

**MEPBM Games**  
**presents**

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



GAME # 141



## Wise Council

Victory points : 700  
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 [ 1200 ] Once Upon a Time [ 1167 ] Sing a Song [ 1100 ]**

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 # : 23  
Account : \$ 0.00  
Free Turns : 0  
Security Code : 3000  
Special Service : YES

# Wise Council

(A Free People)

Season : Summer

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Disliked	# 2 South Kingdom	: Disliked	# 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	: Hated	#13 Red Witches	: Hated
#14 Dark Feast	: Hated	#15 Twilight Hammer	: Hated	#16 Sh'iar Empire	: Hated
#17 Great Trollusk	: Hated	#18 Bením 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	: Tolerated

## POPULATION CENTERS

**Ar-Kuinder (Capital)** Location : @ 2903 in Open Plains Climate is Polar

Size : Major Town	Fortifications : None	Loyalty : 67	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	7	0	0	0	0	474	0	-

A small army bearing the banner of the Wise Council under Captain 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	0	2	0	0	0	-

**Beni-Inusi** Location : @ 3102 in Mountains Climate is Polar

Size : Major Town	Fortifications : None	Loyalty : 60	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	78	0	0	0	0	0	-

**Eureka** Location : @ 2008 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : Tower	Loyalty : 58	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	684	90	0	0
Current stores	0	0	0	0	0	0	0	-

**Flippant** Location : @ 1804 in Mountains Climate is Polar

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	24	17	0	0	0	0	330
Current stores	0	42	0	0	0	0	0	-

A small army bearing the banner of the Wise Council under Lord Dernwyn is here.

**Gelydh** Location : @ 3209 in Open Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 52	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	266	0	0	0	842	0	14	0
Current stores	266	0	0	0	0	0	14	-

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

Size : Town	Fortifications : Fort	Loyalty : 42	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	91	0	0	0	451	0	14	0
Current stores	91	0	0	0	0	0	14	-

**An army bearing the banner of the Great Trollusk under Lord Rashkgnar is here.**

A small army bearing the banner of the Wise Council under Captain Silusini is here.

**Mt Gundabad**

Location : @ 2305 in Mountains Climate is Polar

Size : Town	Fortifications : None	Loyalty : 67	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	40	0	4	0	0	0	360
Current stores	0	317	0	5	0	0	0	-

**Murk-Lomil**

Location : @ 2902 in Mountains Climate is Polar

Size : Town	Fortifications : None	Loyalty : 83	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	50	13	0	0	0	0	300
Current stores	0	167	0	0	0	0	0	-

**Nulla**

Location : @ 2808 in Hills &amp; Rough Climate is Mild

Size : Village	Fortifications : None	Loyalty : 23	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	122	0	0	0	0	216	0	1300
Current stores	122	0	0	0	0	0	0	-

**Numi Hrol**

Location : @ 3004 in Mountains Climate is Polar

Size : Town	Fortifications : None	Loyalty : 41	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	75	0	2	0	0	0	-

**Teisl-Junni**

Location : @ 2704 in Mountains Climate is Polar

Size : Town	Fortifications : None	Loyalty : 40	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	40	18	2	0	0	0	0
Current stores	0	120	0	2	0	0	0	-

**Tui Juai**

Location : @ 3305 in Open Plains Climate is Cool

Size : Town	Fortifications : None	Loyalty : 44	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	192	0	0	0	182	0	5	0
Current stores	192	0	0	0	0	0	5	-

**Yalúmea**

Location : @ 3009 in Mixed Forest 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	0	0	662	216	0	0
Current stores	0	0	0	0	0	0	0	-

**ARMIES AND NAVIES****Army Commander : Lord Dernwyn**

Location : @ 1804 in Mountains Climate is Polar

Army morale : 4 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Woodman footmen w/battle axes	55	10	0	100	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.

The Village of Flippant flying the flag of the Wise Council is here.

