

MEPBM Games

presents

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



GAME # 47



North Kingdom

Victory points : 1750

Victory Conditions :

To connect and hold at game end the population center of Linhir at 2527.
To connect and hold at game end the population center of Lagalen at 1801.
To see to the termination of Zirion by any means whatsoever.
To see to the termination of Sarah Redblade by any means whatsoever.
To hold at game end the artifact: Horse-slayer #159.

Top 3 Positions :

Beogrim [1459] Wardens [1300] Riverlands [1275]

Special Nation Abilities :

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

Internet G047N01
JEREMY RICHMAN 109250
NONE
NONE
NONE

Game # : 47
Player # : 1
Turn # : 31
Account : \$ 0.00
Free Turns : 0
Security Code : 2556
Special Service : YES

North Kingdom

(A Neutral)

Season : Fall

RELATIONS WITH OTHER NATIONS

# 2 South Kingdom	: Friendly	# 3 Duaron	: Disliked	# 4 Stonekeep's Watch	: Disliked
# 5 Wardens	: Disliked	# 6 Nurn Freeholders	: Disliked	# 7 Daloriennes	: Disliked
# 8 Vallian	: Disliked	# 9 Esgal Edhel	: Hated	#10 Beogrim	: Disliked
#11 Dothraki	: Disliked	#12 Hastily Patient	: Hated	#13 Haven's Bane	: Disliked
#14 Unseeing Eye	: Hated	#15 Gondimarim	: Disliked	#16 Isteroth Kingdom	: Disliked
#17 Clavero	: Disliked	#18 Cechove	: Disliked	#19 Tsalagi	: Hated
#20 Corsairs	: Disliked	#21 Nothraman	: Disliked	#22 Eriadorian	: Friendly
#23 Shadow Crew	: Tolerated	#24 Riverlands	: Friendly	#25 Deepwood Rangers	: Tolerated

POPULATION CENTERS

Ampano Location : @ 2313 in Mountains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 56	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	110	0	5	0	0	0	600
Current stores	0	1506	0	52	0	0	0	-

Androth Location : @ 2312 in Open Plains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 42	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	108	0	0	0	657	0	18	0
Current stores	419	0	0	0	414	0	126	-

Annúminas (Capital) Location : @ 1108 in Hills & Rough Climate is Cool

Size : City	Fortifications : Keep	Loyalty : 100	Docks : Port	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	96	0	0	0	0	8	3000
Current stores	2564	1056	2258	539	0	10	1176	-

A large army bearing the banner of the North Kingdom under Lord Tabaya Kas is here.

Baete Location : @ 2022 in Mountains Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 32	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	132	0	12	0	0	0	900
Current stores	0	1804	0	128	0	0	0	-

Beholden Location : @ 0814 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : Tower	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	837	108	0	0
Current stores	0	0	0	0	527	501	0	-

Betrel Location : @ 2213 in Mountains Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 28	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	96	30	18	0	0	0	0
Current stores	0	1184	90	177	0	0	0	-

Dagger Dale Location : @ 0712 in Mountains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 43	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	112	24	0	0	0	1100
Current stores	0	0	336	235	0	0	0	-

Den Haven Location : @ 2013 in Open Plains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 56	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	90	0	0	0	288	0	9	0
Current stores	360	0	0	0	181	0	117	-

Drú Dôr Location : @ 1207 in Shore/Plains Climate is Cool
 Size : Village Fortifications : None Loyalty : 19 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 70 0 0 0 198 0 6 0
 Current stores 272 0 0 0 125 0 42 -

Dungortheb Location : @ 1311 in Hills & Rough Climate is Mild
 Size : City Fortifications : Castle Loyalty : 82 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 58 0 36 0 0 0 5 0
 Current stores 252 0 108 0 0 0 41 -

Emenduin Location : @ 1208 in Hills & Rough Climate is Cool
 Size : Village Fortifications : None Loyalty : 35 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 80 0 666 0 0 1500
 Current stores 0 0 240 0 420 0 0 -

Esgal Imlad Location : @ 2209 in Hills & Rough Climate is Warm
 Size : Major Town Fortifications : Tower Loyalty : 42 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 64 0 0 0 0 12 1000
 Current stores 0 224 0 0 0 0 1380 -

Fornost Erain Location : @ 1407 in Hills & Rough Climate is Cool
 Size : Major Town Fortifications : None Loyalty : 56 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 262 0 13 2400
 Current stores 0 0 0 0 165 0 91 -

Frostrune Location : @ 2019 in Mountains Climate is Cold
 Size : Village Fortifications : Tower Loyalty : 57 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 72 14 0 0 0 900
 Current stores 0 0 360 56 0 0 0 -

