

MEPBM Games
presents

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



GAME # 141



Sundered

Victory points : 667
 Victory Conditions :
 To hold at game end the artifact: Elenrûth #20.
 To hold at game end the artifact: Air-cleaver #35.
 To hold at game end the artifact: Dawnsword #18.
 To hold at game end the artifact: Sting #112.
 To hold at game end the greatest amount of artifacts.

Top 3 Free Peoples :

Alvernus [1442] Once Upon a Time [1300] Sing a Song [1092]

Special Nation Abilities :
 #10 New mages start at rank up to 40.
 #14 All new troop recruits start at training 25.
 #20 New armies start at morale 40.
 #21 Hire new armies at no cost.

Internet G141N10
 PHILIP SWIDERSKI 110670
 NONE
 NONE
 NONE

Game #	:	141
Player #	:	10
Turn #	:	22
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	2048
Special Service	:	YES

Sundered

(A Free People)

Season : Summer

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Hated	# 2 South Kingdom	: Neutral	# 3 Wise Council	: Tolerated
# 4 Acadians	: Tolerated	# 5 Silent Assembly	: Tolerated	# 6 Thorinar	: Tolerated
# 7 Sapphic Enclave	: Tolerated	# 8 Nameless	: Tolerated	# 9 Ground Pounders	: Tolerated
#11 Lohmai'gwaith	: Friendly	#12 Sheri-Urk	: Hated	#13 Red Witches	: Hated
#14 Dark Feast	: Disliked	#15 Twilight Hammer	: Disliked	#16 Sh'iar Empire	: Disliked
#17 Great Trollusk	: Disliked	#18 Benîm an Pharazôn	: Disliked	#19 RhunLandChattelCo	: Disliked
#20 Tribes of Angmar	: Disliked	#21 Lands	: Neutral	#22 Sing a Song	: Tolerated
#23 Once Upon a Time	: Neutral	#24 Plane	: Neutral	#25 Alvernus	: Neutral

POPULATION CENTERS

Cataract Glen Location : @ 2218 in Mixed Forest Climate is Warm

Size : Town	Fortifications : Tower	Loyalty : 22	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	510	132	12	0
Current stores	238	0	0	0	64	396	36	-

An army bearing the banner of the Sundered under Commander Fletcher is here.

Forests Edge Location : @ 2418 in Mixed Forest Climate is Warm

Size : Town	Fortifications : Tower	Loyalty : 50	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	162	252	0	0
Current stores	0	0	0	0	648	1663	0	-

Herenya Location : @ 2834 in Hills & Rough Climate is Hot

Size : Major Town	Fortifications : None	Loyalty : 35	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	64	0	0	253	0	0	1120
Current stores	0	128	0	0	2516	0	0	-

A large army bearing the banner of the Benîm an Pharazôn under General Tarîkmagân is here.

Overview Location : @ 2214 in Mountains Climate is Cool

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	108	32	0	0	0	0	1100
Current stores	0	287	64	0	0	0	0	-

The Gathering (Capital) Location : @ 2317 in Mixed Forest Climate is Warm

Size : Major Town	Fortifications : Fort	Loyalty : 56	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	120	196	0	0
Current stores	800	800	0	300	359	764	400	-

Foreign characters reported in the hex : - Kank .

Timber Town Location : @ 2413 in Mixed Forest Climate is Warm

Size : Village	Fortifications : None	Loyalty : 17	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	952	96	8	0
Current stores	0	0	0	0	2856	288	24	-

ARMIES AND NAVIES**Army Commander : Commander Cedar** Location : @ 2416 in Mixed Forest Climate is Warm

Army morale : 27 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops			Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords			26	10	0	400	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						

The Village/Tower of Riverside flying the flag of the Red Witches is here.**Army Commander : Captain Deadwood** Location : @ 2421 in Open Plains Climate is Warm

Army morale : 28 Warships : 0 Transports : 0 (3) Travel mode : Normal

Troops			Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords			25	10	0	600	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 : - **Skinbark Ents.****The Village of Quantikhos flying the flag of the Red Witches is here.****A small army bearing the banner of the Red Witches under Lord Ivanosh is here.****Army Commander : Commander Fletcher** Location : @ 2218 in Mixed Forest Climate is Warm

