

MEPBM Games

presents

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



GAME # 141



Lands

Victory points : 550

Victory Conditions :

To terminate 10 characters by personal challenge or by assassination.
To see to the termination of Gamina by any means whatsoever.
To see to the termination of Pericles by any means whatsoever.
To see to the termination of Guarmath by any means whatsoever.
To hold at game end the artifact: Blood Spike #90.

Top 3 Free Peoples :

Alvernus [1550] Once Upon a Time [1200] Sing a Song [1075]

Special Nation Abilities :

#08 Buy/sell orders receive 20% market adjustments.
#11 New agents start at rank up to 40.
#17 Build ships at 1/2 timber cost.
#19 Build fortifications at 1/2 timber cost.

Internet G141N21
NATE KEENE 110758
NONE
NONE
NONE

Game # : 141
Player # : 21
Turn # : 25
Account : \$ 0.00
Free Turns : 0
Security Code : 2212
Special Service : YES

Mae Govannon									
Location : @ 2536 in Hills & Rough Climate is Hot									
Size : Camp		Fortifications : None		Loyalty : 46		Docks : None		Hidden ? : No	
Sieged ? : No									
Surplus Product		Leather		Bronze		Steel		Mithril	
Food		Timber		Mounts		Gold			
Expected production		0		240		0		216	
Current stores		0		0		0		216	

Melyanna Location : @ 2537 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : None Loyalty : 36 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 136 0 0 0 0 16 800
 Current stores 0 0 0 0 0 0 0 -

Mountains Location : @ 2136 in Mixed Forest Climate is Hot
 Size : Village Fortifications : None Loyalty : 45 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 550 70 0 0
 Current stores 0 0 0 0 0 70 0 -

Mukatana Location : @ 2634 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : None Loyalty : 37 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 272 168 0 0 0 0 0 960
 Current stores 272 0 0 0 0 0 0 -

Nargelion Location : @ 2135 in Mixed Forest Climate is Hot
 Size : Camp Fortifications : None Loyalty : 24 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 296 296 0 0
 Current stores 0 0 0 0 0 296 0 -

Swamp Location : @ 2335 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : Tower Loyalty : 31 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 56 0 0 96 0 800
 Current stores 0 0 280 0 0 96 0 -

Thargelion Location : @ 2437 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : None Loyalty : 41 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 128 0 0 0 1000 120 0 0
 Current stores 128 0 0 0 0 120 0 -

ARMIES AND NAVIES

Army Commander : Regent Dark Location : @ 2734 in Hills & Rough Climate is Hot
 Army morale : 36 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan horsemen w/broadswords 27 10 35 186 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0
The Town/Tower of Of Fear flying the flag of the Benîm an Pharazôn is here.
 An army bearing the banner of the Lands under Lord Null is here.

Army Commander : Captain Earth Location : @ 2139 in Hills & Rough Climate is Hot
 Army morale : 3 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan mercenaries w/broadswords 17 30 10 100 Men-at-Arms
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0
The Major Town/Tower of Rough flying the flag of the Plane is here.

Army Commander : Warlord Fire Location : @ 2636 in Hills & Rough Climate is Hot
 Army morale : 5 Warships : 0 Transports : 0 (5) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan horsemen w/broadswords 22 10 40 628 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 21
The City/Fort of Falassë flying the flag of the Benîm an Pharazôn is here.

Army Commander : Lord Null Location : @ 2734 in Hills & Rough Climate is Hot
 Army morale : 84 Warships : 0 Transports : 0 (5) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan horsemen w/broadswords 25 10 35 749 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
The Town/Tower of Of Fear flying the flag of the Benîm an Pharazôn is here.
 A small army bearing the banner of the Lands under Regent Dark is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	27467	35010	14911	3356	292234	24179	4131
Purchase at market price/unit	2	2	3	13	2	2	7
Sell to market price/unit	1	1	2	8	1	1	4

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 9478	Leather	1040	1040
Pop Centers : 2000	Bronze	224	672
Characters : 23560	Steel	760	152
	Mithril	0	0
Total : 35038	Food	216	3878
	Timber	1014	1014
	Mounts	0	64
Current Tax rate : 60%			
Revenue expected next turn : 12860 (-22178)			
Current Gold reserve : 1975			

Ritual character terminations: 8

Ships have been left anchored at the following locations:

None

You have the following double agents:

Brell Serilis of the Plane @ 2636

Double agent Brell Serilis reports he was ordered to refuse all personal challenges.