Geshaan Location : @ 1211 in Shore/Plains Climate is Mild
 Size : Village Fortifications : Tower Loyalty : 32 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 274 0 0 0 446 0 65 0
 Current stores 1063 0 0 0 281 0 455 -

Haira Location : @ 1310 in Mixed Forest Climate is Mild
 Size : Village Fortifications : None Loyalty : 20 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 324 324 14 0
 Current stores 0 0 0 0 204 1503 98 -

Henva Location : @ 0707 in Open Plains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 45 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 243 0 0 0 270 0 18 0
 Current stores 476 0 0 0 170 0 54 -

Hornburg Location : @ 2121 in Mountains Climate is Cold
 Size : Village Fortifications : Tower Loyalty : 53 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 139 0 5 0 0 0 1200
 Current stores 0 1901 0 52 0 0 0 -

Intyalë Location : @ 0511 in Mixed Forest Climate is Mild
 Size : Camp Fortifications : None Loyalty : 38 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 414 216 0 0
 Current stores 0 0 0 0 261 860 0 -

Isen Tor Location : @ 1916 in Hills & Rough Climate is Mild
 Size : Village Fortifications : None Loyalty : 58 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 151 0 112 0 0 0 0 1000
 Current stores 0 0 560 0 0 0 0 -

Lasix Location : @ 0612 in Mixed Forest Climate is Mild
 Size : Camp Fortifications : Tower Loyalty : 26 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 270 288 0 0
 Current stores 0 0 0 0 170 1336 0 -

Lazarus Hold Location : @ 1920 in Open Plains Climate is Mild
 Size : Major Town Fortifications : Tower Loyalty : 53 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 50 0 0 0 263 0 7 0
 Current stores 200 0 0 0 110 0 21 -

Lesra Location : @ 1511 in Hills & Rough Climate is Mild
 Size : Village Fortifications : None Loyalty : 26 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 112 0 0 0 22 1000
 Current stores 0 0 336 0 0 0 154 -

Metro Plexus Location : @ 0713 in Mixed Forest Climate is Mild
 Size : City Fortifications : None Loyalty : 73 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 149 38 0 910
 Current stores 0 0 0 0 94 176 0 -

Moria Location : @ 2212 in Mountains Climate is Cold
 Size : City Fortifications : Tower Loyalty : 98 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 38 0 2 0 0 0 960
 Current stores 0 522 0 23 0 0 0 -

Narmo Mente Location : @ 2111 in Hills & Rough Climate is Cool
 Size : Camp Fortifications : None Loyalty : 29 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 760 0 8 1500
 Current stores 0 0 0 0 501 0 70 -

Oconaluftee Location : @ 0506 in Mixed Forest Climate is Mild
 Size : Major Town Fortifications : None Loyalty : 61 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 126 58 0 0
 Current stores 0 0 0 0 79 269 0 -

Ras Sir Location : @ 1910 in Open Plains Climate is Cool
 Size : Camp Fortifications : None Loyalty : 54 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 192 0 0 0 280 0 24 0
 Current stores 154 0 0 0 0 0 183 -

Rhandir Location : @ 1608 in Hills & Rough Climate is Cool
 Size : Village Fortifications : None Loyalty : 33 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 160 0 0 0 614 0 0 1400
 Current stores 621 0 0 0 387 0 0 -

Rómenya Location : @ 0813 in Mountains Climate is Cool
 Size : Camp Fortifications : None Loyalty : 42 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 180 0 20 0 0 0 1000
 Current stores 0 900 0 97 0 0 0 -

Satinka Location : @ 0206 in Mixed Forest Climate is Mild
 Size : Major Town Fortifications : None Loyalty : 53 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 252 108 0 0
 Current stores 0 0 0 0 159 1000 0 -

Shadow Dale Location : @ 0711 in Hills & Rough Climate is Mild
 Size : Village Fortifications : None Loyalty : 30 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 64 0 0 0 22 1100
 Current stores 0 0 192 0 0 0 154 -

Shathûr Location : @ 0906 in Open Plains Climate is Cool
 Size : Village Fortifications : None Loyalty : 37 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 218 0 0 0 685 0 6 0
 Current stores 872 0 0 0 432 0 44 -

Solakhir Location : @ 1006 in Hills & Rough Climate is Cool
 Size : Village Fortifications : None Loyalty : 57 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 0 179 19 1400
 Current stores 0 0 0 0 0 831 133 -

Tantûruk Location : @ 1410 in Hills & Rough Climate is Mild
 Size : Village Fortifications : None Loyalty : 18 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 202 0 0 0 0 0 22 1100
 Current stores 784 0 0 0 0 0 154 -