Army morale : 46 Warships : 0 Transports : 0 (4) Travel mode : Normal

Troops			Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords			26	18	12	778	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 : - **Huorns and Ents.****The Town/Tower of Cataract Glen flying the flag of the Sundered is here.****Army Commander : Lord Iron Wood** Location : @ 2420 in Open Plains Climate is Warm

Army morale : 36 Warships : 0 Transports : 0 (5) Travel mode : Normal

Troops			Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords			25	10	0	1100	Heavy Infantry
Baggage Train	Leather	Bronze	Steel		Mithril		
Weapons	-	0	0		0		
Armor	0	0	0		0		
Food	1	Low Supplies !!					
War machines	0						

COMPANY COMMANDERS :

Commander White Oak Location : @ 2023 Traveling with him are : Padfoot.

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	25024	29132	8949	1686	294907	12092	947
Purchase at market price/unit	3	3	4	25	2	4	15
Sell to market price/unit	1	1	2	13	1	2	8

MISCELLANEOUS

Maintenance Costs expected next turn are:		Totals for Nation:	Stores	Production
Armies/Navies :	11512	Leather	1038	0
Pop Centers :	2000	Bronze	1215	172
Characters :	17600	Steel	64	32
		Mithril	300	0
Total :	31112	Food	6443	1997
		Timber	3111	676
Current Tax rate :	70%	Mounts	460	20
Revenue expected next turn :	26720 (-4392)			
Current Gold reserve :	23398			

Ships have been left anchored at the following locations:

None

You have the following double agents:

Sotida of the Lohmai'gwaith @ 2818

Double agent Sotida reports she was ordered to prentice magery. The prentice magery was successful and her Mage rank has been improved.

Double agent Sotida reports she moved with the army to 2818.

Double agent Sotida reports she was ordered to scout an army. A scout of the army was attempted. She was not able to scout the army. Continued efforts may succeed.

You have the following hostages:

Myrmidones of the North Kingdom is held by Deadwood at 2421 - No Gold ransom demanded at this time.

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Dagger of Green Wisdom	Dagger	42	No	None	COMBAT - Increases damage by 500 points.
Orcruin	Sword	51	No	Good	COMBAT - Increases damage by 2250 points.
Angbor	Gauntlet	121	Yes	None	Increases Command Rank by 15.
Sil-Maegil	Spear	135	No	Good	COMBAT - Increases damage by 750 points.
Staff of the Wanderer	Staff	155	Yes	Good	Increases Mage Rank by 15.

You have hidden the following additional artifacts:

None

NATION MESSAGES

*There are rumors of an armed conflict involving the Ground Pounders at 3120.
There are rumors of an armed conflict involving the North Kingdom at 0505.
1465 Food was received by Captain Otto at 2218.
There are rumors of an assassination attempt involving Frogluk and Qesset.
There are rumors of a theft attempt involving Nazrog at Neverending.
400 Mounts transported from the Alvernus to The Gathering.
10000 Gold was transported from the Ground Pounders to The Gathering.*

ENCOUNTER MESSAGES

Encounter for Commander Fletcher at 2218

The forest has become very dense during the past few days. Scouts and night guards have reported hearing muttered words when no one was apparently there. Several guards have detected movement but then found no person or animal in that area. Early one morning, the reason became clear. Standing there in our path was a large group of Huorns and Ents. Their aged bark wrinkled as they gazed steadfastly at us and their strong limbs seemed to move from side to side as if waiting for some type of signal. As the first of our troops approached them, they were offered gifts of nuts, berries, and draught. Soon their deep voices resonated amongst themselves and amongst our troops. "We have felt the onslaught of the enemy, and we have decided to play a small part. We will travel with you for a time and see for ourselves whether we should become involved." I am glad to have these Ents and Huorns with us, and the troops feel much cheered in their presence.

