the Mountains at 3721. The Major Town/Tower of Central flying the flag of the Amestrians is here.

Greed



Ranks : Command 0 Agent 0 Emissary 0 Mage 44
 Health 100 Stealth 0 Challenge 44
 Artifacts : None

Spells (+0) : #408 Perceive Nationality(66) #412 Research Artifact(98)
 #418 Locate Artifact(77) #428 Locate Artifact True(56)

Greed was located in the Mountains at 3721.

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

He was ordered to cast a lore spell. Research Artifact - Listening Helm #3 is a Helm - allegiance: None - increases Agent Rank by 10.

He is currently in the Mountains at 3721. The Major Town/Tower of Central flying the flag of the Amestrians is here.

Hohenheim



Ranks : Command 0 Agent 47 Emissary 0 Mage 30
 Health 100 Stealth 0 Challenge 42
 Artifacts : None

Spells (+0) : #406 Divine Army(67) #413 Scry Population Center(66)
 #415 Scry Area(77)

Hohenheim was located in the Mountains at 3721.

He was ordered to guard the location. Central was guarded.

He was ordered to cast a lore spell. Scry Area - Foreign armies identified: None. See report below.

He is currently in the Mountains at 3721. The Major Town/Tower of Central flying the flag of the Amestrians is here.

Lust



Ranks : Command 0 Agent 0 Emissary 56 Mage 0
 Health 100 Stealth 0 Challenge 28
 Artifacts : None

Spells (+0) : None

Lust was located in the Mountains at 3522.

She was forced to flee the encounter. See Encounter messages.

She was ordered to create a camp. No population center name was provided. A camp named Delothden was created.

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

She is currently in the Mountains at 3521.

Minohtar



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

Spells (+0) : #104 Resistances(82) #216 Wild Winds(99) #302 Long Stride(78)
 #414 Scry Hex(76) #415 Scry Area(58)

Minohtar was located in the Mountains at 3721.

He was ordered to research a spell. Scry Area #415 was successfully researched.

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

He is currently in the Mountains at 3721. The Major Town/Tower of Central flying the flag of the Amestrians is here.

Nienor



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

Spells (+0) : #102 Barriers(71) #204 Wild Flames(100) #308 Capital Return(84)
 #414 Scry Hex(81) #415 Scry Area(88)

Nienor was located in the Mountains at 3721.

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

He was ordered to cast a lore spell. Scry Area - Foreign armies identified: None. See report below.

He is currently in the Mountains at 3721. The Major Town/Tower of Central flying the flag of the Amestrians is here.

Pride



Ranks : Command 50 Agent 0 Emissary 0 Mage 10
 Health 100 Stealth 0 Challenge 52
 Artifacts : None

Spells (+0) : #412 Research Artifact(100)

Pride was located in the Mountains at 4221.

He was ordered to post a camp. He was not able to complete the posting of the camp because there was insufficient populace. Continued efforts may succeed.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced.

He commands an army in the Open Plains at 3520.

Sloth



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

Spells (+0) : #314 Teleport(80) #408 Perceive Nationality(82)
 #412 Research Artifact(71) #418 Locate Artifact(71) #428 Locate Artifact True(77)

Sloth was located in the Mountains at 3721.

She was ordered to prentice magery. The prentice magery was successful and her Mage rank has been improved.

She was ordered to cast a lore spell. Locate Artifact True - artifact #210, a Cloak, is located in the Coastal Waters at 4315.

She is currently in the Mountains at 3721. The Major Town/Tower of Central flying the flag of the Amestrians is here.

Ulbar



Ranks : Command 0 Agent 0 Emissary 0 Mage 42
 Health 100 Stealth 0 Challenge 42
 Artifacts : None

Spells (+0) : #104 Resistances(60) #218 Wall of Wind(76) #302 Long Stride(87)
 #404 Perceive Relations(94) #412 Research Artifact(86)

Ulbar was located in the Mountains at 3721.

He was ordered to research a spell. Research Artifact #412 was successfully researched.

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

He is currently in the Mountains at 3721. The Major Town/Tower of Central flying the flag of the Amestrians is here.

Wrath



Ranks : Command 50 Agent 0 Emissary 0 Mage 10
 Health 100 Stealth 0 Challenge 52
 Artifacts : None

Spells (+0) : #412 Research Artifact(50)

Wrath was located in the Open Plains at 3318.