Tawima Location : @ 1510 in Hills & Rough Climate is Mild
 Size : Town Fortifications : None Loyalty : 29 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 78 0 0 0 0 11 1500
 Current stores 0 858 0 0 0 0 77 -

Thiach Location : @ 0611 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 0 418 94 0 0
 Current stores 0 0 0 0 263 451 0 -

Tintina Location : @ 2311 in Mountains Climate is Cold
 Size : Village Fortifications : None Loyalty : 64 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 43 10 0 0 0 840
 Current stores 0 0 129 105 0 0 0 -

Tis See Woon Na Location : @ 0403 in Shore/Plains Climate is Mild
 Size : Town Fortifications : Tower Loyalty : 54 Docks : Harbor Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 216 0 0 0 265 0 16 0
 Current stores 838 0 0 0 167 0 112 -

Tucked Location : @ 2807 in Mixed Forest Climate is Cold
 Size : Camp Fortifications : None Loyalty : 22 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 246 48 0 0
 Current stores 0 0 0 0 155 223 0 -

Tyarretta Location : @ 1010 in Open Plains Climate is Mild
 Size : Village Fortifications : Tower Loyalty : 44 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 360 0 0 0 425 0 65 0
 Current stores 1397 0 0 0 268 0 455 -

Vale of the Seer Location : @ 0614 in Mixed Forest Climate is Mild
 Size : Town Fortifications : None Loyalty : 36 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 146 124 0 0
 Current stores 0 0 0 196 92 575 0 -

Weathertop Location : @ 1609 in Hills & Rough Climate is Mild
 Size : Village Fortifications : Tower Loyalty : 47 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 184 0 238 0 0 2400
 Current stores 0 0 552 0 150 0 0 -

Yáressê Location : @ 1312 in Open Plains Climate is Mild
 Size : Village Fortifications : None Loyalty : 35 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 151 0 0 0 425 0 7 0
 Current stores 586 0 0 583 268 0 49 -

ARMIES AND NAVIES

Army Commander : Regent Andamundo Location : @ 2613 in Open Plains Climate is Mild
 Army morale : 32 Warships : 0 Transports : 0 (10) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Dúnadan knights w/lances 10 10 0 192 Heavy Cavalry
 Dúnadan footmen w/broadswords 23 10 0 2059 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 2477 Low Supplies !!
 War machines 0

Army Commander : Lord Ashdam Location : @ 1315 in Open Plains Climate is Mild
 Army morale : 44 Warships : 0 Transports : 0 (9) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Dúnadan footmen w/broadswords 10 10 0 2000 Heavy Infantry
 Lesser Dúnadan archers w/crossbows 15 60 0 100 Archers
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 2101 Low Supplies !!
 War machines 0
 Characters traveling with army : - Neraen Mearath.

Army Commander : Captain Brian Boru Location : @ 2108 in Hills & Rough Climate is Cool
 Army morale : 1 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Dúnadan knights w/lances 13 10 60 200 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0

Army Commander : Lord Lothar Location : @ 2414 in Mixed Forest Climate is Warm
 Army morale : 41 Warships : 0 Transports : 0 (7) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Dúnadan footmen w/broadswords 10 10 0 1600 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 7 Low Supplies !!
 War machines 0

The Village of Imcelon flying the flag of the Deepwood Rangers is here.

A small army bearing the banner of the Deepwood Rangers under Warlord Sarah Redblade is here.

Army Commander : Lord Tabaya Kas Location : @ 1108 in Hills & Rough Climate is Cool
 Army morale : 63 Warships : 0 Transports : 0 (16) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Dúnadan knights w/lances	10	60	60	2000	Heavy Cavalry
Dúnadan footmen w/broadswords	13	10	0	500	Heavy Infantry

Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 111 Low Supplies !!
 War machines 0
 Characters traveling with army : - Savgak.
 The City/Keep of Annúminas flying the flag of the North Kingdom is here.