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.....
Artamir	770	HrArmy	400 hi ^ ^ 1
Artamir	850	MovArmy	e se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Bluster	525	InfOthr	
Bluster	810	MovChar	3031
Cedar	850	MovArmy	se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Cedar	430	TrpsMan	hi
Cierra	525	InfOthr	
Cierra	810	MovChar	2217
Deadwood	850	MovArmy	h h h h sw ^ ^ ^ ^ ^ ^ ^ ^ no
Deadwood	925	Recon	
Fletcher	408	HvInfan	300 br br
Fletcher	315	PrchCar	br 600
Iron Wood	408	HvInfan	300 ^ ^
Iron Wood	860	ForcMar	se sw se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Lindon	728	NamComm	^ m
Lindon	940	CstLoSp	415 2824
Nightbreeze	810	MovChar	2320
Nightbreeze	905	ScoArmy	oslkj y
Padfoot	215	RfsPers	
Padfoot	690	StlGold	
Plum Crazy	525	InfOthr	
Plum Crazy	810	MovChar	2217
Shadow Walker	610	GrdChar	lindo
Shadow Walker	315	PrchCar	br 800
Turin	610	GrdChar	shado
Turin	315	PrchCar	le 800
White Oak	215	RfsPers	
White Oak	820	MovCmpy	2023
Willow	210	IssPers	kank
Willow	705	RsrchSp	430
Windsong	525	InfOthr	
Windsong	810	MovChar	2217

Artamir



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

Artamir was located in the Mixed Forest at 2317.

Artamir was assassinated.

He was ordered to hire an army. He was not permitted orders because he has died.

He was ordered to move the army. He was not permitted orders because he has died.

Bluster



Ranks : Command 0 Agent 0 Emissary 63 Mage 0
 Health 100 Stealth 0 Challenge 31
 Artifacts : None
 Spells (+0) : None

Bluster was located in the Hills & Rough at 3434.

He was ordered to influence their population center loyalty. He 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.

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

He is currently in the Hills & Rough at 3031.

Cedar



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

Cedar was located in the Open Plains at 2415.

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 Mixed Forest at 2416. The Village/Tower of Riverside flying the flag of the Red Witches is here.

Changling



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

Changling was located in an unknown location.

Changling could not escape from being held hostage.

He is currently being held hostage. Location unknown. No Gold ransom demanded at this time.

Cierra



Ranks : Command 0 Agent 0 Emissary 75 Mage 0
 Health 100 Stealth 0 Challenge 37
 Artifacts : None
 Spells (+0) : None

Cierra was located in the Mixed Forest at 2416.

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

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

She is currently in the Mountains at 2217. The Village of Fell Peak flying the flag of the Great Trollusk is here.

Deadwood



Ranks : Command 48 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 63
 Artifacts : #135 Sil-Maegil/
 Spells (+0) : None

Deadwood was located in the Open Plains at 2420.

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 was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Ivanosh of the Red Witches with about 500 troops at 2421. See report below.

He commands an army in the Open Plains at 2421. The Village of Quanikhos flying the flag of the Red Witches is here.

Fletcher



Ranks : Command 32 Agent 0 Emissary 0 Mage 0
 Health 77 Stealth 0 Challenge 32
 Artifacts : None
 Spells (+0) : None

Fletcher was located in the Mixed Forest at 2218.

He was ordered to purchase from the caravans. 600 Bronze were bought for 1200 Gold.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to recruit some heavy infantry. 300 Heavy Infantry w/Bronze weapons and Bronze armor were recruited.

He had a special encounter. See Encounter Messages.

He commands an army in the Mixed Forest at 2218. The Town/Tower of Cataract Glen flying the flag of the Sundered is here.

Iron Wood



Ranks : Command 59 (74) Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 84
 Artifacts : #42 Dagger of Green Wisdom\ #121 Angbor
 Spells (+0) : None

Iron Wood was located in the Mixed Forest at 2418.

He was ordered to recruit some heavy infantry. 300 Heavy Infantry w/Wood weapons and No armor were recruited.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced. Movement was stopped because the terrain restricted movement.

He commands an army in the Open Plains at 2420.

Lindon



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

Lindon was located in the Mixed Forest at 2317.

Lindon was assassinated.

He was ordered to name a new commander. He was not permitted orders because he has died.

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

Nightbreeze



Ranks : Command 0 Agent 73 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 54
 Artifacts : None
 Spells (+0) : None

Nightbreeze was located in the Hills & Rough at 2323.

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

She was ordered to scout an army. A scout of the army was attempted. Captain Oslkjmog of the Sheri-Urk is located in the Open Plains at 2319 Travel mode is Normal. Morale is 21. Troops: Heavy Infantry: 2466 . Scouted army movement to new location at 2319.