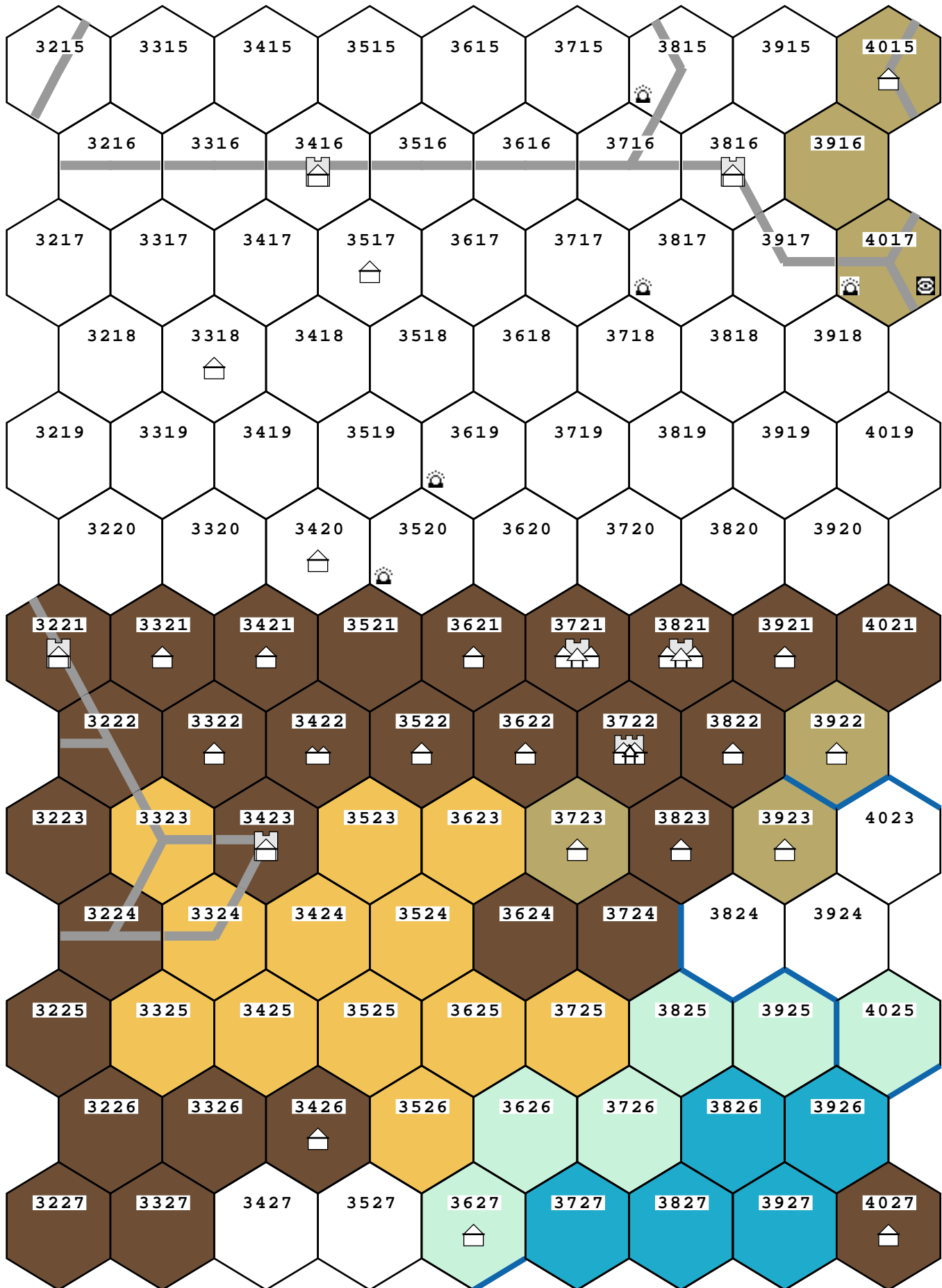
Lack of Food may have affected army movement.

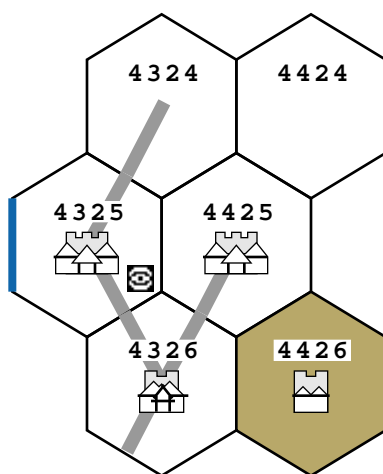
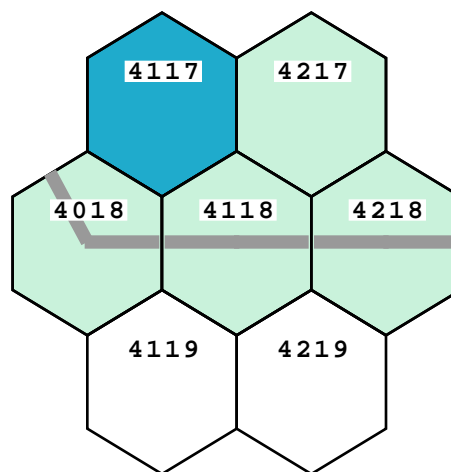
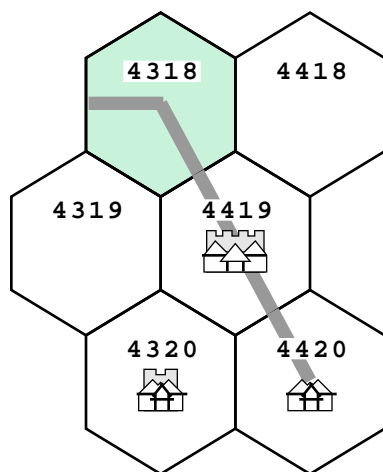
Lack of Food restricted the army morale.

He was ordered to post a camp. No population center name was provided. A camp named Esgalduin was posted.

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

He commands an army in the Open Plains at 3619.





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

Greed (ID: greed) @ 3721 Mage

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

Hohenheim (ID: hohen) @ 3721 Agent Mage

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

Lust (ID: lust) @ 3521 Emissary

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

Minohtar (ID: minoh) @ 3721 Mage

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

Nienor (ID: nieno) @ 3721 Mage

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

Pride (ID: pride) @ 3520 Command Mage

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

Sloth (ID: sloth) @ 3721 Mage

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

Ulbar (ID: ulbar) @ 3721 Mage

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

Wrath (ID: wrath) @ 3619 Command Mage

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