Army Commander : General Tarkas Häs Location : @ 1718 in Open Plains Climate is Mild
 Army morale : 28 Warships : 0 Transports : 0 (27) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Dúnadan knights w/lances	34	20	50	3799	Heavy Cavalry
Lesser Dúnadan knights w/shortswords	94	50	50	164	Light Cavalry

Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 21
 Characters traveling with army : - Llewi - Maeg Tyleneon - Pathan.
 The City/Castle of Arcadia flying the flag of the Stonekeep's Watch is here.
 A large army bearing the banner of the Shadow Crew under Regent The Immortal is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	29280	32569	5200	0	195615	31677	2654
Purchase at market price/unit	3	3	7	101	2	3	11
Sell to market price/unit	1	1	4	53	1	1	6

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 62624	Leather	10858	2543
Pop Centers : 9750	Bronze	9955	933
Characters : 35820	Steel	5161	845
	Mithril	2243	110
Total : 108194	Food	6043	9924
	Timber	7735	1585
Current Tax rate : 60%	Mounts	5186	397
Revenue expected next turn : 114210 (+6016)			
Current Gold reserve : 18099			

Ships have been left anchored at the following locations:

3 transports at hex 1108

You have the following double agents:

None

You have the following hostages:

Aariedne of the Duaron is held by Bauglir at 1321 - No Gold ransom demanded at this time.

You possess the following artifacts:

Name of artifact	Item #	Latent	Alignment	Known Powers
Palantír of Orthanc	Orb 147	No	None	SCRYING - "Scout Area" on any hex.
Nightfang	Sword 183	No	None	COMBAT - Increases damage by 500 points.
Elfhewer	Scimitar 186	No	Evil	COMBAT - Increases damage by 500 points.

You have hidden the following additional artifacts:

Name of artifact	#	Location
Nallagurth	16	Tarkas Häs has hidden it in the Coastal Waters at 1107
Silver Rod of Andúni	118	Tarkas Häs has hidden it in the Coastal Waters at 1107

NATION MESSAGES

*There are rumors of a personal challenge involving Veantur and The Viper at 2214.
The loyalty was influenced from the efforts or presence of Alatar the Blue at Tyarretta.
There are rumors of a kidnap attempt involving Ajede and Beodred.
There are rumors of a sabotage attempt involving Uruitë at 2924.
Our populace reports that a season change is imminent!*

ENCOUNTER MESSAGES

None

COMBAT MESSAGES



Challenge from Lothar at 2212

In the Mountains of 2212 a ritual duel began. A large circle was drawn on the dueling grounds of the city. As Lothar's army stood by, Lothar, a healthy warrior stepped forth and called challenge. In answer, Spavax, a healthy agent stepped forth. Those watching calculated the odds at roughly even. The fight began with Lothar taking the initiative. Lothar cut and slashed while Spavax danced about with his daggers held low and ready. Suddenly, Lothar slew Spavax with a swift feint and thrust, but suffered bloody 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.....
Andamundo	860	ForcMar	e se se sw ^ ^ ^ ^ ^ ^ ^ ^ no
Andamundo	925	Recon	
Ashdam	315	PrchCar	fo 1990
Ashdam	850	MovArmy	se se sw sw ^ ^ ^ ^ ^ ^ ^ ^ no
Bauglir	620	Kidnap	aarie
Bauglir	810	MovChar	1321
Brennidan Meather	315	PrchCar	mi 1818
Brennidan Meather	948	TranCar	0614 1701 mi 500
Brian Boru	525	InfOthr	
Brian Boru	860	ForcMar	ne e ne ^ ^ ^ ^ ^ ^ ^ ^ no
Faika	325	NatSell	fo 100
Faika	605	GrdLoc	
Kynan Maernan	215	RfsPers	
Kynan Maernan	525	InfOthr	
Llewi	610	GrdChar	the i
Llewi	870	MovJoin	1718 tarka
Lothar	210	IssPers	spava
Lothar	860	ForcMar	e se se ^ ^ ^ ^ ^ ^ ^ ^ no
Maeg Tyleneon	610	GrdChar	tarka
Maeg Tyleneon	850	MovArmy	w w sw se ^ ^ ^ ^ ^ ^ ^ ^ no
Nael Nereander	215	RfsPers	
Nael Nereander	525	InfOthr	
Neraen Mearath	775	DsbArmy	
Neraen Mearath	870	MovJoin	1315 ashda
Pathan	215	RfsPers	
Pathan	850	MovArmy	w w sw se ^ ^ ^ ^ ^ ^ ^ ^ no
Savgak	430	TrpsMan	hc
Savgak	870	MovJoin	1108 tabay
Seamus Malaran	215	RfsPers	
Seamus Malaran	525	InfOthr	
Sean Laerunog	935	UsScArt	147 3429
Sean Laerunog	940	CstLoSp	417 moons
Tabaya Kas	400	HvCvlry	500 st st
Tabaya Kas	948	TranCar	0614 1119 mi 500
Tarkas Häs	498	Threat	
Tarkas Häs	850	MovArmy	w w sw se ^ ^ ^ ^ ^ ^ ^ ^ no
Tennoio	615	Assass	rathu
Tennoio	215	RfsPers	
Ulgundó	810	MovChar	3120
Ulgundó	905	ScoArmy	nieno y

Andamundo



Ranks : Command 62 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 62
 Artifacts : None
 Spells (+0) : None

Andamundo was located in the Open Plains at 2410.

