

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 143

**Aerithryn**

Victory points : 1033

Victory Conditions :

To hold at game end the artifact: Anarmacil #157.

To hold at game end the artifact: Raukambar #145.

To hold in stores at game end the greatest amount of Mithril.

To hold at game end the artifact: Rat Gauntlets #170.

To terminate 10 characters by personal challenge or by assassination.

Top 3 Free Peoples :

Frost Men [1050] Aerithryn [1033] Dustbighters [900]

Special Nation Abilities :

#08 Buy/sell orders receive 20% market adjustments.

#18 Build ships at 1/3 timber cost.

#23 Can learn lost weakness spell.

#30 Can learn lost teleport spell.

Internet G143N05
 PAUL MAHONEY 110713
 NONE
 NONE
 NONE

Game # : 143
 Player # : 5
 Turn # : 2
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 6217
 Special Service : YES

Aerithryn

(A Free People)

Season : Summer

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Neutral	# 3 Frost Men	: Tolerated
# 4 Dustbighters	: Tolerated	# 6 Amestrians	: Tolerated	# 7 Faux Meddle Army	: Tolerated
# 8 Twin Scorpions	: Tolerated	# 9 Rhosgobel	: Tolerated	#10 Half-Orcs	: Tolerated
#11 Galadhrim	: Tolerated	#12 Drib Le Chin	: Disliked	#13 Ull Navala	: Disliked
#14 Farrelly	: Disliked	#15 Nacth Strum	: Disliked	#16 Shadowborn	: Disliked
#17 Heathen Kings	: Disliked	#18 Vampiric Order	: Disliked	#19 Scourge	: Disliked
#20 Black Numenroans	: Disliked	#21 Enlightned Shadow	: Neutral	#22 Fallen	: Neutral
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karameikos	: Neutral

POPULATION CENTERS

Big Woods Location : @ 0814 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 43	Docks : Harbor	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	254	113	0	0
Current stores	0	0	0	0	254	0	0	-

Cúarthol Location : @ 0714 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 16	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	945	378	0	0
Current stores	0	0	0	0	0	0	0	-

Littleton Location : @ 0612 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 48	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	1008	126	0	0
Current stores	0	0	0	0	1008	0	0	-

Nowhere Location : @ 0712 in Mountains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 62	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	224	56	24	0	0	0	0
Current stores	0	672	168	72	0	0	0	-

Redwood (Capital) Location : @ 0713 in Mixed Forest Climate is Mild

Size : Major Town	Fortifications : Tower	Loyalty : 81	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	72	0	0	400	94	0	0
Current stores	0	216	0	0	400	0	0	-

A small army bearing the banner of the Aerithryn under Commander Ithilvir is here.

Sapling Location : @ 0512 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 43	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	738	306	0	840
Current stores	0	0	0	0	738	0	0	-

Shathûr Location : @ 4408 in Open Plains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	225	0	0	0	981	0	27	0
Current stores	0	0	0	0	0	0	0	-

Smallville Location : @ 0813 in Mountains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 57	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	300	60	0	0	0	0	1200
Current stores	0	108	180	0	0	0	0	-

The Gnarl's

Location : @ 0711 in Hills & Rough Climate is Mild

Size : Major Town	Fortifications : Fort	Loyalty : 44	Docks : Port	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	40	40	0	0	0	50	0	0
Current stores	80	800	0	0	0	0	0	-

A large army bearing the banner of the Aerithryn under Captain Lhimlug is here.

Tokeliant

Location : @ 0613 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 21	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	549	297	9	0
Current stores	0	0	0	0	0	0	0	-

Westwood

Location : @ 0412 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 46	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	54	0	0	648	108	0	0
Current stores	0	162	0	0	648	0	0	-

ARMIES AND NAVIES**Army Commander : Commander Ithilvir**

Location : @ 0713 in Mixed Forest Climate is Mild

Army morale : 32 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords		42	40	40	100	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	333					
War machines	0					

The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

Army Commander : Captain Lhimlug

Location : @ 0711 in Hills & Rough Climate is Mild

Army morale : 43 Warships : 0 Transports : 0 (4) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords		28	49	49	900	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	1667	Low Supplies !!				
War machines	10					

Characters traveling with army : - Celeglang.

