

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 [1417] Once Upon a Time [1067] Sing a Song [1000]

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 # : 17
Account : \$ 0.00
Free Turns : 0
Security Code : 3200
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	: Hated	#16 Sh'iar Empire	: Hated
#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 : 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	0	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 : 38	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	12	0	0	0	0	-

Beni-Inusi Location : @ 3102 in Mountains 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	0	26	12	0	0	0	0	420
Current stores	0	52	12	0	0	0	0	-

Gelydh Location : @ 3209 in Open Plains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 34	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	237	0	0	0	749	0	13	0
Current stores	0	0	0	0	0	0	58	-

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

Size : Town	Fortifications : Fort	Loyalty : 42	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	20	-

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

Size : Village	Fortifications : None	Loyalty : 81	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	134	17	0	0	0	0	-

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

Size : Camp	Fortifications : None	Loyalty : 21	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	136	0	0	0	0	240	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 : 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	50	0	0	0	0	0	-

Teisl-Junni

Location : @ 2704 in Mountains Climate is Polar

Size : Town	Fortifications : None	Loyalty : 38	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	40	18	2	0
Current stores	0	80	18	0	0

Tui Juai

Location : @ 3305 in Open Plains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 44	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	96	0	0	0	91
Current stores	0	0	0	0	0

Yalúmea

Location : @ 3009 in Mixed Forest Climate is Cool

Size : Village	Fortifications : None	Loyalty : 29	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	0	0	0	589
Current stores	0	0	0	0	0

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

Location : @ 2309 in Mountains Climate is Cold

Army morale : 1 Warships : 0 Transports : 0 (7) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Woodman footmen w/battle axes	30	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 - Jopinii.

The Village/Fort of Cameth Brin flying the flag of the Twilight Hammer is here.

An army bearing the banner of the Tribes of Angmar under Warlord Bilorik is here.

A small army bearing the banner of the Twilight Hammer under Regent Gothmog is here.

A small army bearing the banner of the Twilight Hammer under Warlord Khamul is here.

Army Commander : Commander Dernwyn

Location : @ 1801 in Open Plains 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	26	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 - Micheasi.

Army Commander : Commander Sûldun

Location : @ 2903 in Open Plains Climate is Polar

Army morale : 43 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Woodman footmen w/battle axes	22	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 : - 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	13722	11549	4154	2933	228407	18121	1778
Purchase at market price/unit	3	4	6	15	2	3	10
Sell to market price/unit	2	3	4	10	1	2	7

MISCELLANEOUS**Maintenance Costs expected next turn are:**

Armies/Navies : 13200
 Pop Centers : 1000
 Characters : 16680
 Total : 30880

Current Tax rate : 60%
 Revenue expected next turn : 28240 (-2640)
 Current Gold reserve : 2409

Totals for Nation:

Leather 0 510
 Bronze 316 158
 Steel 59 59
 Mithril 0 6
 Food 0 1618
 Timber 0 432
 Mounts 88 20

Stores**Production****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 kidnap attempt involving Nimiror and Vëantur.

There are rumors of a theft attempt involving Qesset at Flong Mars.

There are rumors of Gold being transported by caravan from The Aerie to Arrenhal.

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.....
Beirusa	225	CstCbSp	108
Beirusa	940	CstLoSp	412 88
Borondir	925	Recon	
Borondir	850	MovArmy	w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Cauligius	550	ImprPop	
Cauligius	810	MovChar	2808
Cjaiin	435	ArmyMan	
Cjaiin	850	MovArmy	w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Dernwyn	430	TrpsMan	hi
Dernwyn	850	MovArmy	w w nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Ericus	525	InfOthr	
Ericus	810	MovChar	2109
Jopinii	225	CstCbSp	104
Jopinii	940	CstLoSp	412 89
Micheasi	215	RfsPers	
Micheasi	870	MovJoin	1801 dernw
Silusini	325	NatSell	ti 100
Silusini	325	NatSell	fo 100
Sûldun	300	ChTaxRt	60
Sûldun	731	NamAgen	^ f
Wiulii	325	NatSell	mi 100
Wiulii	325	NatSell	le 100

Beirusa



Ranks : Command 0 Agent 0 Emissary 0 Mage 55
 Health 90 Stealth 0 Challenge 70
 Artifacts : #12 Troll Slayer✓
 Spells (+0) : #104 Resistances(94) #108 Blessings(85) #302 Long Stride(82)
 #308 Capital Return(100) #412 Research Artifact(100)

Beirusa was located in the Open Plains at 2002.