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

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: None. See report below.

He commands an army in the Open Plains at 2613.

Ashdam



Ranks : Command 53 Agent 68 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 65
 Artifacts : None
 Spells (+0) : None

Ashdam was located in the Hills & Rough at 1311.

He was ordered to purchase from the caravans. 1990 Food were bought for 3184 Gold.

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

He commands an army in the Open Plains at 1315.

Bauglir



Ranks : Command 0 Agent 85 Emissary 0 Mage 0
 Health 37 Stealth 0 Challenge 63
 Artifacts : None
 Spells (+0) : None

Bauglir was located in the Mountains at 1923.

He was ordered to kidnap a character. Aariedne was kidnaped.

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

He is currently in the Mixed Forest at 1321. The City/Tower of Gorbana flying the flag of the Eriadorian is here.

Brennidan Meather



Ranks : Command 0 Agent 0 Emissary 87 Mage 0
 Health 100 Stealth 0 Challenge 43
 Artifacts : None
 Spells (+0) : None

Brennidan Meather was located in the Mixed Forest at 0614.

She was ordered to purchase from the caravans. The product bought was changed because the amount was more than market levels. 1296 Mithril were bought for 22810 Gold.

She was ordered to transport by the caravans. 500 Mithril (+10%) transported from Vale of the Seer to Lisgardh.

She is currently in the Mixed Forest at 0614. The Town of Vale of the Seer flying the flag of the North Kingdom is here.

Brian Boru



Ranks : Command 41 Agent 0 Emissary 82 Mage 10
 Health 100 Stealth 0 Challenge 53
 Artifacts : None
 Spells (+0) : #308 Capital Return(63)

Brian Boru was located in the Open Plains at 1910.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

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 2108.

Dabadda



Ranks : Command 32 Agent 0 Emissary 67 Mage 0
 Health 100 Stealth 0 Challenge 41
 Artifacts : None
 Spells (+0) : None

Dabadda was located in an unknown location.

Dabadda escaped from being held hostage to 2212.

He is currently in the Mountains at 2212. The City/Tower of Moria flying the flag of the North Kingdom is here.

Faika



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

Faika was located in the Hills & Rough at 1108.

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. 22734 Food were sold for 27281 Gold.

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

He is currently in the Hills & Rough at 1108. The City/Keep of Annúminas flying the flag of the North Kingdom is here.

Kynan Maernan



Ranks : Command 0 Agent 0 Emissary 91 Mage 21
 Health 100 Stealth 0 Challenge 50
 Artifacts : None
 Spells (+0) : #402 Perceive Allegiance(68)

Kynan Maernan was located in the Hills & Rough at 1918.

He was ordered to refuse all personal challenges.

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

He is traveling with Meneldil of the South Kingdom in the Hills & Rough at 1918. The City/Keep of Stonekeep flying the flag of the Vallian is here.

Llewi



Ranks : Command 0 Agent 87 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 65
 Artifacts : None
 Spells (+0) : None

Llewi was located in the Open Plains at 1915.

He was ordered to guard a character. The Immortal was guarded.

He was ordered to move and join the army. He accepted the movement orders. He joined the army commanded by Tarkas Häs.

He is traveling with Tarkas Häs in the Open Plains at 1718. The City/Castle of Arcadia flying the flag of the Stonekeep's Watch is here.

Lothar



Ranks : Command 54 Agent 0 Emissary 0 Mage 0
 Health 42 Stealth 0 Challenge 54
 Artifacts : None
 Spells (+0) : None

Lothar was located in the Mountains at 2212.

He was ordered to challenge Spavax to personal combat. See Combat Messages.

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

He commands an army in the Mixed Forest at 2414. The Village of Imcelon flying the flag of the Deepwood Rangers is here.

Maeg Tylenon



Ranks : Command 71 Agent 65 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 83
 Artifacts : None
 Spells (+0) : None

Maeg Tylenon was located in the Hills & Rough at 1916.

She was ordered to guard a character. Tarkas Häs was guarded.

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 1718.

She is traveling with Tarkas Häs in the Open Plains at 1718. The City/Castle of Arcadia flying the flag of the Stonekeep's Watch is here.

Nael Nereander



Ranks : Command 0 Agent 0 Emissary 89 Mage 0
 Health 100 Stealth 0 Challenge 44
 Artifacts : None
 Spells (+0) : None

Nael Nereander was located in the Hills & Rough at 1918.

He was ordered to refuse all personal challenges.