The Major Town/Fort of The Gnarl's flying the flag of the Aerithryn is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	20180	7551	1783	537	14547	8681	1210
Purchase at market price/unit	3	5	8	53	2	5	11
Sell to market price/unit	2	3	5	36	1	3	8

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

Armies/Navies :	4700
Pop Centers :	3250
Characters :	13660
Total :	21610
Current Tax rate :	51%
Revenue expected next turn :	16065 (-5545)
Current Gold reserve :	25216

Totals for Nation:**Stores****Production**

Leather	80	265
Bronze	1958	690
Steel	348	116
Mithril	72	24
Food	3048	5523
Timber	0	1472
Mounts	0	36

No new characters available at this time

Ritual character terminations: 0

Ships have been left anchored at the following locations:

6 warships at hex 0711
8 transports at hex 0711

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 encounter involving Bargle at 1721.

There are rumors of Gold being transported by caravan from Atene to Annúminas.

ENCOUNTER MESSAGES

Report from the camp at 0813.

The tremors which have occurred in the neighboring regions at first struck fear into the hearts of our citizens. Then, however, they began to rejoice that the founders had been wise enough not to build on a dormant volcano as it was evident that some others had done. Even though we tried to tell them that any of the mountains in the region could hide dormant volcanos, they refused to listen to us as usual and loyalty has increased accordingly.

Report from the village at 0712.

The tremors which have occurred in the neighboring regions at first struck fear into the hearts of our citizens. Then, however, they began to rejoice that the founders had been wise enough not to build on a dormant volcano as it was evident that some others had done. Even though we tried to tell them that any of the mountains in the region could hide dormant volcanos, they refused to listen to us as usual and loyalty has increased accordingly.

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.....
Caranachad	555	CreCmp	^
Caranachad	810	MovChar	4215
Celeglang	315	PrchCar	st 800
Celeglang	408	HvInfan	400 st st
Glanalph	555	CreCmp	^
Glanalph	810	MovChar	1015
Gwanod Neber	728	NamComm	Sereglir m
Gwanod Neber	325	NatSell	ti 100
Ithilvir	520	InfYour	
Ithilvir	725	NamChar	Lhingril f 10 10 ^ 10
Lhimlug	300	ChTaxRt	60
Lhimlug	850	MovArmy	nw ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Menelrandir	710	PrenMgy	
Menelrandir	948	TranCar	0813 0711 br 720
Mornedhel	555	CreCmp	^
Mornedhel	810	MovChar	0611
Rustfindel	555	CreCmp	^
Rustfindel	810	MovChar	0913
Tinnungil	810	MovChar	2301
Tinnungil	940	CstLoSp	415 2005

Caranachad



Ranks : Command 0 Agent 0 Emissary 55 Mage 50
Health 100 Stealth 0 Challenge 56
Artifacts : None

Spells (+0) : #314 Teleport(81) #412 Research Artifact(100)
#418 Locate Artifact(77) #428 Locate Artifact True(63) #502 Weakness(76)

Caranachad was located in the Open Plains at 4408.

He was ordered to create a camp. No population center name was provided. A camp named Shathûr was created.

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

He is currently in the Mountains at 4215. The Camp of Hinterland flying the flag of the Ull Navala is here.

Celeglang



Ranks : Command 30 Agent 0 Emissary 0 Mage 30
Health 100 Stealth 0 Challenge 37
Artifacts : None

Spells (+0) : #104 Resistances(80) #108 Blessings(85) #314 Teleport(60)

Celeglang was located in the Mixed Forest at 0713.

He was ordered to purchase from the caravans. 800 Steel were bought for 5760 Gold.

He was ordered to recruit some heavy infantry. 400 Heavy Infantry w/Steel weapons and Steel armor were recruited.

He moved with the army to 0711.

He is traveling with Lhimlug in the Hills & Rough at 0711. The Major Town/Fort of The Gnarlis flying the flag of the Aerithryn is here.

Glanalph



Ranks : Command 0 Agent 0 Emissary 48 Mage 20
Health 100 Stealth 0 Challenge 29
Artifacts : None

Spells (+0) : #302 Long Stride(90) #304 Fast Stride(93)

Glanalph was located in the Mixed Forest at 0613.

She was ordered to create a camp. No population center name was provided. A camp named Tokeliant was created.

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

She is currently in the Mixed Forest at 1015.

Gwanod Neber



Ranks : Command 30 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 45+
 Artifacts : None
 Spells (+0) : None

Gwanod Neber was located in the Mixed Forest at 0713.

