

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 [1334] Once Upon a Time [1192] Sing a Song [1025]

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 # : 21
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 5401
 Special Service : YES

Mountains	Location : @ 2136 in Mixed Forest			Climate is Hot				
Size : Village	Fortifications : None		Loyalty : 47	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	1286	140	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 895 297 0 0 0 0 0 -

Nargelion Location : @ 2135 in Mixed Forest Climate is Hot
 Size : Camp Fortifications : None Loyalty : 33 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 0 692 592 0 -

Rough Location : @ 2139 in Hills & Rough Climate is Hot
 Size : Major Town Fortifications : Tower Loyalty : 31 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 86 0 0 0 93 0 1120
 Current stores 3900 152 663 0 0 186 554 -
 An army bearing the banner of the Lands under Regent Fire is here.

Swamp Location : @ 2335 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : Tower Loyalty : 36 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 56 0 0 192 0 -

Thargelion Location : @ 2437 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : None Loyalty : 48 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 0 390 0 -

ARMIES AND NAVIES

Army Commander : Regent Fire Location : @ 2139 in Hills & Rough Climate is Hot
 Army morale : 2 Warships : 0 Transports : 0 (6) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan horsemen w/broadswords 15 10 30 800 Heavy Cavalry
 Lesser Dúnadan mercenaries w/broadswords 10 30 10 100 Men-at-Arms
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 6 Low Supplies !!
 War machines 22
 Characters traveling with army : - Earth.
 The Major Town/Tower of Rough flying the flag of the Lands is here.

Army Commander : Lord Null Location : @ 2436 in Hills & Rough Climate is Hot
 Army morale : 78 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan horsemen w/broadswords 25 10 30 534 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 1 Low Supplies !!
 War machines 0
 The Camp of Tyarretta flying the flag of the Benîm an Pharazôn is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	25317	32388	5215	1645	226076	29426	1071
Purchase at market price/unit	2	2	6	22	2	2	14
Sell to market price/unit	1	1	3	12	1	1	7

MISCELLANEOUS

Maintenance Costs expected next turn are:		Totals for Nation:	Stores	Production
Armies/Navies :	8104	Leather	7994	1040
Pop Centers :	2500	Bronze	2030	438
Characters :	22240	Steel	815	152
		Mithril	0	0
Total :	32844	Food	4161	2780
		Timber	2584	1217
Current Tax rate :	39%	Mounts	594	40
Revenue expected next turn :	15430 (-17414)			
Current Gold reserve :	15122			

Ritual character terminations: 4

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 move. He accepted the movement orders.

Double agent Brell Serilis reports he was ordered to scout an army. A scout for characters was attempted. Found: General Tarikmagân - Benîm an Pharazôn. Spy Cinard - Lands. Ambassador Ulwath - Benîm an Pharazôn. Burglar Neburcha - Benîm an Pharazôn. Nothing else was reported at this time.

Ordun Halbor of the Plane @ 2636

Double agent Ordun Halbor reports he was ordered to move. He accepted the movement orders.

Double agent Ordun Halbor reports he was ordered to scout an army. A scout of the army was attempted. General Tarikmagân of the Benîm an Pharazôn is located in the Hills & Rough at 2636 near Falassê. Travel mode is Normal. Morale is 83. Troops: Heavy Cavalry: 2058 . War machines: 28. Scouted army movement to new location at 2636.

Padrey of the Plane @ 2636

Double agent Padrey reports he was ordered to move. He accepted the movement orders.

Double agent Padrey reports he was ordered to scout an army. A scout of the army was attempted. General Tarikmagân of the Benîm an Pharazôn is located in the Hills & Rough at 2636 near Falassê. Travel mode is Normal. Morale is 83. Troops: Heavy Cavalry: 2058 . War machines: 28. Scouted army movement to new location at 2636.

You have the following hostages:

Naidine of the Sheri-Urk is held by Qesset at 2438 - No Gold ransom demanded at this time.

Volog of the South Kingdom is held by Qesset at 2438 - 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.

