

MEPBM Games

presents

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



GAME # 141



Lands

Victory points : 1033

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 Neutrals :

North Kingdom [1600] South Kingdom [1400] Alvernus [1167]

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 # : 9
Account : \$ 0.00
Free Turns : 0
Security Code : 6335
Special Service : YES

Lands

(A Neutral)

Season : Winter

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Tolerated	# 2 South Kingdom	: Tolerated	# 3 Wise Council	: Neutral
# 4 Acadians	: Neutral	# 5 Silent Assembly	: Neutral	# 6 Thorinar	: Neutral
# 7 Sapphic Enclave	: Neutral	# 8 Nameless	: Neutral	# 9 Ground Pounders	: Neutral
#10 Sundered	: Neutral	#11 Lohmai'gwaith	: Neutral	#12 Sheri-Urk	: Neutral
#13 Red Witches	: Neutral	#14 Dark Feast	: Neutral	#15 Twilight Hammer	: Neutral
#16 Sh'iar Empire	: Neutral	#17 Great Trollusk	: Neutral	#18 Bením an Pharazôn	: Neutral
#19 RhunLandChattelCo	: Neutral	#20 Tribes of Angmar	: Neutral	#22 Sing a Song	: Tolerated
#23 Once Upon a Time	: Tolerated	#24 Plane	: Tolerated	#25 Alvernus	: Tolerated

POPULATION CENTERS

Darthir Location : @ 2537 in Hills & Rough Climate is Hot

Size : Town	Fortifications : None	Loyalty : 47	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	82	0	0	0	0	10	800
Current stores	0	463	0	0	0	0	55	-

Deldúwath Location : @ 2435 in Hills & Rough Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 14	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	90	0	0	0	0	144	9	0
Current stores	370	0	0	0	0	756	37	-

Desert Location : @ 2236 in Hills & Rough Climate is Mild

Size : Camp	Fortifications : Tower	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	324	0	120	0	0	108	0	0
Current stores	1332	0	122	0	0	928	0	-

Hills (Capital) Location : @ 2137 in Mixed Forest Climate is Mild

Size : City	Fortifications : Fort	Loyalty : 65	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	70	54	0	0
Current stores	4400	0	24	40	230	19550	700	-

A small army bearing the banner of the Lands under Commander Null is here.

Korondë Location : @ 2235 in Hills & Rough Climate is Mild

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	80	0	0	0	166	0	1300
Current stores	0	360	0	0	0	700	0	-

Mae Govannon Location : @ 2536 in Hills & Rough Climate is Hot

Size : Village	Fortifications : None	Loyalty : 22	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	192	0	0	173	0	0	880
Current stores	0	864	0	0	562	0	0	-

Mountains Location : @ 2136 in Mixed Forest Climate is Mild

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	0	0	619	79	0	0
Current stores	0	0	0	0	2012	814	0	-

Mukatana Location : @ 2634 in Hills & Rough Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 19	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	306	210	0	0	0	0	0	1200
Current stores	1258	840	0	0	0	0	0	-

Nargelion Location : @ 2135 in Mixed Forest Climate is Mild
 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 0 333 333 0 0
 Current stores 0 0 0 0 666 606 0 -

Pilindi Location : @ 2736 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : None Loyalty : 13 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 840 144 24 0
 Current stores 0 0 0 0 2520 604 96 -

Plains Location : @ 2337 in Shore/Plains Climate is Mild
 Size : Town Fortifications : Tower Loyalty : 33 Docks : Harbor Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 200 0 0 0 259 0 5 0
 Current stores 822 0 0 0 777 0 21 -

Rough Location : @ 2139 in Hills & Rough Climate is Mild
 Size : Major Town Fortifications : Tower Loyalty : 26 Docks : Port Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 108 0 0 0 104 0 1400
 Current stores 0 432 0 0 0 970 0 -

Shore Location : @ 2339 in Hills & Rough Climate is Mild
 Size : Town Fortifications : Tower Loyalty : 32 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 150 36 0 0 0 0 1000
 Current stores 0 600 37 0 0 0 0 -