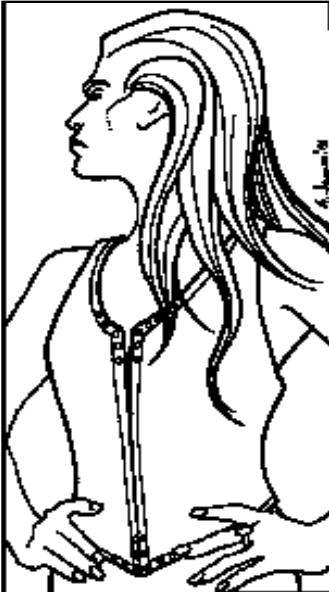
He was ordered to cast a combat spell. Blessings was cast.

He moved with the army to 1801.

He was ordered to cast a lore spell. Research Artifact - Bracers of the Mists #88 is a Bracers - allegiance: None - increases Stealth Rank by 25. He suffered a loss of health due to casting two spells.

He is traveling with Dernwyn in the Open Plains at 1801.

Borondir



Ranks : Command 40 Agent 39 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 47
 Artifacts : None
 Spells (+0) : None

Borondir was located in the Mountains at 2409.

She was ordered to move the army. She was not able to move the army because she does not command an army.

She moved with the army to 2309.

She was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Camerone of the Tribes of Angmar with about 300 troops at 2209. See report below.

She is traveling with Cjain in the Mountains at 2309. The Village/Fort of Cameth Brin flying the flag of the Twilight Hammer is here.

Cauligius



Ranks : Command 0 Agent 0 Emissary 57 Mage 0
 Health 100 Stealth 0 Challenge 28
 Artifacts : None
 Spells (+0) : None

Cauligius was located in the Mixed Forest at 3009.

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

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

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

Cjaiin



Ranks : Command 73 Agent 0 Emissary 10 Mage 50
 Health 100 Stealth 0 Challenge 86
 Artifacts : None

Spells (+0) : #104 Resistances(71) #108 Blessings(71) #302 Long Stride(83)
 #412 Research Artifact(87) #418 Locate Artifact(72)

Cjaiin was located in the Mountains at 2409.

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 Mountains at 2309. The Village/Fort of Cameth Brin flying the flag of the Twilight Hammer is here.

Dernwyn



Ranks : Command 39 Agent 0 Emissary 0 Mage 12
 Health 100 Stealth 0 Challenge 42
 Artifacts : None

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

Dernwyn was located in the Open Plains at 2002.

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 commands an army in the Open Plains at 1801.

Ericus



Ranks : Command 10 Agent 0 Emissary 81 Mage 18
 Health 100 Stealth 0 Challenge 47
 Artifacts : None

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

Ericus was located in the Mixed Forest at 2008.

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

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

He is currently in the Mixed Forest at 2109. The Camp/Tower of Barstow flying the flag of the Tribes of Angmar is here.

Gamling



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

Gamling has a special ability. She has a bonus to her Agent rank.
She is currently in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Jopinii



Ranks : Command 0 Agent 0 Emissary 0 Mage 53
 Health 96+ Stealth 0 Challenge 53
 Artifacts : None
 Spells (+0) : #104 Resistances(87) #302 Long Stride(71) #308 Capital Return(75)
 #412 Research Artifact(89)

Jopinii was located in the Mountains at 2409.
 He was ordered to cast a combat spell. Resistances was cast.
 He moved with the army to 2309.
 He was ordered to cast a lore spell. Research Artifact - Orcrist #89 is a Sword -
 allegiance: None - increases combat damage by 750 pts. He suffered a loss of health due
 to casting two spells.
*He is traveling with Cjain in the Mountains at 2309. The Village/Fort of Cameth Brin
 flying the flag of the Twilight Hammer is here.*

Micheasi



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

Micheasi was located in the Mountains at 2309.
 He was ordered to refuse all personal challenges.
 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 Open Plains at 1801.

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(98) #418 Locate Artifact(73)

Silusini was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 1765 Food were sold for 2118 Gold.

He was ordered to have the nation sell to the caravans. 912 Timber were sold for 5472 Gold.

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

S ldun



Ranks : Command 34 Agent 30 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Sıldun was located in the Open Plains at 2903.

He was ordered to change the tax rate. The tax rate was changed to 60. Loyalty has been affected.

