

MEPBM Games
presents

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



GAME # 141



Wise Council

Victory points : 675
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 :

Sing a Song [1167] Plane [1100] Once Upon a Time [1033]

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 #	:	13
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	1190
Special Service	:	YES

Numi Hrol	Location : @ 3004 in Mountains			Climate is Polar				
Size : Town	Fortifications : None		Loyalty : 45	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	0	0	0	0	-

Teisl-Junni

Location : @ 2704 in Mountains Climate is Polar

Size : Town	Fortifications : None	Loyalty : 35	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	40	18	2	0
Current stores	0	0	18	0	0

Tui Juai

Location : @ 3305 in Open Plains Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 42	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	120	0	0	0	114
Current stores	0	0	0	0	0

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

Location : @ 2910 in Mixed Forest Climate is Cool

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

Troops	Training	Weapon	Armor	# Troops	Troop Type
Woodman footmen w/battle axes	16	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.

The Village of Rintok flying the flag of the Silent Assembly is here.

Army Commander : Hero Dernwyn

Location : @ 2505 in Open Plains Climate is Cold

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

Troops	Training	Weapon	Armor	# Troops	Troop Type
Woodman footmen w/battle axes	16	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				

Army Commander : Hero Sûldun

Location : @ 2903 in Open Plains Climate is Polar

Army morale : 35 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Woodman footmen w/battle axes	18	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 : - Micheasi - 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	27221	20300	6700	1767	259641	17268	5016
Purchase at market price/unit	3	3	5	21	2	3	7
Sell to market price/unit	2	2	4	16	1	2	5

MISCELLANEOUS

Maintenance Costs expected next turn are:				Totals for Nation:	Stores	Production
Armies/Navies :	13200			Leather	0	566
Pop Centers :	1000			Bronze	0	158
Characters :	15440			Steel	59	59
				Mithril	0	6
Total :	29640			Food	0	1239
				Timber	192	192
Current Tax rate :	71%			Mounts	0	24
Revenue expected next turn :	29365 (-275)					
Current Gold reserve :	5493					

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 a personal challenge involving Batroc and Madonna at 2209.
There are rumors of an assassination attempt involving Freddie Mercury and Ollinkhor.
There are rumors of a theft attempt involving Qeset at Enyarma.
There are rumors of an encounter involving Broussard at 1005.

ENCOUNTER MESSAGES

Report from the village at 2902.

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 2903.

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 village at 2803.

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.....
Beirusa	710	PrenMgy	
Beirusa	325	NatSell	fo 100
Borondir	430	TrpsMan	hi
Borondir	610	GrdChar	cjaii
Cauligius	555	CreCmp	^
Cauligius	810	MovChar	3009
Cjaiin	552	PosCmp	^
Cjaiin	860	ForcMar	sw w w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Dernwyn	430	TrpsMan	hi
Dernwyn	850	MovArmy	w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Ericus	585	Uncover	
Ericus	810	MovChar	2903
Foresii	710	PrenMgy	
Foresii	325	NatSell	mi 100
Jopinii	710	PrenMgy	
Jopinii	325	NatSell	mo 100
Micheasi	180	UpStNat	23
Micheasi	325	NatSell	br 100
Silusini	180	UpStNat	22
Silusini	785	JnArmy	wiuli
Sûldun	430	TrpsMan	hi
Sûldun	605	GrdLoc	
Wiulii	780	TrComm	suldu y
Wiulii	325	NatSell	le 100

Beirusa



Ranks : Command 0 Agent 0 Emissary 0 Mage 55
 Health 100 Stealth 0 Challenge 70
 Artifacts : #12 Troll Slayer✓
 Spells (+0) : #104 Resistances(94) #108 Blessings(83) #302 Long Stride(82)
 #308 Capital Return(100)

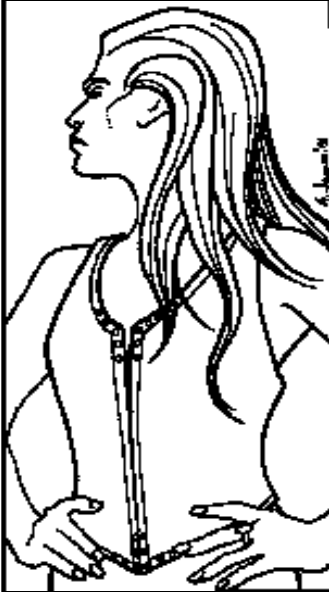
Beirusa was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 303 Food were sold for 364 Gold.