Swamp Location : @ 2335 in Hills & Rough Climate is Mild
 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 70 0 0 108 0 1000
 Current stores 0 0 71 0 0 928 0 -

Thargelion Location : @ 2437 in Hills & Rough Climate is Mild
 Size : Village Fortifications : None Loyalty : 42 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 115 0 0 0 900 108 0 0
 Current stores 432 0 0 0 2487 505 0 -

ARMIES AND NAVIES

Army Commander : Commander Null Location : @ 2137 in Mixed Forest Climate is Mild
 Army morale : 68 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan mercenaries w/broadswords 67 30 10 200 Men-at-Arms
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 900
 War machines 0
 Characters traveling with army : - Dark - Fire - Sound.
 The City/Fort of Hills flying the flag of the Lands is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	22983	22556	6382	870	228142	19058	1875
Purchase at market price/unit	3	3	5	36	2	3	12
Sell to market price/unit	2	2	3	21	1	2	7

MISCELLANEOUS

Maintenance Costs expected next turn are:		Totals for Nation:	Stores	Production
Armies/Navies :	600	Leather	8614	1035
Pop Centers :	4250	Bronze	3559	822
Characters :	21380	Steel	254	226
		Mithril	40	0
Total :	26230	Food	9254	3194
		Timber	26361	1348
Current Tax rate :	78%	Mounts	909	48
Revenue expected next turn :	40730 (+14500)			
Current Gold reserve :	27398			

No new characters available at this time

Ritual character terminations: 0

Ships have been left anchored at the following locations:

7 warships at hex 2139
1 transports at hex 2139

You have the following double agents:

None

You have the following hostages:

None

You possess the following artifacts:

None

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of an armed conflict involving the Silent Assembly at 2111.
Tyarretta is no longer under our control.
179 Gold was stolen at Deldúwath.
725 Gold was stolen at Mountains.
There are rumors of a theft attempt involving Celgor at Cameth Brin.
2974 Gold was stolen at Mae Govannon.
161 Gold was stolen at Pilindi.
There are rumors of a theft attempt involving Ragnir at Delothden.
400 Gold was stolen at Mountains.

ENCOUNTER MESSAGES

None

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.....
Aldhelm Demuret	605	GrdLoc	
Aldhelm Demuret	325	NatSell	ti 100
Cinard	690	StlGold	
Cinard	920	ScoPop	
Dark	780	TrComm	null y
Dark	710	PrenMgy	
Earth	550	ImprPop	
Earth	810	MovChar	2336
Fire	430	TrpsMan	ma
Fire	605	GrdLoc	
Kalatar	690	StlGold	
Kalatar	920	ScoPop	
Klú Relortin	690	StlGold	
Klú Relortin	915	ScoHex	
Light	525	InfOthr	
Light	585	Uncover	
Null	435	ArmyMan	
Null	310	BidCar	mi 40 496
Qesset	690	StlGold	
Qesset	915	ScoHex	
Sound	430	TrpsMan	ma
Sound	710	PrenMgy	
Tabaya Kas	690	StlGold	
Tabaya Kas	920	ScoPop	
Tartas Izain	690	StlGold	
Tartas Izain	920	ScoPop	
Water	550	ImprPop	
Water	810	MovChar	2935
Wind	525	InfOthr	
Wind	585	Uncover	

Aldhelm Demuret



Ranks : Command 0 Agent 53 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 39
 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. 2539 Timber were sold for 18280 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 51 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 38
 Artifacts : None
 Spells (+0) : None

Cinard was located in the Hills & Rough at 3037.

He was ordered to steal the Gold. 1508 Gold was stolen at Of Mischief.

He was ordered to scout the population center. A scout of the population center was attempted. Town named Of Mischief - owned by the Plane - fortified with a Tower . Nothing else was reported at this time.

He is currently in the Hills & Rough at 3037. The Town/Tower of Of Mischief flying the flag of the Plane is here.

