

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 [1383] Once Upon a Time [1300] Sing a Song [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 # : 20
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 4812
 Special Service : YES

Wise Council

(A Free People)

Season : Summer

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Disliked	# 2 South Kingdom	: Disliked	# 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 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 : 58	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	14	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 : 40	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	6	0	0	0	-

Barstow Location : @ 2109 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : Tower	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	450	144	0	0
Current stores	0	0	0	0	0	144	0	-

Foreign characters reported in the hex : - **Propheta - Qunmuela.**

Beni-Inusi Location : @ 3102 in Mountains 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	0	26	12	0	0	0	0	420
Current stores	0	0	0	0	0	0	0	-

Eureka Location : @ 2008 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : Tower	Loyalty : 56	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	684	90	0	0
Current stores	0	0	0	0	0	114	0	-

Gelydh Location : @ 3209 in Open Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 35	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	266	0	0	0	842	0	14	0
Current stores	503	0	0	0	0	0	14	-

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

Size : Town	Fortifications : Fort	Loyalty : 41	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	91	0	0	0	451	0	14	0
Current stores	125	0	0	0	0	0	14	-

Mt Gundabad Location : @ 2305 in Mountains Climate is Polar
 Size : Camp Fortifications : None Loyalty : 51 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 66 0 6 0 0 0 360
 Current stores 0 132 0 14 0 0 0 -

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 0 0 0 0 0 -

Nulla Location : @ 2808 in Hills & Rough Climate is Mild
 Size : Village Fortifications : None Loyalty : 20 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 122 0 0 0 0 216 0 1300
 Current stores 231 0 0 0 0 216 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 6 0 0 0 -

Pig House Location : @ 1702 in Hills & Rough Climate is Polar
 Size : Camp Fortifications : None Loyalty : 22 Docks : None Hidden ? : No Sieged ? : YES
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 84 0 0 96 0 0 360
 Current stores 0 571 0 0 0 0 0 -

Teisl-Junni Location : @ 2704 in Mountains Climate is Polar
 Size : Town Fortifications : None Loyalty : 40 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 0 6 0 0 0 -

Tui Juai Location : @ 3305 in Open Plains Climate is Cool
 Size : Village Fortifications : None Loyalty : 44 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 256 0 0 0 243 0 6 0
 Current stores 352 0 0 0 0 0 6 -

Yalúmea Location : @ 3009 in Mixed Forest Climate is Mild
 Size : Village Fortifications : None Loyalty : 27 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 662 216 0 0
 Current stores 0 0 0 0 0 216 0 -

ARMIES AND NAVIES

Army Commander : Captain Dernwyn Location : @ 1805 in Open Plains Climate is Cool
 Army morale : 2 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 39 10 0 714 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.

Army Commander : Commander Sûldun Location : @ 2903 in Open Plains Climate is Polar
 Army morale : 49 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 25 10 0 100 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 19 Low Supplies !!
 War machines 0
 Characters traveling with army : - Cjaini - Jopinii - 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	8991	35376	5268	2485	202781	18470	953
Purchase at market price/unit	4	3	6	18	2	3	14
Sell to market price/unit	2	2	4	11	1	2	9

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 3256	Leather	1225	742
Pop Centers : 2000	Bronze	703	308
Characters : 19020	Steel	0	59
	Mithril	32	12
Total : 24276	Food	0	3448
	Timber	690	666
Current Tax rate : 60%	Mounts	34	34
Revenue expected next turn : 30100 (+5824)			
Current Gold reserve : 6437			

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.
Gúthwině	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 Moraiza and Pathan at 0505.
 The loyalty was influenced/reduced at Barstow.
 The loyalty was influenced/reduced at Barstow.
 There are rumors of a theft attempt involving Harband at Hellgate.*

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 1702

In the Polar climate of the Hills & Rough of 1702, a conflict took place in the early morning hours under an overcast sky.

At the head of a demoralized army rode **Captain Dernwyn** 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
714 Woodman footmen w/battle axes	wooden	none	ragged ranks

The Village of Pig House flying the flag of the Tribes of Angmar is situated in the Hills & Rough here.