You have hidden the following additional artifacts:

None

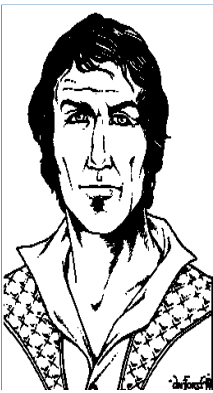
NATION MESSAGES

There are rumors of an assassination attempt involving Freddie Mercury and Delleon.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES



Challenge from Volog at 2336

In the Hills & Rough of 2336 a ritual duel began. A large circle was drawn in the parade grounds outside of the camp. As Volog's army stood by, Volog, a healthy warrior stepped forth and called challenge. In his hands was borne the glowing Sword called Sulhelka. In answer, Kalatar, a healthy agent stepped forth. Those watching calculated the odds at roughly even. In a long and protracted battle lasting over 15 minutes, the combatants cut, slashed, and stabbed at each other, each apparently unable to fatally wound the other. In a sudden flurry of feints, disengages, thrusts, and acrobatic moves Volog sensed an opening and drove his weapon into Kalatar's body, instantly killing him. Volog was noted to have suffered light wounds in the fight.

Battle at 2336

In the Hot climate of the Hills & Rough of 2336, a conflict took place in the early morning hours under an overcast sky.

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
--------	---------	-------	------------

1000 Lesser Dúnadan horsemen w/broadswords	wooden	bronze	a mob
--	--------	--------	-------

At the head of a calm army rode **Lord Volog** of the nation of the South Kingdom. In his hands was borne the glowing Sword called Sulhelka. The mount on which he rode moved calmly to the front of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
--------	---------	-------	------------

1651 Dúnadan footmen w/broadswords	wooden/bronze	leather/bronze	ragged ranks
------------------------------------	---------------	----------------	--------------

The Camp of Amrûn flying the flag of the South Kingdom is situated in the Hills & Rough here.

Report from DarkMy commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. Some of the troops needed this encouragement but others were checking the readiness of their weapons. Finally the order was given by the blare of the bugles.. Surround them. Attack from all sides!

Against the forces of Volog, we quickly surrounded the ambush they had laid.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Volog** fought side by side with the troops and diverted many a blade during the pitched battle with his glowing Sword.

Report from DarkOur cavalry rode swiftly around and over the small hills and attacked the enemy savagely. The troops fought well, but they could have been better trained. They fought as if uninspired. Although we fought hard, and although the battle lasted many days, we were defeated..

After the battle.... Dark 's forces were destroyed/routed in the battle. Dark appeared to have survived. Volog's forces were victorious in the battle, but suffered huge losses. Volog appeared to have survived but suffers from serious wounds.

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	le 100
Cinard	690	StlGold	
Cinard	810	MovChar	2636
Dark	850	MovArmy	nw w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Dark	255	CptrPop	su
Earth	440	MakWrMa	22
Earth	400	HvCvlry	400 ^ st
Fire	315	PrchCar	fo 6
Fire	430	TrpsMan	hc
Kalatar	615	Assass	volog
Kalatar	810	MovChar	2636
Klú Relortin	690	StlGold	
Klú Relortin	810	MovChar	3034
Light	215	RfsPers	
Light	525	InfOthr	
Null	185	DnStNat	13
Null	860	ForcMar	ne e e e ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Qesset	620	Kidnap	volog
Qesset	810	MovChar	2438
Tabaya Kas	215	RfsPers	
Tabaya Kas	605	GrdLoc	
Tartas Izain	930	ScoChar	
Tartas Izain	810	MovChar	2438
Water	500	Double	padre
Water	810	MovChar	2336
Wind	500	Double	ordun
Wind	810	MovChar	2137

Aldhelm Demuret



Ranks : Command 0 Agent 64 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 48
 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. The stores sold was changed because the total product sold was more than the market purchase limit. 9772 Leather were sold for 23453 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 75 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 56
 Artifacts : None
 Spells (+0) : None

Cinard was located in the Hills & Rough at 3333.

He was ordered to steal the Gold. 3460 Gold was stolen at Sharbhund.

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

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

Dark



Ranks : Command 62 Agent 0 Emissary 0 Mage 45
 Health 100 Stealth 0 Challenge 73
 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 2336.

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

He was ordered to move the army. He was not able to move the army because he does not command an army.

He is currently in the Hills & Rough at 2336. The Camp of Amrûn flying the flag of the South Kingdom is here.

Earth



Ranks : Command 30 Agent 0 Emissary 87 Mage 0
 Health 100 Stealth 0 Challenge 50
 Artifacts : None
 Spells (+0) : None

Earth was located in the Hills & Rough at 2139.

He was ordered to recruit some heavy cavalry. 400 Heavy Cavalry w/Wood weapons and Steel armor were recruited.

He was ordered to make some war machines. 22 war machines were constructed.

He is traveling with Fire in the Hills & Rough at 2139. The Major Town/Tower of Rough flying the flag of the Lands is here.

Fire



Ranks : Command 66 Agent 53 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 75
 Artifacts : None
 Spells (+0) : None

Fire was located in the Hills & Rough at 2139.

