

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Wise Council**

Victory points : 500

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 [1317] Lands [1283] Alvernus [1275]

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 # : 14
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 7462
 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	: Disliked	#16 Sh'iar Empire	: Disliked
#17 Great Trollusk	: Disliked	#18 Benîm 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 : 62	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 Hero Sûldun is here.

Bar-Ariin Location : @ 2803 in Mountains Climate is Polar

Size : Village	Fortifications : None	Loyalty : 42	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 0 2 0 0 0 -				

Beni-Inusi Location : @ 3102 in Mountains Climate is Polar

Size : Major Town	Fortifications : None	Loyalty : 58	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 26 0 0 0 0 0 -				

Gelydh Location : @ 3209 in Open Plains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 33	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	296 0 0 0 936 0 16 0				
Current stores	0 0 0 0 0 0 16 -				

Lor-Junisn Location : @ 3105 in Open Plains Climate is Cold

Size : Town	Fortifications : Fort	Loyalty : 40	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 5 -				

Murk-Lomil Location : @ 2902 in Mountains Climate is Polar

Size : Village	Fortifications : None	Loyalty : 85	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 67 0 0 0 0 0 -				

Nulla Location : @ 2808 in Hills & Rough Climate is Cool

Size : Village	Fortifications : None	Loyalty : 19	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 : 44	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 25 0 2 0 0 0 -				

Teisl-Junni

Location : @ 2704 in Mountains Climate is Polar

Size : Town	Fortifications : None	Loyalty : 33	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	40	18	2	0
Current stores	0	40	0	2	0

Tui Juai

Location : @ 3305 in Open Plains Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 41	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

Yalúmea

Location : @ 3009 in Mixed Forest Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	0	0	0	736
Current stores	0	0	0	0	0

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

Location : @ 2610 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	19	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 - Foresii - Jopinii.

Army Commander : Commander Dernwyn

Location : @ 2404 in Mountains 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	19	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				

Characters traveling with army : - Beirusa.

Army Commander : Hero Sûldun

Location : @ 2903 in Open Plains Climate is Polar

Army morale : 37 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Woodman footmen w/battle axes	19	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	32411	21956	10562	0	231447	22605	6052
Purchase at market price/unit	3	3	3	92	2	3	6
Sell to market price/unit	2	2	2	65	1	2	4

MISCELLANEOUS

Maintenance Costs expected next turn are:			Totals for Nation:	Stores	Production
Armies/Navies :	13200		Leather	0	566
Pop Centers :	1000		Bronze	158	158
Characters :	16000		Steel	0	59
			Mithril	6	6
Total :	30200		Food	0	1975
			Timber	0	432
Current Tax rate :	71%		Mounts	24	24
Revenue expected next turn :	29365 (-835)				
Current Gold reserve :	4552				

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 public execution involving Pendaaur and Bregolas.
There are rumors of a theft attempt involving Nimiror at Terrano.*

ENCOUNTER MESSAGES**Encounter for Commander Dernwyn at 2404**

During the day as we rested and ate what food we could, the clouds rolled suddenly in and harsh sheets of rain quickly soaked us to the skin. The downpour was so heavy that no one could see more than a few feet in front of him and most of the troops had drawn blankets around them to ward over the buffeting rain. So it came as a huge surprise when Men not of our army suddenly appeared with drawn swords amongst our troops. But, before we could react, they were gone, having left the feeling that we just weren't the ones they had been searching for.

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	705	RsrchSp	412
Beirusa	870	MovJoin	2404 dernw
Borondir	430	TrpsMan	hi
Borondir	610	GrdChar	cjaii
Cauligius	555	CreCmp	^
Cauligius	810	MovChar	3305
Cjaiin	435	ArmyMan	
Cjaiin	850	MovArmy	w w w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Dernwyn	430	TrpsMan	hi
Dernwyn	850	MovArmy	nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Ericus	734	NamEmis	^ f
Ericus	810	MovChar	3209
Foresii	705	RsrchSp	412
Foresii	870	MovJoin	2610 cjaii
Jopinii	705	RsrchSp	412
Jopinii	870	MovJoin	2610 cjaii
Micheasi	185	DnStNat	13
Micheasi	325	NatSell	ti 100
Silusini	940	CstLoSp	412 52
Silusini	325	NatSell	le 100
Sûldun	325	NatSell	st 100