After the battle.... Dernwyn's forces found no enemy armies to fight.

The battle for Pig House was over even before it began. The attackers were so numerous and strong that the defending militia had little chance to save themselves. The battle was over in just a few hours!!

After the attack on the population center.... Dernwyn's army survived the attack on the Village, but suffered minor losses. Dernwyn appeared to have survived. The Village has been reduced to a Camp. The Camp has been under siege/attack this turn. The Camp now flies the flag of the Wise Council.

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	412 212
Cauligius	734	NamEmis	^ ^
Cauligius	810	MovChar	2902
Cjaiin	940	CstLoSp	412 209
Cjaiin	325	NatSell	st 100
Dernwyn	255	CptrPop	fl
Dernwyn	860	ForcMar	se sw se ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Ericus	525	InfOthr	
Ericus	810	MovChar	1510
Estelmo	605	GrdLoc	
Estelmo	810	MovChar	3210
Gamling	605	GrdLoc	
Gamling	810	MovChar	2911
Jopinii	940	CstLoSp	412 210
Jopinii	710	PrenMgy	
Micheasi	430	TrpsMan	hi
Micheasi	925	Recon	
Oretur	325	NatSell	fo 100
Oretur	810	MovChar	2808
Silusini	940	CstLoSp	418 88
Silusini	710	PrenMgy	
Sûldun	731	NamAgen	^ ^
Sûldun	435	ArmyMan	
Wiulii	185	DnStNat	2
Wiulii	325	NatSell	br 100

Baragund



Ranks : Command 0 Agent 0 Emissary 30 Mage 0
 Health 100 Stealth 0 Challenge 15
 Artifacts : None
 Spells (+0) : None

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

Beirusa



Ranks : Command 0 Agent 0 Emissary 0 Mage 55
 Health 78 Stealth 0 Challenge 70
 Artifacts : #12 Troll Slayer
 Spells (+0) : #104 Resistances(94) #108 Blessings(88) #302 Long Stride(82)
 #308 Capital Return(100) #412 Research Artifact(100)

Beirusa was located in the Hills & Rough at 1702.

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

He moved with the army to 1805.

He was ordered to cast a lore spell. Research Artifact - Taurin #212 is a Staff - allegiance: None - increases combat damage by 2000 pts. He suffered a loss of health due to casting two spells.

He is traveling with Derwyn in the Open Plains at 1805.

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 Open Plains at 2903.

He was ordered to name a new emissary. No character name was provided. A new emissary named Baragund was available.

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

He is currently in the Mountains at 2902. The Village of Murk-Lomil flying the flag of the Wise Council is here.

Cjaiin



Ranks : Command 75 Agent 0 Emissary 10 Mage 50
 Health 100 Stealth 0 Challenge 88
 Artifacts : None

Spells (+0) : #104 Resistances(71) #108 Blessings(71) #302 Long Stride(83)
 #412 Research Artifact(88) #418 Locate Artifact(72)

Cjaiin was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 236 Steel were sold for 1700 Gold.

He was ordered to cast a lore spell. Research Artifact - Mirlammenrim #209 is a Jewelry - allegiance: None - increases Emissary Rank by 20.

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.

Dernwyn



Ranks : Command 48 Agent 0 Emissary 0 Mage 12
 Health 100 Stealth 0 Challenge 51
 Artifacts : None

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

Dernwyn was located in the Hills & Rough at 1702.

He was ordered to capture the Village of Pig House. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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 1805.

Ericus



Ranks : Command 10 Agent 0 Emissary 86 Mage 18
 Health 100 Stealth 0 Challenge 50
 Artifacts : None

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

Ericus was located in the Mountains at 2305.

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

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

He is currently in the Hills & Rough at 1510. The Village of Nenning flying the flag of the North Kingdom is here.

Estelmo



Ranks : Command 0 Agent 40 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : None

Estelmo was located in the Open Plains at 2903.

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

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

She is currently in the Open Plains at 3210. The Camp of Ūsakan flying the flag of the Dark Feast is here.