He was ordered to purchase from the caravans. 6 Food were bought for 10 Gold.

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

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

Kalatar



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

Kalatar was located in the Hills & Rough at 2336.

He was challenged by Volog to personal combat. See Combat Messages.

Blister escaped from being held hostage.

He was ordered to assassinate a character. He was not permitted orders because he has died.

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

Kl Relortin



Ranks : Command 0 Agent 71 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 53
 Artifacts : None
 Spells (+0) : None

Klú Relortin was located in the Shore/Plains at 3024.

He was ordered to steal the Gold. 6750 Gold was stolen at Osgiliath.

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

He is currently in the Hills & Rough at 3034. The City/Castle of Of Hate flying the flag of the Plane is here.

Light



Ranks : Command 0 Agent 0 Emissary 72 Mage 0
 Health 100 Stealth 0 Challenge 36
 Artifacts : None
 Spells (+0) : None

Light was located in the Hills & Rough at 2437.

He was ordered to refuse all personal challenges.

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

He is currently in the Hills & Rough at 2437. The Camp of Thargelion flying the flag of the Lands is here.

Null



Ranks : Command 51 Agent 0 Emissary 0 Mage 48
 Health 100 Stealth 0 Challenge 63
 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 Mixed Forest at 2137.

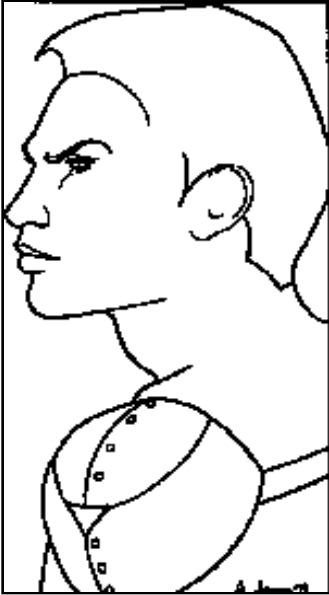
He was ordered to downgrade our relations. Our relations with the Red Witches were downgraded.

He killed Pendaure of the South Kingdom and thwarted his assassination mission.

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

He commands an army in the Hills & Rough at 2436. The Camp of Tyarretta flying the flag of the Benim an Pharazôn is here.

Qesset



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

Qesset was located in the Hills & Rough at 2336.

He was ordered to kidnap a character. Volog was kidnaped. Artifact(s) were discovered on Volog.

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

He is currently in the Hills & Rough at 2438. The Town/Tower of Havens Of Umbar flying the flag of the South Kingdom is here.

Tabaya Kas



Ranks : Command 0 Agent 71 Emissary 0 Mage 0
 Health 62 Stealth 0 Challenge 53
 Artifacts : None
 Spells (+0) : None

Tabaya Kas was located in the Mixed Forest at 2137.

He was ordered to refuse all personal challenges.

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.

Tartas Izain



Ranks : Command 0 Agent 74 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 55
 Artifacts : None
 Spells (+0) : None

Tartas Izain was located in the Hills & Rough at 3034.

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

He was ordered to scout for any characters. A scout for characters was attempted.

Found: No foreign characters found.

He is currently in the Hills & Rough at 2438. The Town/Tower of Havens Of Umbar flying the flag of the South Kingdom is here.

Water



Ranks : Command 0 Agent 0 Emissary 88 Mage 0
 Health 100 Stealth 0 Challenge 44
 Artifacts : None
 Spells (+0) : None

Water was located in the Hills & Rough at 2734.

He was ordered to recruit a double agent. Padrey is now our double agent.

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

He is currently in the Hills & Rough at 2336. The Camp of Amrûn flying the flag of the South Kingdom is here.