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

He is traveling with Meneldil of the South Kingdom in the Hills & Rough at 1918. The City/Keep of Stonekeep flying the flag of the Vallian is here.

Neraen Mearath



Ranks : Command 70 Agent 0 Emissary 58 Mage 0
 Health 100 Stealth 0 Challenge 77
 Artifacts : None
 Spells (+0) : None

Neraen Mearath was located in the Open Plains at 0907.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She was ordered to disband the army.

The army commanded by Neraen Mearath has been disbanded as ordered.

She was ordered to move and join the army. She accepted the movement orders. She joined the army commanded by Ashdam.

She is traveling with Ashdam in the Open Plains at 1315.

Pathan



Ranks : Command 76 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 76
 Artifacts : None
 Spells (+0) : None

Pathan was located in the Hills & Rough at 1916.

He was ordered to refuse all personal challenges.

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

He moved with the army to 1718.

He is traveling with Tarkas Häs in the Open Plains at 1718. The City/Castle of Arcadia flying the flag of the Stonekeep's Watch is here.

Savgak



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

Savgak was located in the Hills & Rough at 1916.

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

He moved with the army to 1718.

He was ordered to move and join the army. He accepted the movement orders. He joined the army commanded by Tabaya Kas.

He is traveling with Tabaya Kas in the Hills & Rough at 1108. The City/Keep of Annúminas flying the flag of the North Kingdom is here.

Seamus Malaran



Ranks : Command 0 Agent 0 Emissary 91 Mage 0
 Health 100 Stealth 0 Challenge 45
 Artifacts : None
 Spells (+0) : None

Seamus Malaran was located in the Hills & Rough at 1918.

He was ordered to refuse all personal challenges.

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

He is traveling with Meneldil of the South Kingdom in the Hills & Rough at 1918. The City/Keep of Stonekeep flying the flag of the Vallian is here.

Sean Laerunog



Ranks : Command 0 Agent 0 Emissary 0 Mage 72
 Health 100 Stealth 0 Challenge 72
 Artifacts : #147 Palantír of Orthanc #186 Elfhewer
 Spells (+0) : #402 Perceive Allegiance(85) #410 Divine Allegiance Forces(98)
 #412 Research Artifact(100) #413 Scry Population Center(99)
 #416 Reveal Production(86) #417 Divine Characters w/Forces(85)
 #418 Locate Artifact(95) #420 Reveal Character(91) #428 Locate Artifact True(72)

Sean Laerunog was located in the Open Plains at 1312.

He was ordered to use a scrying artifact. Palantír of Orthanc #147 was used. Foreign armies identified: None. See report below.

He was ordered to cast a lore spell. Divine Characters w/Forces - Characters traveling with the army commanded by Moonstone : None.

He is currently in the Open Plains at 1312. The Village of Yáressê flying the flag of the North Kingdom is here.

Tabaya Kas



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

Tabaya Kas was located in the Hills & Rough at 1108.

He was ordered to recruit some heavy cavalry. 500 Heavy Cavalry w/Steel weapons and Steel armor were recruited.

He was ordered to transport by the caravans. 500 Mithril (+10%) transported from Vale of the Seer to Malduin.

He commands an army in the Hills & Rough at 1108. The City/Keep of Annúminas flying the flag of the North Kingdom is here.

Tarkas H s



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

Tarkas Häs was located in the Hills & Rough at 1916.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to threaten the population center. Isen Tor is now under our control.

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

He commands an army in the Open Plains at 1718. The City/Castle of Arcadia flying the flag of the Stonekeep's Watch is here.

Tennoio



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

Tennoio was located in the Open Plains at 2716.

He was ordered to refuse all personal challenges.

Tennoio was assassinated.

Dernwyn escaped from being held hostage.

Ishtar escaped from being held hostage.