Gamling



Ranks : Command 0 Agent 43 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 32
 Artifacts : None
 Spells (+0) : None

Gamling was located in the Open Plains at 2903.

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

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

She is currently in the Mixed Forest at 2911. The Camp of Herëamon flying the flag of the Dark Feast is here.

Jopinii



Ranks : Command 0 Agent 0 Emissary 0 Mage 55
 Health 100+ Stealth 0 Challenge 55
 Artifacts : None

Spells (+0) : #104 Resistances(88) #302 Long Stride(71) #308 Capital Return(75)
 #412 Research Artifact(90)

Jopinii was located in the Open Plains at 2903.

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 - Wood-shadow #210 is a Cloak - allegiance: None - increases Stealth Rank by 15.

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.

Micheasi



Ranks : Command 57 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 57
 Artifacts : None
 Spells (+0) : None

Micheasi was located in the Hills & Rough at 1702.

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

He moved with the army to 1805.

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: None. See report below.

He is traveling with Dernwyn in the Open Plains at 1805.

Oretur



Ranks : Command 0 Agent 0 Emissary 30 Mage 0
 Health 100 Stealth 0 Challenge 15
 Artifacts : None
 Spells (+0) : None

Oretur was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 3549 Food were sold for 4258 Gold.

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

He is currently in the Hills & Rough at 2808. The Village of Nulla flying the flag of the Wise Council is here.

Silusini



Ranks : Command 40 Agent 0 Emissary 0 Mage 63
 Health 100 Stealth 0 Challenge 88
 Artifacts : #141 Durlachiel/
 Spells (+0) : #104 Resistances(78) #108 Blessings(78) #302 Long Stride(94)
 #406 Divine Army(85) #412 Research Artifact(100) #418 Locate Artifact(73)

Silusini was located in the Open Plains at 2903.

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. He was not able to cast the spell. Continued efforts may succeed.

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 39 Agent 37 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 45
 Artifacts : None
 Spells (+0) : None

Sıldun was located in the Open Plains at 2903.

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

He was ordered to name a new agent. No character name was provided. A new agent named Widfara was available.

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.

Widfara



Ranks : Command 0 Agent 39 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 29
 Artifacts : None
 Spells (+0) : None

Widfara has a special ability. He has a bonus to his Agent rank.

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

Wiulii



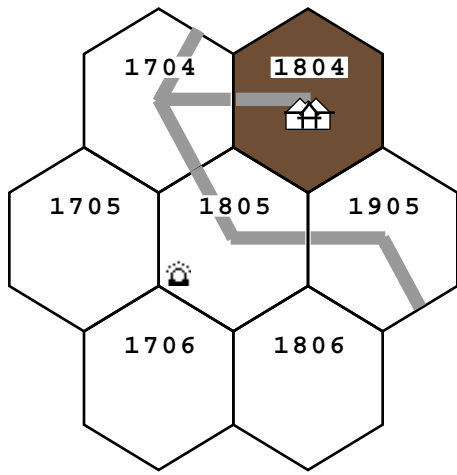
Ranks : Command 55 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 70
 Artifacts : #95 Gúthwiněv
 Spells (+0) : None

Wiulii was located in the Open Plains at 2903.

He was ordered to downgrade our relations. Our relations with the South Kingdom were downgraded.

He was ordered to have the nation sell to the caravans. 316 Bronze were sold for 1896 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.



Required _____ Information _____ _____	Required _____ Information _____ _____
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Cjaiin (ID: cjaii) @ 2903 Command Emissary Mage

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

Dernwyn (ID: dernw) @ 1805 Command Mage

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

Ericus (ID: ericu) @ 1510 Command Emissary Mage

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

Estelmo (ID: estel) @ 3210 Agent

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

Gamling (ID: gamli) @ 2911 Agent

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) @ 1805 Command

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

Oretur (ID: oretu) @ 2808 Emissary

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			_____				
			_____								_____				

Widfara (ID: widfa) @ 2903 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			_____				
			_____								_____				