**Army Commander : Regent Micheasi**

Location : @ 1704 in Open Plains Climate is Polar

Army morale : 3 Warships : 0 Transports : 0 (4) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Woodman footmen w/battle axes	39	10	0	797	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				

An army bearing the banner of the Tribes of Angmar under Captain Bigorik is here.

**Army Commander : Captain Silusini** Location : @ 3105 in Open Plains Climate is Cool  
 Army morale : 30 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Woodman footmen w/battle axes 11 10 0 400 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 3 Low Supplies !!  
 War machines 0

The Town/Fort of Lor-Junisn flying the flag of the Wise Council is here.

An army bearing the banner of the Great Trollusk under Lord Rashkgnar is here.

**Army Commander : Captain Sûldun** Location : @ 2903 in Open Plains Climate is Polar  
 Army morale : 55 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Woodman footmen w/battle axes 11 10 0 100 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 1 Low Supplies !!  
 War machines 0

Characters traveling with army : - Cjain - Jopinii - 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	19045	24762	6991	203	310126	33170	5071
Purchase at market price/unit	2	2	5	69	2	2	6
Sell to market price/unit	1	1	3	36	1	1	3

#### MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 5588	Leather	678	678
Pop Centers : 1500	Bronze	799	205
Characters : 22760	Steel	0	72
	Mithril	11	10
Total : 29848	Food	0	2841
	Timber	474	522
Current Tax rate : 60%	Mounts	33	33
Revenue expected next turn : 37930 (+8082)			
Current Gold reserve : 8146			

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.
Gúthwině	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***Pig House is no longer under our control.**There are rumors of a public execution involving Freddie Mercury and Wreaporguk.**99 Gold was stolen at Eureka.**There are rumors of an encounter involving Valdivia at 4424.***ENCOUNTER MESSAGES****Report from the town at 2305.**

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****Battle at 3105**

In the Cool climate of the Open Plains of 3105, a conflict took place in the early morning hours under a omen-filled sky.

At the head of a rebellious army rode **Lord Wiulii** of the nation of the Wise Council. In his hands was borne the glowing Sword called Gúthwině. The mount on which he rode moved with trepidation to the center of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
400 Woodman footmen w/battle axes	wooden	none	a mob

At the head of a demoralized army rode **Lord Rashkgnar** of the nation of the Great Trollusk. The mount on which he rode stood cautiously at the rear of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1271 Mixed Mannish horsemen w/shortswords	wooden/bronze	bronze/steel	a mob

The Town of Lor-Junish flying the flag of the Wise Council is situated in the Open Plains here. It is fortified by a Fort.

Report from Wiulii.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. Some of the troops needed this encouragement but others were checking the readiness of their weapons. Finally the order was given in loud commands.. Keep close ranks.

Use standard formation. Like we practiced!

Against the forces of Rashkgnar, they attempted to surround our standard formation.

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

Report from Wiulii.....Our foot soldiers engaged the other troops in the open and took the battle to them. The troops fought well, but they could have been better trained. They fought as if uninspired. However, we were overrun in less than a few hours.

Commanders on the scene ordered their troops to salvage what they could from the remains of the enemy forces..

Lord Rashkgnar:

8 Food

After the battle.... Wiulii's forces were destroyed/routed in the battle. Wiulii appeared to have survived but suffers from light wounds. Rashkgnar's forces were victorious in the battle, but suffered minor losses. Rashkgnar appeared to have survived.

### 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](http://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.....
Baragund	520	InfYour	
Baragund	810	MovChar	2305
Beirusa	710	PrenMgy	
Beirusa	940	CstLoSp	412 23
Cauligius	520	InfYour	
Cauligius	810	MovChar	2405
Cjain	870	MovJoin	2903 suldu
Cjain	947	NatTran	2903 ti 91
Dernwyn	430	TrpsMan	hi
Dernwyn	355	TrTrps	miche ^ ^ 197 ^ ^ ^
Ericus	550	ImprPop	
Ericus	870	MovJoin	2903 seldu
Estelmo	690	StlGold	
Estelmo	810	MovChar	1822
Gamling	690	StlGold	
Gamling	810	MovChar	2317
Gilrean	520	InfYour	
Gilrean	810	MovChar	2305