She is currently in the Open Plains at 2319.

Padfoot



Ranks : Command 0 Agent 53 Emissary 0 Mage 0
 Health 100 Stealth 21 Challenge 39
 Artifacts : None
 Spells (+0) : None

Padfoot was located in the Hills & Rough at 2323.

She was ordered to refuse all personal challenges.

She was ordered to steal the Gold. 2920 Gold was stolen at Wolchekhai.

She moved with the company to 2023.

She is traveling with White Oak in the Hills & Rough at 2023. The Town of Panikhai flying the flag of the Red Witches is here.

Plum Crazy



Ranks : Command 0 Agent 0 Emissary 78 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Plum Crazy was located in the Mixed Forest at 2416.

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

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

He is currently in the Mountains at 2217. The Village of Fell Peak flying the flag of the Great Trollusk is here.

Shadow Walker



Ranks : Command 0 Agent 64 Emissary 0 Mage 0
 Health 24 Stealth 0 Challenge 48
 Artifacts : None
 Spells (+0) : None

Shadow Walker was located in the Mixed Forest at 2317.

He was ordered to purchase from the caravans. 800 Bronze were bought for 1600 Gold.

He was ordered to guard a character. Lindon was guarded. He was injured by Kank while performing his guard mission.

He is currently in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.

Turin



Ranks : Command 0 Agent 34 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 25
 Artifacts : None
 Spells (+0) : None

Turin was located in the Mixed Forest at 2317.

He was ordered to purchase from the caravans. 800 Leather were bought for 1600 Gold.

He was ordered to guard a character. Shadow Walker was guarded.

He is currently in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.

White Oak



Ranks : Command 30 Agent 46 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 41
 Artifacts : None
 Spells (+0) : None

White Oak was located in the Hills & Rough at 2323.

He was ordered to refuse all personal challenges.

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

He commands a company in the Hills & Rough at 2023. The Town of Panikhai flying the flag of the Red Witches is here.

Willow



Ranks : Command 0 Agent 0 Emissary 0 Mage 60 (75)
 Health 100+ Stealth 0 Challenge 120
 Artifacts : #51 Orcruin/ #155 Staff of the Wanderer
 Spells(+15) : #308 Capital Return(96) #402 Perceive Allegiance(100)
 #412 Research Artifact(90) #416 Reveal Production(84) #418 Locate Artifact(91)
 #420 Reveal Character(89) #422 Perceive Power(90) #428 Locate Artifact True(78)
 #430 Reveal Character True(78)

Willow was located in the Mixed Forest at 2317.

She was ordered to challenge Kank to personal combat.

She challenged Kank to personal combat, but was refused. She gained personal honor.

She was ordered to research a spell. Reveal Character True #430 was successfully researched.

She is currently in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.

Windsong



Ranks : Command 0 Agent 0 Emissary 69 Mage 30
 Health 100 Stealth 0 Challenge 41
 Artifacts : None