Double agent Brell Serilis reports he was ordered to scout for any characters. A scout for characters was attempted. Found: Legate Water - Lands. Warlord Fire - Lands. Spy Tartas Izain - Lands. Nothing else was reported at this time.

Ordun Halbor of the Plane @ 3034

Double agent Ordun Halbor reports he was ordered to refuse all personal challenges.

Double agent Ordun Halbor reports he was ordered to assassinate a character. Lômiphel was assassinated.

Padrey of the Plane @ 3034

Double agent Padrey reports he was ordered to refuse all personal challenges.

Double agent Padrey reports he was ordered to assassinate a character. He was not able to assassinate the character because there is no (or no longer a) character with id "ufgam".

You have the following hostages:

Naidine of the Sheri-Urk is held by Qeset at 2837 - No Gold ransom demanded at this time.

Volog of the South Kingdom is held by Qeset at 2837 - No Gold ransom demanded at this time.

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Stinging Tongue	Bow	85	No	Evil	COMBAT - Increases damage by 500 points.
Sulhelka	Sword	91	No	None	COMBAT - Increases damage by 1000 points.
Cuiviegurth	Whip	162	No	Evil	COMBAT - Increases damage by 750 points.

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of the fall of a Strategic Site.

There are rumors of the fall of a Strategic Site.

There are rumors of an assassination attempt involving Angus and Ulcathur.

Our populace reports that a season change is imminent!

ENCOUNTER MESSAGES

None

COMBAT MESSAGES**Battle at 2534**

In the Hot climate of the Hills & Rough of 2534, a conflict took place in the early morning hours during a driving storm.

At the head of a rebellious army rode **Regent Dark** of the nation of the Lands. The mount on which he rode moved with trepidation to the center of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
200 Lesser Dúnadan horsemen w/broadswords	wooden	bronze/steel	a mob

The Camp of Cacanga flying the flag of the Benîm an Pharazôn is situated in the Hills & Rough here.

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

The battle for Cacanga 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.... Dark 's army survived the attack on the Camp, but suffered minor losses. Dark appeared to have survived. The Camp has been reduced to a Ruins. The Ruins of Cacanga

now flies no known flag.

Battle at 2834

In the Hot climate of the Hills & Rough of 2834, a conflict took place in the early hours of the evening under a omen-filled sky.

At the head of a loud and exuberant army rode **Lord Null** of the nation of the Lands. The mount on which he rode pranced mightily at the head of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
822 Lesser Dúnadan horsemen w/broadswords	wooden	bronze/steel	a mob

The Town of Herenya flying the flag of the Benîm an Pharazôn is situated in the Hills & Rough here.

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

The battle for Herenya 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.... Null 's army survived the attack on the Town, but suffered minor losses. Null appeared to have survived. The Town has been reduced to a Village. The Village has been under siege/attack this turn. The Village now flies the flag of the Lands.