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

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

Borondir



Ranks : Command 20 Agent 31 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 28
 Artifacts : None
 Spells (+0) : None

Borondir was located in the Open Plains at 3209.

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 2910.

She is traveling with Cjain in the Mixed Forest at 2910. The Village of Rintok flying the flag of the Silent Assembly is here.

Cauligius



Ranks : Command 0 Agent 0 Emissary 51 Mage 0
 Health 100 Stealth 0 Challenge 25
 Artifacts : None
 Spells (+0) : None

Cauligius was located in the Mixed Forest at 3114.

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 has encountered the entrance to a hidden valley which can be investigated.

He is currently in the Mixed Forest at 3009.

Cjaiin



Ranks : Command 68 Agent 0 Emissary 10 Mage 50
 Health 100 Stealth 0 Challenge 81
 Artifacts : None

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

Cjaiin was located in the Open Plains at 3209.

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 Gelydh was posted.

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

He commands an army in the Mixed Forest at 2910. The Village of Rintok flying the flag of the Silent Assembly is here.

Dernwyn



Ranks : Command 28 Agent 0 Emissary 0 Mage 12
 Health 100 Stealth 0 Challenge 31
 Artifacts : None

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

Dernwyn was located in the Open Plains at 2605.

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 2505.

Ericus



Ranks : Command 10 Agent 0 Emissary 76 Mage 18
 Health 100 Stealth 0 Challenge 45
 Artifacts : None

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

Ericus was located in the Open Plains at 3906.

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Once Upon a Time seeks to hold the population center of Lagna Sa at 3706 - uncovered that the nation of the Once Upon a Time seeks to hold the population center of Lagna Sa at 3706. - uncovered that the nation of the Once Upon a Time possesses Special Nation Ability #24. It was also uncovered that the Once Upon a Time capital is at 3712.

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.

Foresii



Ranks : Command 0 Agent 0 Emissary 0 Mage 54
 Health 100 Stealth 0 Challenge 54
 Artifacts : None

Spells (+0) : #104 Resistances(98) #302 Long Stride(97) #308 Capital Return(97)

Foresii was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 18 Mithril were sold for 237 Gold.

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

He 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(85) #302 Long Stride(71) #308 Capital Return(75)

Jopinii was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 38 Mounts were sold for 228 Gold.

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

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

Micheasi



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

Spells (+0) : None

Micheasi was located in the Open Plains at 2903.

He was ordered to upgrade our relations. Our relations with the Once Upon a Time were upgraded.

He was ordered to have the nation sell to the caravans. 158 Bronze were sold for 189 Gold.

He is traveling with Sûldun in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council 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(96) #418 Locate Artifact(71)

Silusini was located in the Open Plains at 2903.

He was ordered to upgrade our relations. Our relations with the Sing a Song were upgraded.

He was ordered to join an army. He was not able to join the army because there was no such army commander.

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 24 Agent 30 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 29
 Artifacts : None
 Spells (+0) : None

Sıldun was located in the Open Plains at 2903.