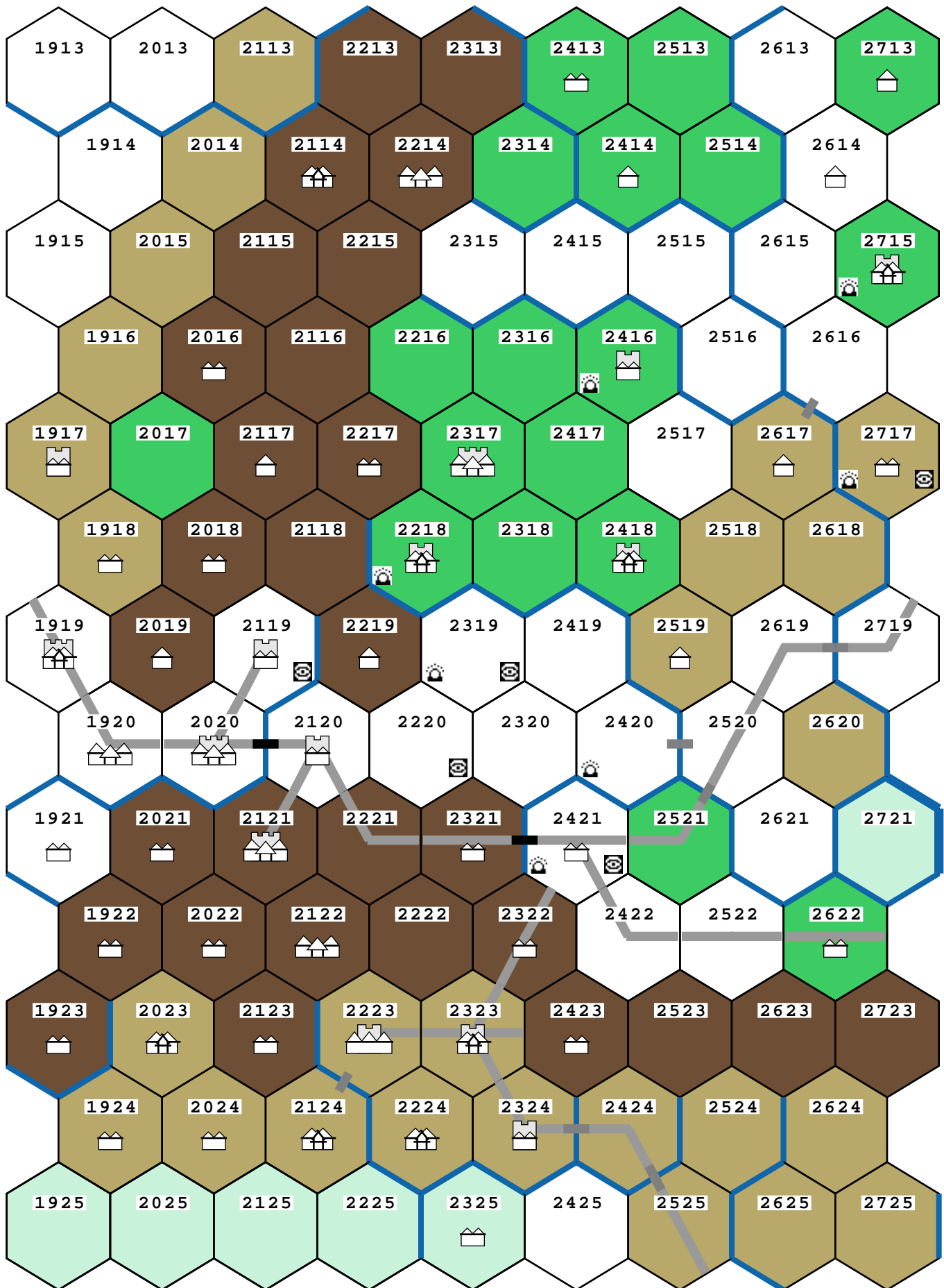
Spells (+0) : #4 Major Heal(73) #6 Greater Heal(83) #308 Capital Return(73)

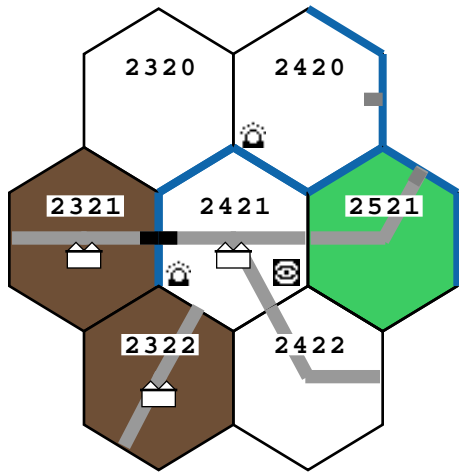
Windsong was located in the Mixed Forest at 2416.

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 move. She accepted the movement orders.

She is currently in the Mountains at 2217. The Village of Fell Peak flying the flag of the Great Trollusk is here.





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

Deadwood (ID: deadw) @ 2421 Command

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

Fletcher (ID: fletc) @ 2218 Command

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

Iron Wood (ID: iron) @ 2420 Command

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

Nightbreeze (ID: night) @ 2319 Agent

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

Padfoot (ID: padfo) @ 2023 Agent

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

Plum Crazy (ID: plum) @ 2217 Emissary

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

Shadow Walker (ID: shado) @ 2317 Agent

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

Turin (ID: turin) @ 2317 Agent

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

White Oak (ID: white) @ 2023 Command Agent

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

Willow (ID: willow) @ 2317 Mage

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

Windsong (ID: winds) @ 2217 Emissary Mage

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