Wind



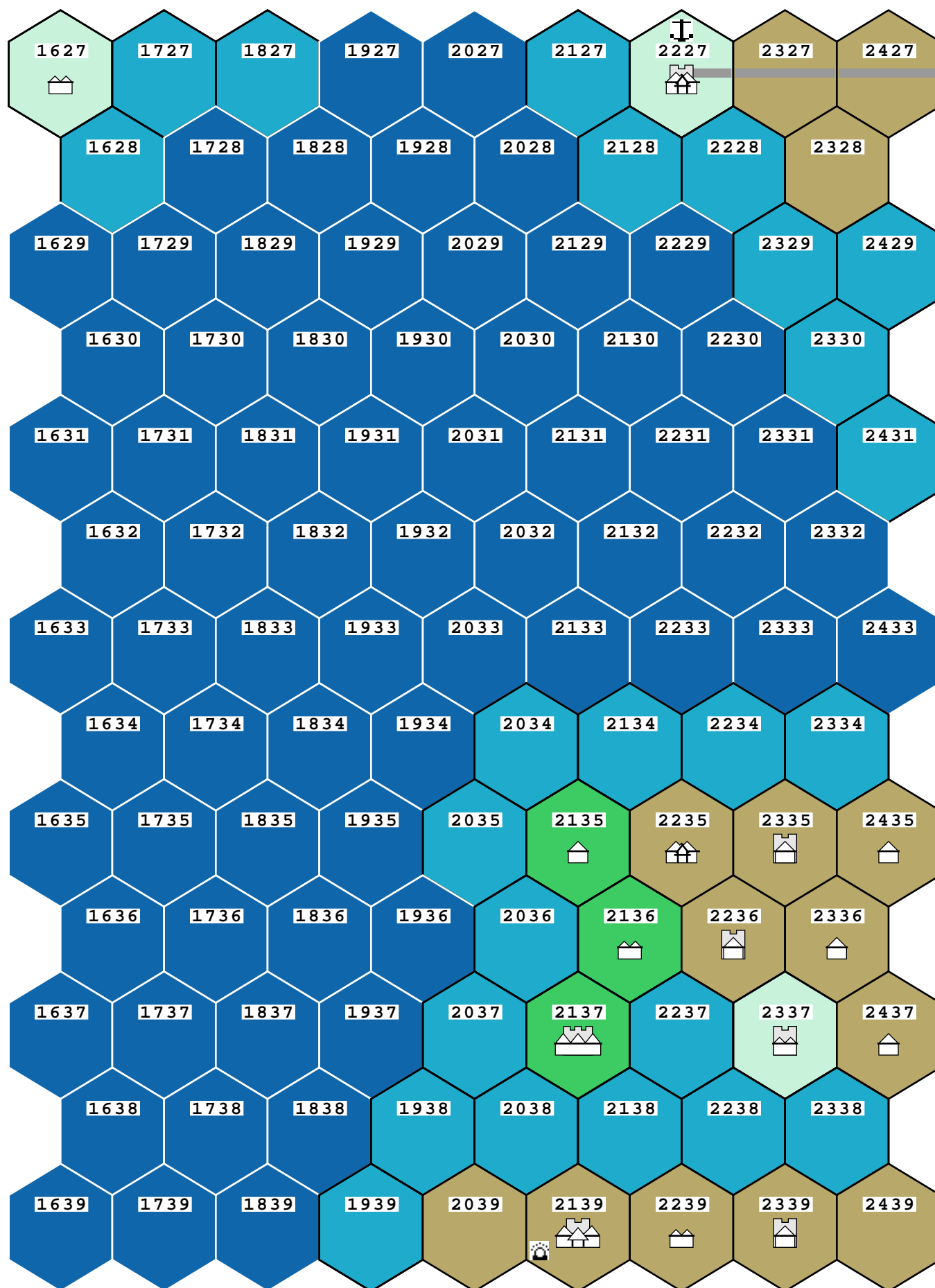
Ranks : Command 0 Agent 0 Emissary 77 Mage 0
 Health 100 Stealth 0 Challenge 38
 Artifacts : None
 Spells (+0) : None

Wind was located in the Hills & Rough at 2734.

He was ordered to recruit a double agent. Ordun Halbor is now our double agent.

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

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





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Game #      : 141
Player #    : 21
Turn #      : 22
Security #  : 5401
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Return this turnsheet before JULY 28 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) @ 2636 Agent

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

Dark (ID: dark) @ 2336 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			_____	
			_____						_____	
			_____						_____	

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Fire (ID: fire ) @ 2139 Command Agent
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Order	->	#	<u> </u>	Code	<u> </u>	Type	<u> </u>		Order	->	#	<u> </u>	Code	<u> </u>	Type	<u> </u>	
Required					<u> </u>				Required					<u> </u>			
Information					<u> </u>				Information					<u> </u>			
					<u> </u>									<u> </u>			

Klú Relortin (ID: klu r) @ 3034 Agent

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

Light (ID: light) @ 2437 Emissary

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

Null (ID: null) @ 2436 Command Mage

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

Qesset (ID: qesse) @ 2438 Agent

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

Tabaya Kas (ID: tabay) @ 2137 Agent

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

Tartas Izain (ID: tarta) @ 2438 Agent

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

Water (ID: water) @ 2336 Emissary

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

Wind (ID: wind) @ 2137 Emissary

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