Gimforn	810	MovChar	3210
Gimforn	900	FindArt	2
Gundor	605	GrdLoc	
Gundor	325	NatSell	st 100
Jopinii	710	PrenMgy	
Jopinii	940	CstLoSp	412 169
Micheasi	408	HvInfan	200 ^ ^
Micheasi	850	MovArmy	w w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Oretur	520	InfYour	
Oretur	810	MovChar	2305
Silusini	850	MovArmy	e e se sw ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Silusini	180	UpStNat	25
Sûldun	408	HvInfan	400 ^ ^
Sûldun	765	SplArmy	silus ^ ^ 400 ^ ^ ^
Widfara	610	GrdChar	suldu
Widfara	325	NatSell	fo 100
Wiulii	210	IssPers	rashk
Wiulii	870	MovJoin	2903 suldu

Baragund



Ranks : Command 0 Agent 0 Emissary 35 Mage 0  
 Health 100 Stealth 0 Challenge 17  
 Artifacts : None  
 Spells (+0) : None

Baragund was located in the Open Plains at 3209.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Gelydh.

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

***He is currently in the Mountains at 2305. The Town of Mt Gundabad flying the flag of the Wise Council is here.***

Beirusa



Ranks : Command 0 Agent 0 Emissary 0 Mage 60  
 Health 100 Stealth 0 Challenge 75  
 Artifacts : #12 Troll Slayer  
 Spells (+0) : #104 Resistances(94) #108 Blessings(90) #302 Long Stride(82)  
 #308 Capital Return(100) #412 Research Artifact(100)

Beirusa was located in the Mountains at 1804.

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

He was ordered to cast a lore spell. Research Artifact - Ring of Impersonation #23 is a Ring - allegiance: None - increases Agent Rank by 30.

***He is traveling with Dernwyn in the Mountains at 1804. The Village of Flippant flying the flag of the Wise Council is here.***

Cauligius



Ranks : Command 0 Agent 0 Emissary 66 Mage 0  
 Health 100 Stealth 0 Challenge 33  
 Artifacts : None  
 Spells (+0) : None

Cauligius was located in the Open Plains at 3209.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Gelydh.

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

***He is currently in the Hills & Rough at 2405. The Camp of Tarnet flying the flag of the Great Trollusk is here.***



Cjaiin



Ranks : Command 78 Agent 0 Emissary 10 Mage 50  
 Health 100 Stealth 0 Challenge 91  
 Artifacts : None

Spells (+0) : #104 Resistances(71) #108 Blessings(71) #302 Long Stride(83)  
 #412 Research Artifact(88) #418 Locate Artifact(72)

Cjaiin was located in the Mountains at 2305.

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

He was ordered to have the nation transport by the caravans. 474 Timber (+10%) transported to Ar-Kuinder.

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

Dernwyn



Ranks : Command 56 Agent 0 Emissary 0 Mage 12  
 Health 100 Stealth 0 Challenge 59  
 Artifacts : None

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

Dernwyn was located in the Mountains at 1804.

He was ordered to transfer some troops from the army to an army. 197 Heavy Infantry were transferred.

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 commands an army in the Mountains at 1804. The Village of Flippant flying the flag of the Wise Council is here.**

Ericus



Ranks : Command 10 Agent 0 Emissary 91 Mage 18  
 Health 100 Stealth 0 Challenge 52  
 Artifacts : None

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

Ericus was located in the Mountains at 2305.

He was ordered to improve the population center size. Mt Gundabad was improved to a Town.

He was ordered to move and join the army. He accepted the movement orders. He was not able to join the army because the target commander was not of the same nation.

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

Estelmo



Ranks : Command 0 Agent 48 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 36  
 Artifacts : None  
 Spells (+0) : None

Estelmo was located in the Open Plains at 1717.

She was ordered to steal the Gold. 248 Gold was stolen at Lagalen.