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.....
Aldhelm Demuret	605	GrdLoc	
Aldhelm Demuret	325	NatSell	mo 100
Cinard	215	RfsPers	
Cinard	615	Assass	aduna
Dark	255	CptrPop	ch
Dark	850	MovArmy	e e ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Earth	430	TrpsMan	ma
Earth	949	TrOwner	riade
Fire	498	Threat	
Fire	850	MovArmy	e ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Klú Relortin	215	RfsPers	
Klú Relortin	615	Assass	ordim
Light	325	NatSell	fo 100

Light	325	NatSell	br 100
Null	255	CptrPop	ch
Null	850	MovArmy	w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Qeset	905	ScoArmy	pon a y
Qeset	215	RfsPers	
Tabaya Kas	215	RfsPers	
Tabaya Kas	615	Assass	balkh
Tartas Izain	605	GrdLoc	
Tartas Izain	810	MovChar	2636
Water	215	RfsPers	
Water	810	MovChar	2636
Wind	215	RfsPers	
Wind	810	MovChar	3122

Aldhelm Demuret



Ranks : Command 0 Agent 70 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 52
 Artifacts : None
 Spells (+0) : None

Aldhelm Demuret was located in the Mixed Forest at 2137.

He was ordered to have the nation sell to the caravans. 819 Mounts were sold for 3931 Gold.

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

He is currently in the Mixed Forest at 2137. The City/Fort of Hills flying the flag of the Lands is here.

Cinard



Ranks : Command 0 Agent 79 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 59
 Artifacts : None
 Spells (+0) : None

Cinard was located in the Hills & Rough at 3034.

He was ordered to refuse all personal challenges.

He was ordered to assassinate a character. Adûnaphel was assassinated.

He is currently in the Hills & Rough at 3034. The un-owned Ruins of Of Hate is here.

Dark



Ranks : Command 66 Agent 0 Emissary 0 Mage 45
 Health 100 Stealth 0 Challenge 77
 Artifacts : None

Spells (+0) : #406 Divine Army(98) #412 Research Artifact(100)
 #413 Scry Population Center(100) #415 Scry Area(90) #418 Locate Artifact(60)
 #428 Locate Artifact True(73)

Dark was located in the Hills & Rough at 2534.

He was ordered to capture the Camp of Cacanga. See Combat Messages.

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 commands an army in the Hills & Rough at 2734. The Town/Tower of Of Fear flying the flag of the Benîm an Pharazôn is here.

Earth



Ranks : Command 41 Agent 0 Emissary 90 Mage 0
 Health 100 Stealth 0 Challenge 55
 Artifacts : None
 Spells (+0) : None

Earth was located in the Hills & Rough at 2139.

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 Men-at-Arms were completed.

He was ordered to transfer the ownership of the population center. Rough is no longer under our control.

He commands an army in the Hills & Rough at 2139. The Major Town/Tower of Rough flying the flag of the Plane is here.

Fire



Ranks : Command 72 Agent 53 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 81
 Artifacts : None
 Spells (+0) : None

Fire was located in the Hills & Rough at 2536.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to threaten the population center. Mae Govannon is now under our control.

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

He commands an army in the Hills & Rough at 2636. The City/Fort of Falassé flying the flag of the Benîm an Pharazôn is here.

Kl Relortin



Ranks : Command 0 Agent 75 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 56
 Artifacts : None
 Spells (+0) : None

Klú Relortin was located in the Hills & Rough at 3034.

He was ordered to refuse all personal challenges.

He was ordered to assassinate a character. Ordiumup was assassinated.

He is currently in the Hills & Rough at 3034. The un-owned Ruins of Of Hate is here.

Light



Ranks : Command 0 Agent 0 Emissary 73 Mage 0
 Health 100 Stealth 0 Challenge 36
 Artifacts : None
 Spells (+0) : None

Light was located in the Mixed Forest at 2137.

He was ordered to have the nation sell to the caravans. 9618 Food were sold for 11542 Gold.

He was ordered to have the nation sell to the caravans. 3505 Bronze were sold for 4206 Gold.

He is currently in the Mixed Forest at 2137. The City/Fort of Hills flying the flag of the Lands is here.

Null



Ranks : Command 56 Agent 0 Emissary 0 Mage 48
 Health 100 Stealth 0 Challenge 68
 Artifacts : None

Spells (+0) : #412 Research Artifact(78) #413 Scry Population Center(72)
 #415 Scry Area(56) #418 Locate Artifact(68) #428 Locate Artifact True(71)

Null was located in the Hills & Rough at 2834.