Sûldun	435	ArmyMan	
Wiulii	185	DnStNat	20
Wiulii	325	NatSell	fo 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) #412 Research Artifact(100)

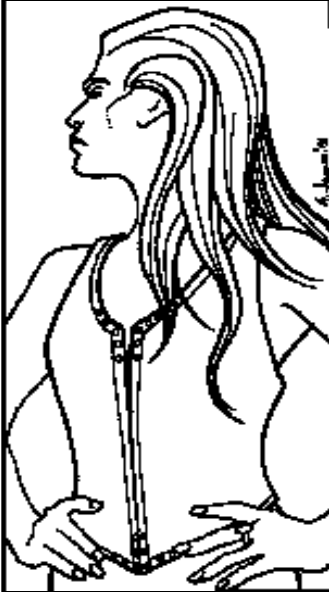
Beirusa was located in the Open Plains at 2903.

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

He was ordered to move and join the army. He accepted the movement orders. He joined the army commanded by Dernwyn.

He is traveling with Dernwyn in the Mountains at 2404.

Borondir



Ranks : Command 29 Agent 35 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 35
 Artifacts : None
 Spells (+0) : None

Borondir was located in the Mixed Forest at 2910.

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 2610.

She is traveling with Cjain in the Mixed Forest at 2610.

Cauligius



Ranks : Command 0 Agent 0 Emissary 54 Mage 0
 Health 100 Stealth 0 Challenge 27
 Artifacts : None
 Spells (+0) : None

Cauligius was located in the Mixed Forest at 3009.

He was ordered to create a camp. No population center name was provided. A camp named Yalúmea was created.

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

He is currently in the Open Plains at 3305. The Camp of Tui Juai flying the flag of the Wise Council is here.

Cjaiin



Ranks : Command 70 Agent 0 Emissary 10 Mage 50
 Health 100 Stealth 0 Challenge 83
 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 Mixed Forest at 2910.

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.

He commands an army in the Mixed Forest at 2610.

Dernwyn



Ranks : Command 31 Agent 0 Emissary 0 Mage 12
 Health 100 Stealth 0 Challenge 34
 Artifacts : None

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

Dernwyn was located in the Open Plains at 2505.

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 had a special encounter. See Encounter Messages.

He commands an army in the Mountains at 2404.

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 2903.

He was ordered to name a new emissary. He was not able to name an emissary because there was insufficient Gold.

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

He is currently in the Open Plains at 3209. The Camp of Gelydh 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)
 #412 Research Artifact(94)

Foresii was located in the Open Plains at 2903.

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

He was ordered to move and join the army. He accepted the movement orders. He joined the army commanded by Cjain.

He is traveling with Cjain in the Mixed Forest at 2610.

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)
 #412 Research Artifact(86)

Jopinii was located in the Open Plains at 2903.

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

He was ordered to move and join the army. He accepted the movement orders. He joined the army commanded by Cjain.

He is traveling with Cjain in the Mixed Forest at 2610.

Micheasi



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

Spells (+0) : None

Micheasi was located in the Open Plains at 2903.

He was ordered to downgrade our relations. Our relations with the Red Witches were downgraded.

He was ordered to have the nation sell to the caravans. 384 Timber were sold for 922 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(97) #418 Locate Artifact(71)

Silusini was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 566 Leather were sold for 1359 Gold.

He was ordered to cast a lore spell. Research Artifact - Bloodrunner #52 is a Sword - allegiance: None - increases combat damage by 750 pts and possession of the artifact can allow casting of the spell Perceive Nationality.

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 27 Agent 30 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 32
 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. 118 Steel were sold for 566 Gold.