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

Ulgund



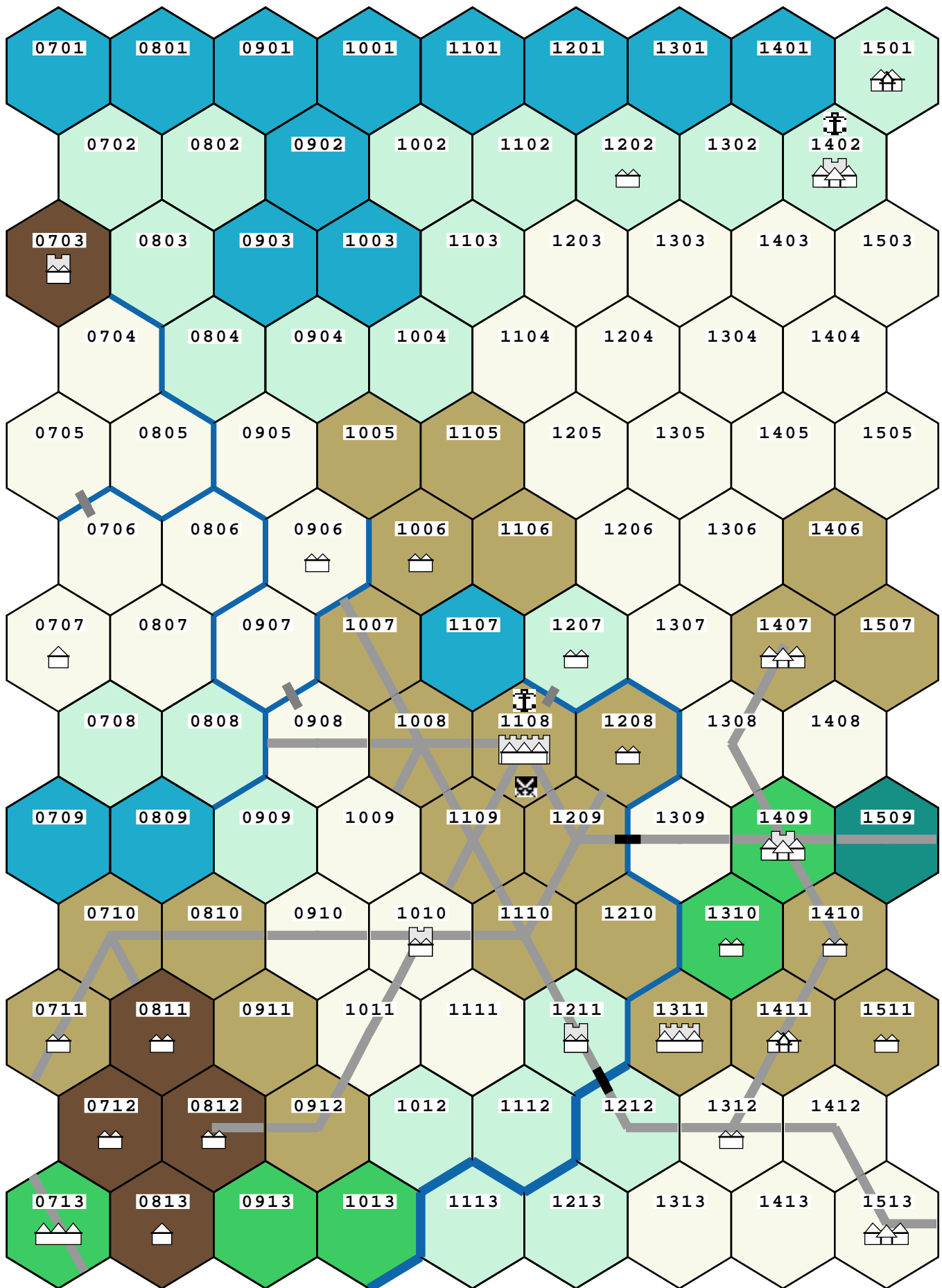
Ranks : Command 0 Agent 84 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 73
 Artifacts : #183 Nightfang
 Spells (+0) : None