He was ordered to capture the Town of Herenya. See Combat Messages.

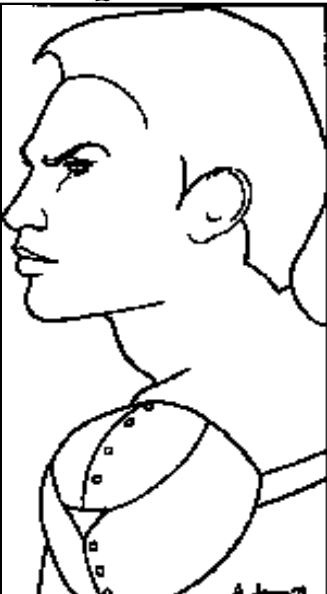
Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

He commands an army in the Hills & Rough at 2734. The Town/Tower of Of Fear flying the flag of the Benîm an Pharazôn is here.

Qesset



Ranks : Command 0 Agent 78 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 78
 Artifacts : #85 Stinging Tongue #91 Sulhelka
 Spells (+0) : None

Qesset was located in the Hills & Rough at 2834.

He was ordered to refuse all personal challenges.

He was ordered to scout an army. A scout of the army was attempted. Commander Pon Acark of the Benîm an Pharazôn is located in the Desert Wastes at 2837 Travel mode is Normal. Morale is 83. Troops: Heavy Cavalry: 2085 . War machines: 49. Scouted army movement to new location at 2837.

He is currently in the Desert Wastes at 2837.

Tabaya Kas



Ranks : Command 0 Agent 79 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 59
 Artifacts : None
 Spells (+0) : None

Tabaya Kas was located in the Hills & Rough at 3034.

He was ordered to refuse all personal challenges.

He was ordered to assassinate a character. Balkhmog was assassinated.

He is currently in the Hills & Rough at 3034. The un-owned Ruins of Of Hate is here.

Tartas Izain



Ranks : Command 0 Agent 78 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 58
 Artifacts : #162 Cuiviegurth
 Spells (+0) : None

Tartas Izain was located in the Hills & Rough at 2834.

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

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

He is currently in the Hills & Rough at 2636. The City/Fort of Falassë flying the flag of the Benîm an Pharazôn is here.

Water



Ranks : Command 0 Agent 0 Emissary 92 Mage 0
 Health 100 Stealth 0 Challenge 46
 Artifacts : None
 Spells (+0) : None

Water was located in the Hills & Rough at 2734.

He was ordered to refuse all personal challenges.

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

He is currently in the Hills & Rough at 2636. The City/Fort of Falassë flying the flag of the Benîm an Pharazôn is here.