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

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



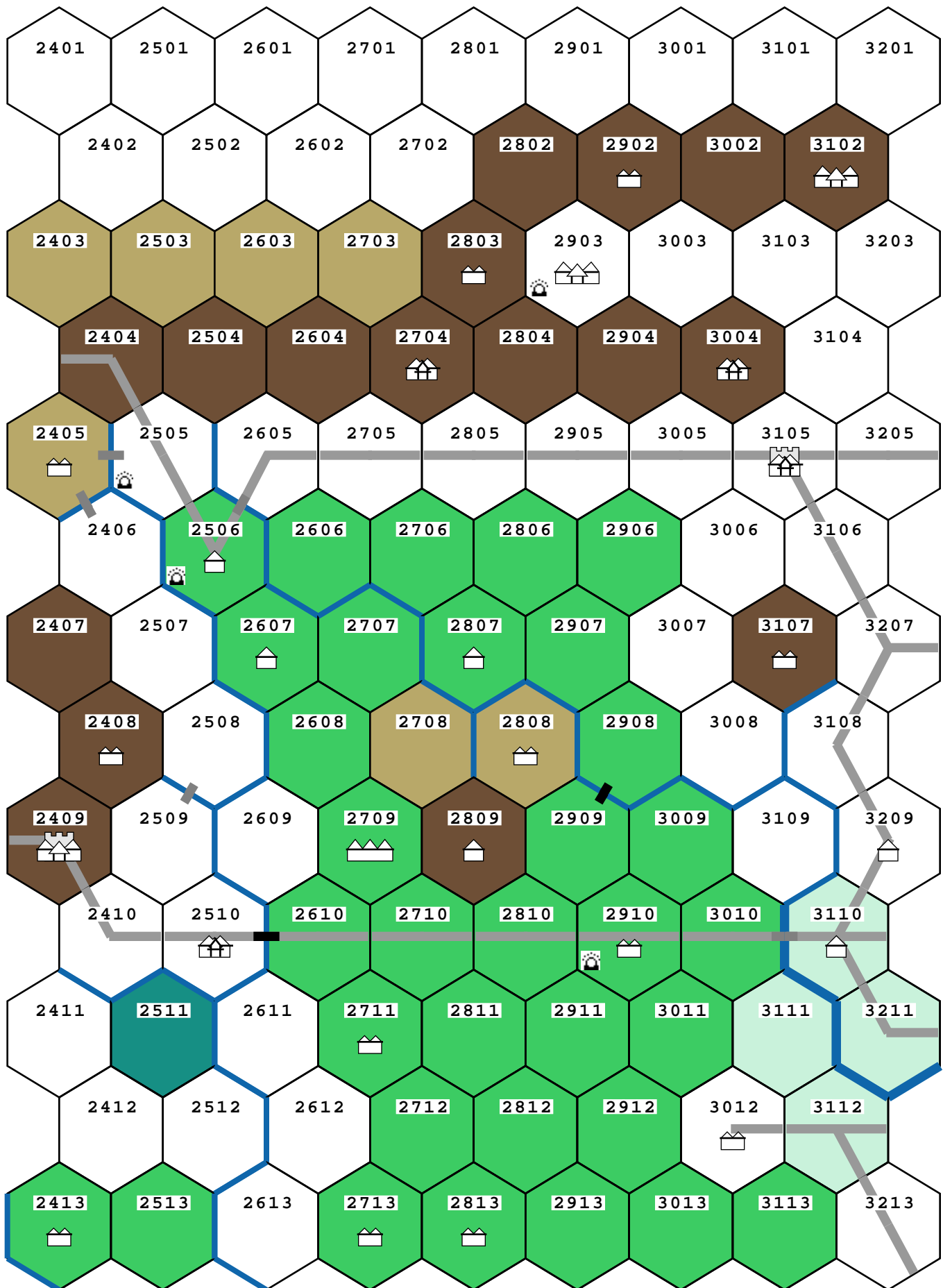
Ranks : Command 42 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 57
 Artifacts : #95 Gúthwinē/
 Spells (+0) : None

Wiulii was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 270 Leather were sold for 324 Gold.

He was ordered to transfer the command. The command was transferred to Sıldun. He joined the army.

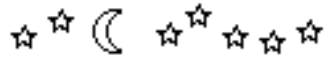
He is traveling with Sıldun in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.



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

Wise Council

URNSHEET



Game # 141



DAVID HAGERSON 109200
 NONE
 NONE
 NONE

Game # : 141
 Player # : 3
 Turn # : 14
 Security # : 1190

Return this turnsheet before APRIL 7 2013

To MEPBM, 340 North Rd, Cardiff, CF14 3BP, Wales
 Tel: +44 (0) 29 20913359 Fax: +44 (0) 29 20625532

Daytime Phone #: _____

Beirusa (ID: beiru) @ 2903 Mage

<p>Order -> # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -> # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
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Borondir (ID: boron) @ 2910 Command Agent

<p>Order -> # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -> # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
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Cauligius (ID: cauli) @ 3009 Emissary

<p>Order -> # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -> # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
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Cjaiin (ID: cjaii) @ 2910 Command Emissary Mage

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

Dernwyn (ID: dernw) @ 2505 Command Mage

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

Ericus (ID: ericu) @ 2903 Command Emissary Mage

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

Foresii (ID: fores) @ 2903 Mage

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

Jopinii (ID: jopin) @ 2903 Mage

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

Micheasi (ID: miche) @ 2903 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			_____				
			_____								_____				
			_____								_____				