Dark



Ranks : Command 60 Agent 0 Emissary 0 Mage 45
 Health 100 Stealth 0 Challenge 71
 Artifacts : None

Spells (+0) : #412 Research Artifact(100) #413 Scry Population Center(100)
 #415 Scry Area(86) #418 Locate Artifact(60) #428 Locate Artifact True(73)

Dark was located in the Mixed Forest at 2137.

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

He was ordered to transfer the command. The command was transfered to Null . He joined the army.

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

Earth



Ranks : Command 30 Agent 0 Emissary 79 Mage 0
 Health 100 Stealth 0 Challenge 46
 Artifacts : None
 Spells (+0) : None

Earth was located in the Hills & Rough at 2537.

He was ordered to improve the population center size. Darthir was improved to a Town.
 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 Plane is here.

Fire



Ranks : Command 58 Agent 51 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 67
 Artifacts : None
 Spells (+0) : None

Fire was located in the Mixed Forest at 2137.

He was ordered to put some troops on maneuvers. The maneuvers for the Men-at-Arms were completed.

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

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

Kalatar



Ranks : Command 0 Agent 63 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 47
 Artifacts : None
 Spells (+0) : None

Kalatar was located in the Hills & Rough at 2734.

He was ordered to steal the Gold. 1305 Gold was stolen at Of Fear.

He was ordered to scout the population center. A scout of the population center was attempted. Major Town named Of Fear - owned by the Plane - fortified with a Tower - includes a Port - loyalty = 25. Production - Leather: 110 - Gold: 1200 - Timber: 170. Stores - Leather: 95 - Timber: 111.

He is currently in the Hills & Rough at 2734. The Major Town/Tower of Of Fear flying the flag of the Plane is here.

Kl Relortin



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

Klú Relortin was located in the Hills & Rough at 2734.

He was ordered to steal the Gold. 1131 Gold was stolen at Of Fear.

He was ordered to scout the hex. A scout of the hex was attempted. Terrain is Hills & Rough. Climate is Mild. A Major Town named Of Fear is here and fortified with a Tower, including a Port and hex has production of - Leather: 110 Gold: 1200 TimberForeign forces present: None. Nothing else was reported at this time.

He is currently in the Hills & Rough at 2734. The Major Town/Tower of Of Fear flying the flag of the Plane is here.

Light



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

Light was located in the Hills & Rough at 2239.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Bauglira. Current loyalty is perceived to be rebellious.

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Plane seeks to hold the artifact: a Tome, #154. - uncovered that the nation of the Plane possesses Special Nation Ability #8. It was also uncovered that the Plane capital is at 3034.

He is currently in the Hills & Rough at 2239. The Camp of Bauglira flying the flag of the Plane is here.

Null



Ranks : Command 35 Agent 0 Emissary 0 Mage 48
 Health 100 Stealth 0 Challenge 56
 Artifacts : None

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

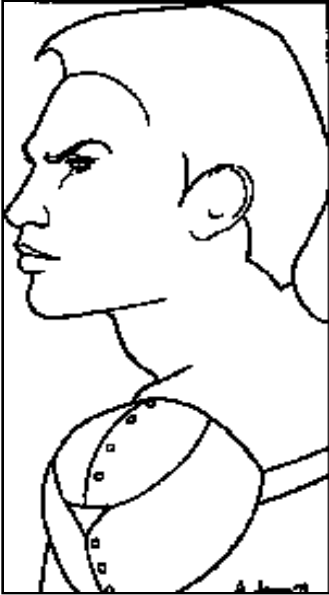
Null was located in the Mixed Forest at 2137.

He was ordered to bid from the caravans. The product bought was changed because the bid was higher than the market tolerance. 40 Mithril was bought for 1760 Gold.

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

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

Qeset



Ranks : Command 0 Agent 52 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Qeset was located in the Hills & Rough at 3037.

He was ordered to steal the Gold. 2436 Gold was stolen at Of Mischief.

He was ordered to scout the hex. A scout of the hex was attempted. Terrain is Hills & Rough. Climate is Hot. A Town named Of Mischief is here and fortified with a Tower and Of Mischief is owned by the Plane and the hex has production of - Leather: 130 Bronze: 160 Gold: 1000 . Foreign forces present: None.