She was ordered to have the nation sell to the caravans. 2228 Timber were sold for 8021 Gold.

She was ordered to name a new commander. A new commander named Seregdir was available.

She is currently in the Mixed Forest at 0713. The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

Ithilvir



Ranks : Command 30 Agent 0 Emissary 13 Mage 30
 Health 100 Stealth 0 Challenge 39
 Artifacts : None

Spells (+0) : #4 Major Heal(57) #104 Resistances(85) #308 Capital Return(87)

Ithilvir was located in the Mixed Forest at 0713.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Redwood.

She was ordered to name a new character. A new character named Lhingril was available.

She commands an army in the Mixed Forest at 0713. The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

Lhimlug



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

Lhimlug was located in the Mixed Forest at 0713.

He was ordered to change the tax rate. The tax rate could only be changed to 51. Continued efforts may succeed. Loyalty has been affected.

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

He commands an army in the Hills & Rough at 0711. The Major Town/Fort of The Gnarl's flying the flag of the Aerithryn is here.

Lhingril



Ranks : Command 10 Agent 10 Emissary 0 Mage 10
 Health 100 Stealth 0 Challenge 14
 Artifacts : None
 Spells (+0) : #308 Capital Return(94)

She is currently in the Mixed Forest at 0713. The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

Menelrandir



Ranks : Command 0 Agent 0 Emissary 0 Mage 33
 Health 100 Stealth 0 Challenge 33
 Artifacts : None
 Spells (+0) : #102 Barriers(88) #308 Capital Return(67)
 #416 Reveal Production(51)

Menelrandir was located in the Mixed Forest at 0713.

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

He was ordered to transport by the caravans. 720 Bronze (+10%) transported from Smallville to The Gnarls.

He is currently in the Mixed Forest at 0713. The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

Mornedhel



Ranks : Command 0 Agent 40 Emissary 32 Mage 30
 Health 100 Stealth 0 Challenge 41
 Artifacts : None
 Spells (+0) : #314 Teleport(57) #408 Perceive Nationality(63)
 #422 Perceive Power(90)

Mornedhel was located in the Mixed Forest at 0511.

She was ordered to create a camp. She was not able to complete the creation of the camp because there was insufficient populace. Continued efforts may succeed.

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

She is currently in the Mixed Forest at 0611.

Rustfindel



Ranks : Command 0 Agent 0 Emissary 38 Mage 10
 Health 100 Stealth 0 Challenge 21
 Artifacts : None
 Spells (+0) : #314 Teleport(50)

Rustfindel was located in the Mixed Forest at 0714.

She was ordered to create a camp. No population center name was provided. A camp named Cúarthol was created.

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

She is currently in the Mixed Forest at 0913.

Sereglir



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

He is currently in the Mixed Forest at 0713. The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

Tinnungil



Ranks : Command 0 Agent 0 Emissary 0 Mage 60
 Health 94 Stealth 0 Challenge 60
 Artifacts : None