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

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



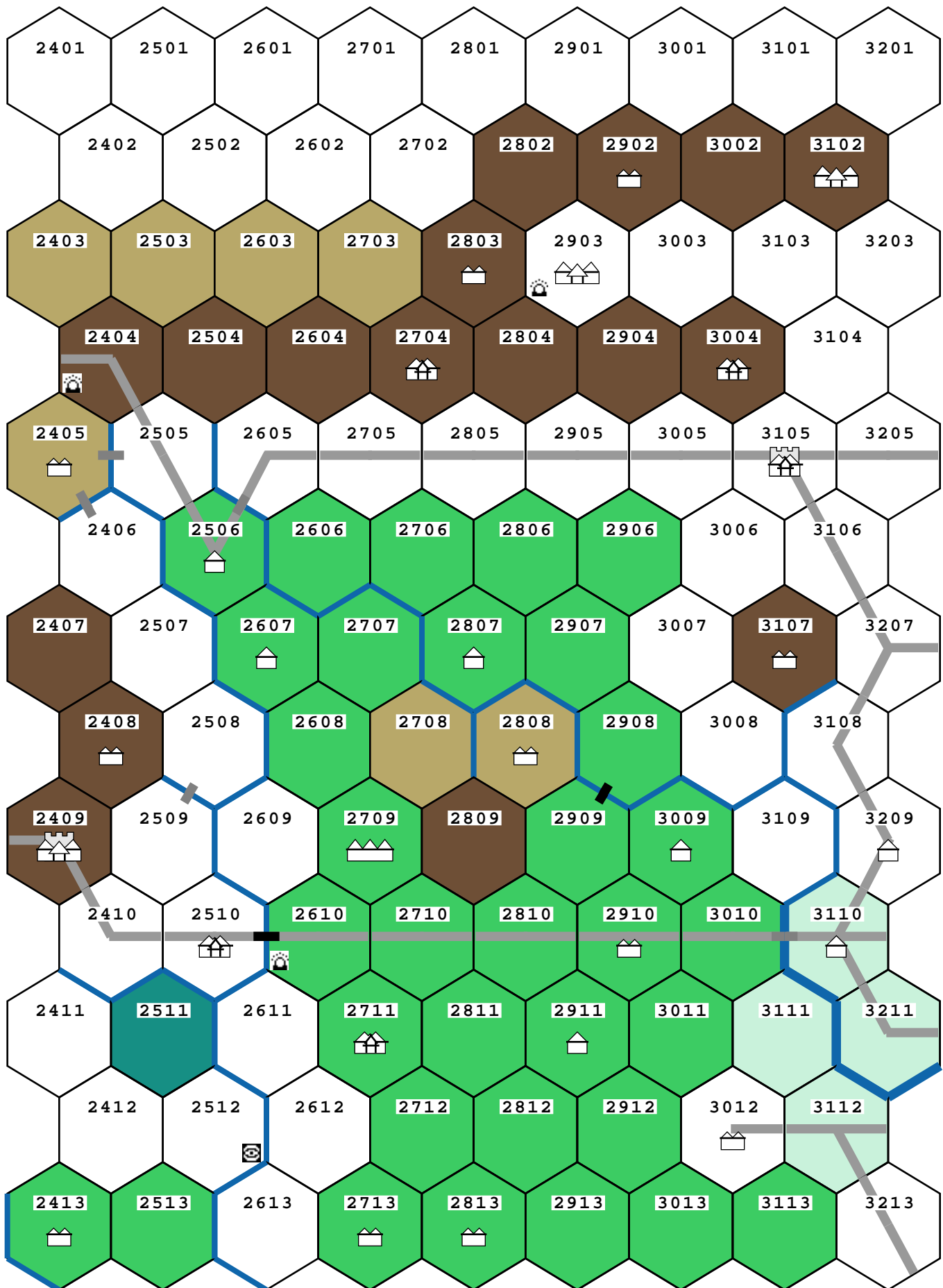
Ranks : Command 44 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 59
 Artifacts : #95 Gúthwinē/
 Spells (+0) : None

Wiulii was located in the Open Plains at 2903.

He was ordered to downgrade our relations. Our relations with the Tribes of Angmar were downgraded.

He was ordered to have the nation sell to the caravans. 1239 Food were sold for 1487 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 #      : 15
Security #  : 7462
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Daytime Phone #:

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

Required _____
Information _____

Required _____
Information _____

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

Required _____
Information _____

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

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Cjaiin (ID: cjaii) @ 2610 Command Emissary Mage

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

Dernwyn (ID: dernw) @ 2404 Command Mage

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

Ericus (ID: ericu) @ 3209 Command Emissary Mage

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

Foresii (ID: fores) @ 2610 Mage

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

Jopinii (ID: jopin) @ 2610 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

Information

Required

Information

Sûldun (ID: suldu) @ 2903 Command Agent

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

Required

Information

Required

Information

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Wiulii (ID: wiuli) @ 2903 Command
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Order -> # _____ Code _____ Type _____ Order -> # _____ Code _____ Type _____

Required

Information

Required	
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Information