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

Wiulii



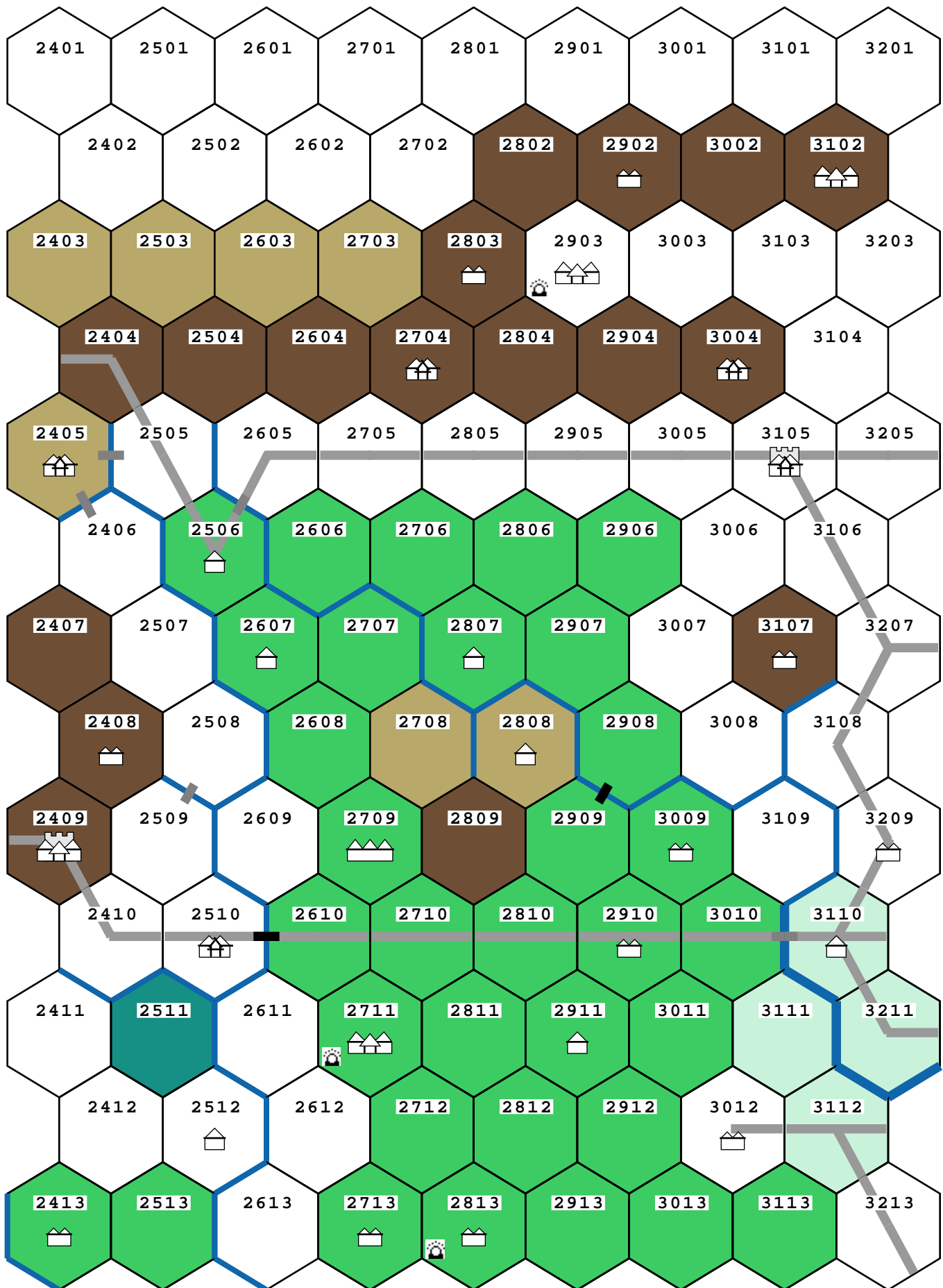
Ranks : Command 50 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 65
 Artifacts : #95 Gúthwinē/
 Spells (+0) : None

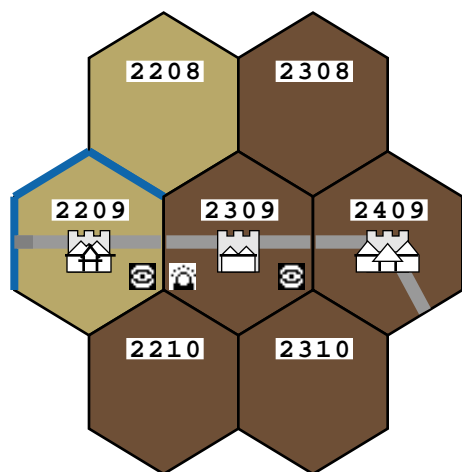
Wiulii was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 24 Mithril were sold for 1584 Gold.

He was ordered to have the nation sell to the caravans. 993 Leather were sold for 1192 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.





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

Cjaiin (ID: cjaii) @ 2309 Command Emissary Mage

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

Dernwyn (ID: dernw) @ 1801 Command Mage

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

Ericus (ID: ericu) @ 2109 Command Emissary Mage

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

Gamling (ID: gamli) @ 2903 Agent

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

Jopinii (ID: jopin) @ 2309 Mage

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

Micheasi (ID: miche) @ 1801 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