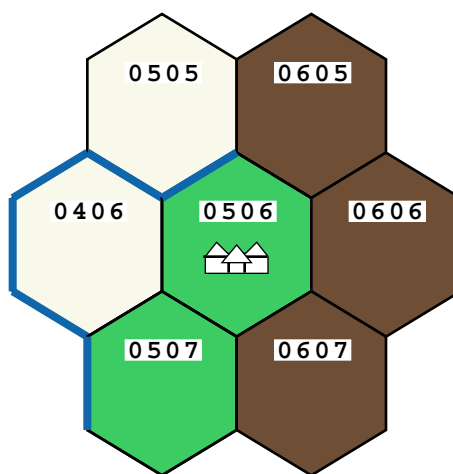
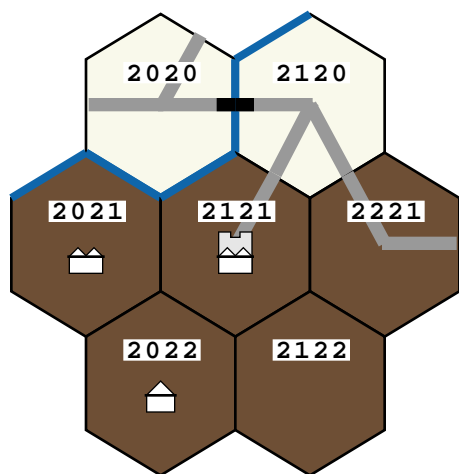
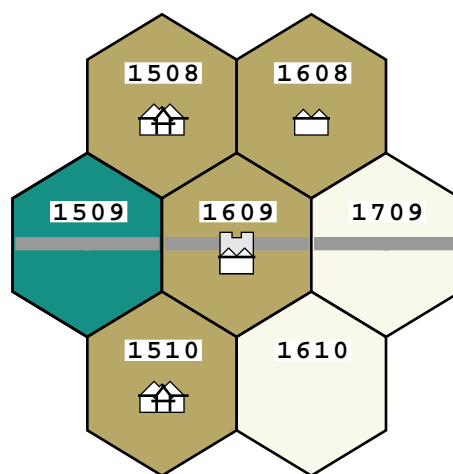
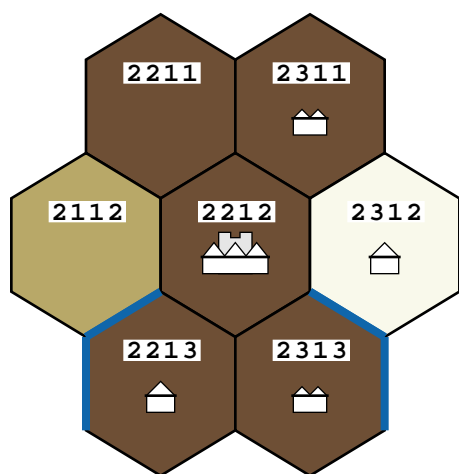
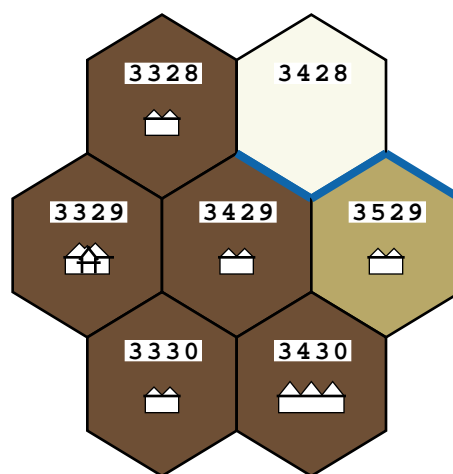
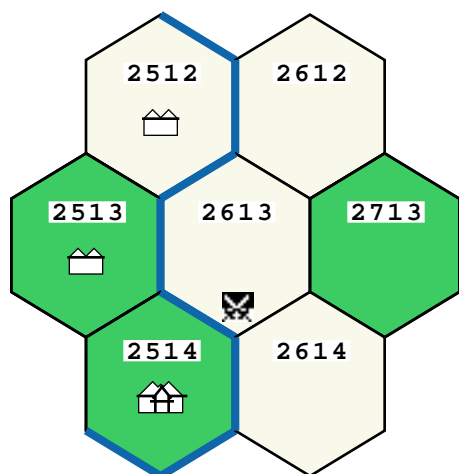
Ulgundó was located in the Open Plains at 2410.

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

He was ordered to scout an army. A scout of the army was attempted. Veteran Nienor of the Nurn Freeholders is located in the Desert Wastes at 3525 near Kornale. Travel mode is Normal. Morale is 29. Troops: Heavy Cavalry: 1400 . Scouted army movement to new location at 3525.

He is currently in the Desert Wastes at 3525. The Town of Kornale flying the flag of the Nurn Freeholders is here.





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

Brennidan Meather (ID: brenn) @ 0614 Emissary

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

Brian Boru (ID: brian) @ 2108 Command Emissary Mage

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

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

Dabadda (ID: dabad) @ 2212 Command Emissary

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

Faika (ID: faika) @ 1108 Agent

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

Kynan Maernan (ID: kynan) @ 1918 Emissary Mage

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

Llewi (ID: llewi) @ 1718 Agent

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

Lothar (ID: lotha) @ 2414 Command

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

Maeg Tyleneon (ID: maeg) @ 1718 Command Agent

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

Nael Nereander (ID: nael) @ 1918 Emissary

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

Neraen Mearath (ID: nerae) @ 1315 Command Emissary

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

Pathan (ID: patha) @ 1718 Command

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

Savgak (ID: savga) @ 1108 Command

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

Seamus Malaran (ID: seamu) @ 1918 Emissary

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

Sean Laerunog (ID: sean) @ 1312 Mage

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

Tabaya Kas (ID: tabay) @ 1108 Command

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

Tarkas Häs (ID: tarka) @ 1718 Command

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

Ulgundó (ID: ulgun) @ 3525 Agent

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