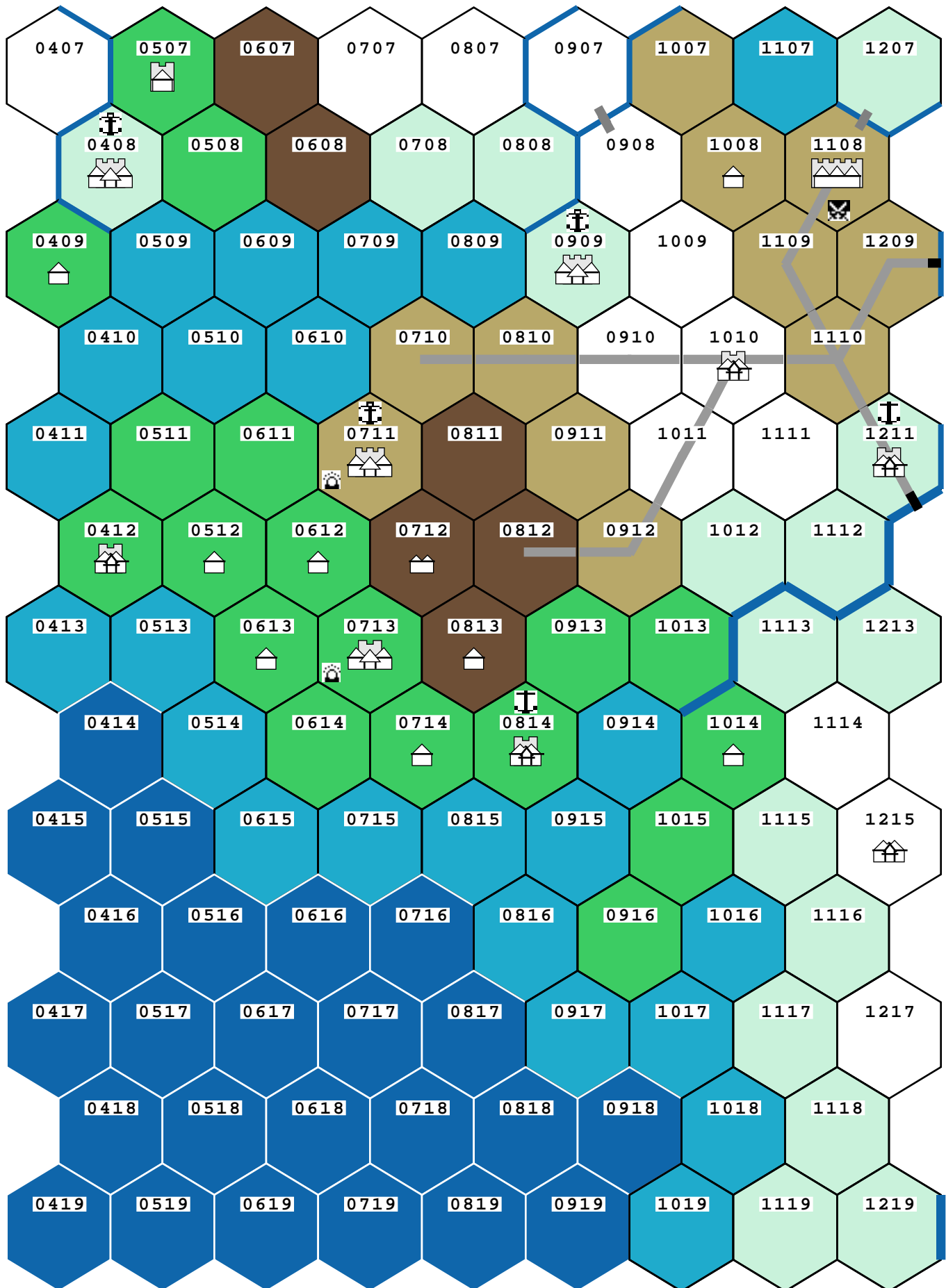
Spells (+0) : #314 Teleport(78) #413 Scry Population Center(100)
 #415 Scry Area(91) #416 Reveal Production(87) #420 Reveal Character(85)
 #502 Weakness(100)

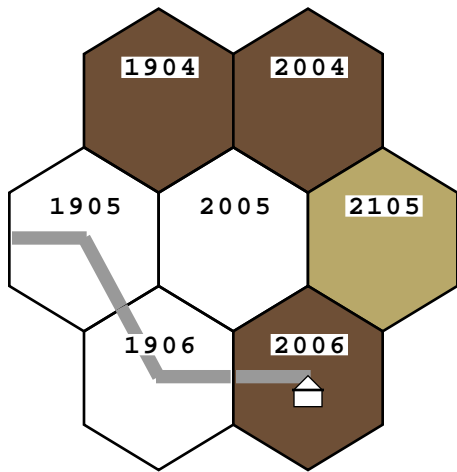
Tinnungil was located in the Hills & Rough at 2405.

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

He was ordered to cast a lore spell. Scry Area - Foreign armies identified: None. See report below.

He is currently in the Open Plains at 2301.





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

Gwanod Neber (ID: gwano) @ 0713 Command

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

Ithilvir (ID: ithil) @ 0713 Command Emissary Mage

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

Lhimlug (ID: lhiml) @ 0711 Command

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

Lhingril (ID: lhing) @ 0713 Command Agent Mage

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

Menelrandir (ID: menel) @ 0713 Mage

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

Mornedhel (ID: morne) @ 0611 Agent Emissary Mage

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

Rustfindel (ID: rustf) @ 0913 Emissary Mage

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

Sereglir (ID: sereg) @ 0713 Command

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

Tinnungil (ID: tinnu) @ 2301 Mage

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