Wind



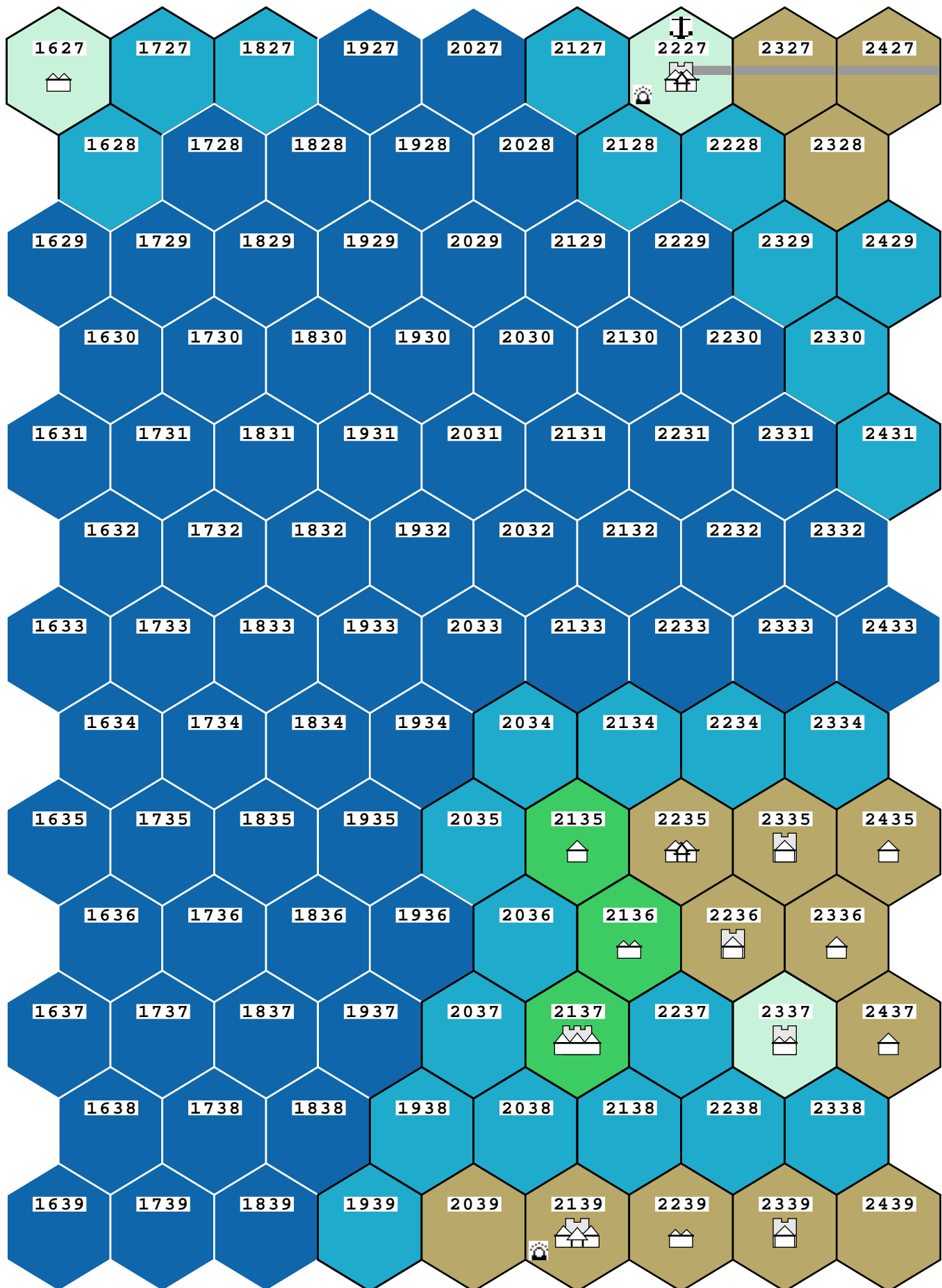
Ranks : Command 0 Agent 0 Emissary 83 Mage 0
Health 100 Stealth 0 Challenge 41
Artifacts : None
Spells (+0) : None

Wind was located in the Hills & Rough at 2734.

He was ordered to refuse all personal challenges.

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

He is currently in the Mountains at 3122. The Camp of Durthang flying the flag of the Red Witches is here.





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Game #      : 141
Player #    : 21
Turn #      : 26
Security #  : 2212
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Return this turnsheet before SEPTEMBER 22 2013

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

Daytime Phone #: _____

Aldhelm Demuret (ID: aldhe) @ 2137 Agent

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

Cinard (ID: cinar) @ 3034 Agent

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

Dark (ID: dark) @ 2734 Command Mage

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

Earth (ID: earth) @ 2139 Command Emissary

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

Fire (ID: fire) @ 2636 Command Agent

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

Klú Relortin (ID: klu r) @ 3034 Agent

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

Light (ID: light) @ 2137 Emissary

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

Null (ID: null) @ 2734 Command Mage

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

Qesset (ID: qesse) @ 2837 Agent

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

Tabaya Kas (ID: tabay) @ 3034 Agent

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

Tartas Izain (ID: tarta) @ 2636 Agent

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Water (ID: water) @ 2636 Emissary

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

Wind (ID: wind) @ 3122 Emissary

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