He is currently in the Hills & Rough at 3037. The Town/Tower of Of Mischief flying the flag of the Plane is here.

Sound



Ranks : Command 46 Agent 0 Emissary 0 Mage 48
 Health 100 Stealth 0 Challenge 59
 Artifacts : None

Spells (+0) : #412 Research Artifact(100) #413 Scry Population Center(97)
 #415 Scry Area(74) #418 Locate Artifact(60) #510 Conjure Food(76)

Sound was located in the Mixed Forest at 2137.

He was ordered to put some troops on maneuvers. The maneuvers for the Men-at-Arms were completed.

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

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

Tabaya Kas



Ranks : Command 0 Agent 54 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 40
 Artifacts : None
 Spells (+0) : None

Tabaya Kas was located in the Hills & Rough at 3037.

He was ordered to steal the Gold. 1044 Gold was stolen at Of Mischief.

He was ordered to scout the population center. A scout of the population center was attempted. Town named Of Mischief - owned by the Plane - fortified with a Tower - loyalty = 43. Production - Leather: 130 - Bronze: 160 - Gold: 1000. Stores - Leather: 186 - Bronze: 308.

He is currently in the Hills & Rough at 3037. The Town/Tower of Of Mischief flying the flag of the Plane is here.

Tartas Izain



Ranks : Command 0 Agent 52 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Tartas Izain was located in the Hills & Rough at 2734.

He was ordered to steal the Gold. 5916 Gold was stolen at Of Fear.

He was ordered to scout the population center. A scout of the population center was attempted. Major Town named Of Fear - owned by the Plane - fortified with a Tower - includes a Port - loyalty = 25. Production - Leather: 110 - Gold: 1200 - Timber: 170. Stores - Leather: 95 - Timber: 111.

He is currently in the Hills & Rough at 2734. The Major Town/Tower of Of Fear flying the flag of the Plane is here.

Water



Ranks : Command 0 Agent 0 Emissary 71 Mage 0
 Health 100 Stealth 0 Challenge 35
 Artifacts : None
 Spells (+0) : None

Water was located in the Hills & Rough at 2437.

He was ordered to improve the population center size. Thargelion was improved to a Village.

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

He is currently in the Hills & Rough at 2935. The Camp of Lámina flying the flag of the Plane is here.

Wind



Ranks : Command 0 Agent 0 Emissary 65 Mage 0
 Health 100 Stealth 0 Challenge 32
 Artifacts : None
 Spells (+0) : None

Wind was located in the Hills & Rough at 2235.

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

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Acadians seeks to hold the population center of Rath Cael at 1715 - uncovered that the nation of the Sapphic Enclave seeks to see to the termination of Guarmath by any means whatsoever - uncovered that the nation of the Plane seeks to acquire 10 additional artifacts of any alignment. - uncovered that the nation of the Dark Feast possesses Special Nation Ability #10.

He is currently in the Hills & Rough at 2235. The Village of Korondë flying the flag of the Lands is here.

Required _____ Information _____ _____	Required _____ Information _____ _____
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Earth (ID: earth) @ 2336 Command Emissary

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

Fire (ID: fire) @ 2137 Command Agent

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

Kalatar (ID: kalat) @ 2734 Agent

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

Klú Relortin (ID: klu r) @ 2734 Agent

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

Light (ID: light) @ 2239 Emissary

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

Null (ID: null) @ 2137 Command Mage

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

Qesset (ID: qesse) @ 3037 Agent

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

Sound (ID: sound) @ 2137 Command Mage

	Order	->	# _____	Code _____	Type _____
Required Information					

	Order	->	# _____	Code _____	Type _____
Required Information					

Tabaya Kas (ID: tabay) @ 3037 Agent

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

Tartas Izain (ID: tarta) @ 2734 Agent

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

Water (ID: water) @ 2935 Emissary

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

Wind (ID: wind) @ 2235 Emissary

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