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

***She is currently in the Hills & Rough at 1822. The City/Tower of Hillside flying the flag of the Twilight Hammer is here.***

Gamling



Ranks : Command 0 Agent 51 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 38  
 Artifacts : None  
 Spells (+0) : None

Gamling was located in the Mountains at 2123.

She was ordered to steal the Gold. 99 Gold was stolen at Barad Carchoth.

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

***She is currently in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.***

Gilrean



Ranks : Command 0 Agent 0 Emissary 34 Mage 0  
 Health 100 Stealth 0 Challenge 17  
 Artifacts : None  
 Spells (+0) : None

Gilrean was located in the Open Plains at 3209.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Gelydh.

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

***He is currently in the Mountains at 2305. The Town of Mt Gundabad flying the flag of the Wise Council is here.***

Gimforn



Ranks : Command 0 Agent 38 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 28  
 Artifacts : None  
 Spells (+0) : None

Gimforn was located in the Open Plains at 4005.

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

He was ordered to find an artifact. An artifact search was attempted. No artifact was found at 3210.

**He is currently in the Open Plains at 3210. The Camp of Ūsakan flying the flag of the Dark Feast is here.**

Gundor



Ranks : Command 0 Agent 33 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 24  
 Artifacts : None  
 Spells (+0) : None

Gundor was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 145 Steel were sold for 348 Gold.

He was ordered to guard the location. Ar-Kuinder was guarded.

**He 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 59  
 Health 100+ Stealth 0 Challenge 59  
 Artifacts : None

Spells (+0) : #104 Resistances(88) #302 Long Stride(71) #308 Capital Return(75)  
 #412 Research Artifact(93)

Jopinii was located in the Open Plains at 2903.

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

He was ordered to cast a lore spell. Research Artifact - Ovir Crown #169 is a Crown - allegiance: None - increases Mage Rank by 20.

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

Micheasi



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

Micheasi was located in the Mountains at 1804.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to recruit some heavy infantry. 200 Heavy Infantry w/Wood weapons and No armor were recruited.

He was ordered to move the army. He accepted the army movement orders. Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

**He commands an army in the Open Plains at 1704.**

Oretur



Ranks : Command 0 Agent 0 Emissary 37 Mage 0  
 Health 100 Stealth 0 Challenge 18  
 Artifacts : None  
 Spells (+0) : None

Oretur was located in the Open Plains at 3209.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Gelydh.

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

**He is currently in the Mountains at 2305. The Town of Mt Gundabad flying the flag of the Wise Council is here.**

Silusini



Ranks : Command 40 Agent 0 Emissary 0 Mage 65  
 Health 100 Stealth 0 Challenge 90  
 Artifacts : #141 Durlachiel/  
 Spells (+0) : #104 Resistances(78) #108 Blessings(78) #302 Long Stride(94)  
 #406 Divine Army(85) #412 Research Artifact(100) #418 Locate Artifact(73)

Silusini was located in the Open Plains at 2903.

He was ordered to upgrade our relations. Our relations with the Alvernus were upgraded.

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

**He commands an army in the Open Plains at 3105. The Town/Fort of Lor-Junisn flying the flag of the Wise Council is here.**

Sıldun



Ranks : Command 43 Agent 37 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 49  
 Artifacts : None  
 Spells (+0) : None

Sıldun was located in the Open Plains at 2903.

He was ordered to recruit some heavy infantry. 400 Heavy Infantry w/Wood weapons and No armor were recruited.

He was ordered to split the army. The army was split. 3 Food was transferred.

*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.*

Widfara



Ranks : Command 0 Agent 43 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 32  
 Artifacts : None  
 Spells (+0) : None

Widfara was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 2937 Food were sold for 3523 Gold.

He was ordered to guard a character. Sıldun was guarded.

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

Wiulii



Ranks : Command 57 Agent 0 Emissary 0 Mage 0  
 Health 79 Stealth 0 Challenge 72  
 Artifacts : #95 Gúthwiněv  
 Spells (+0) : None

Wiulii was located in the Open Plains at 3105.

He was ordered to challenge Rashkgnar to personal combat.

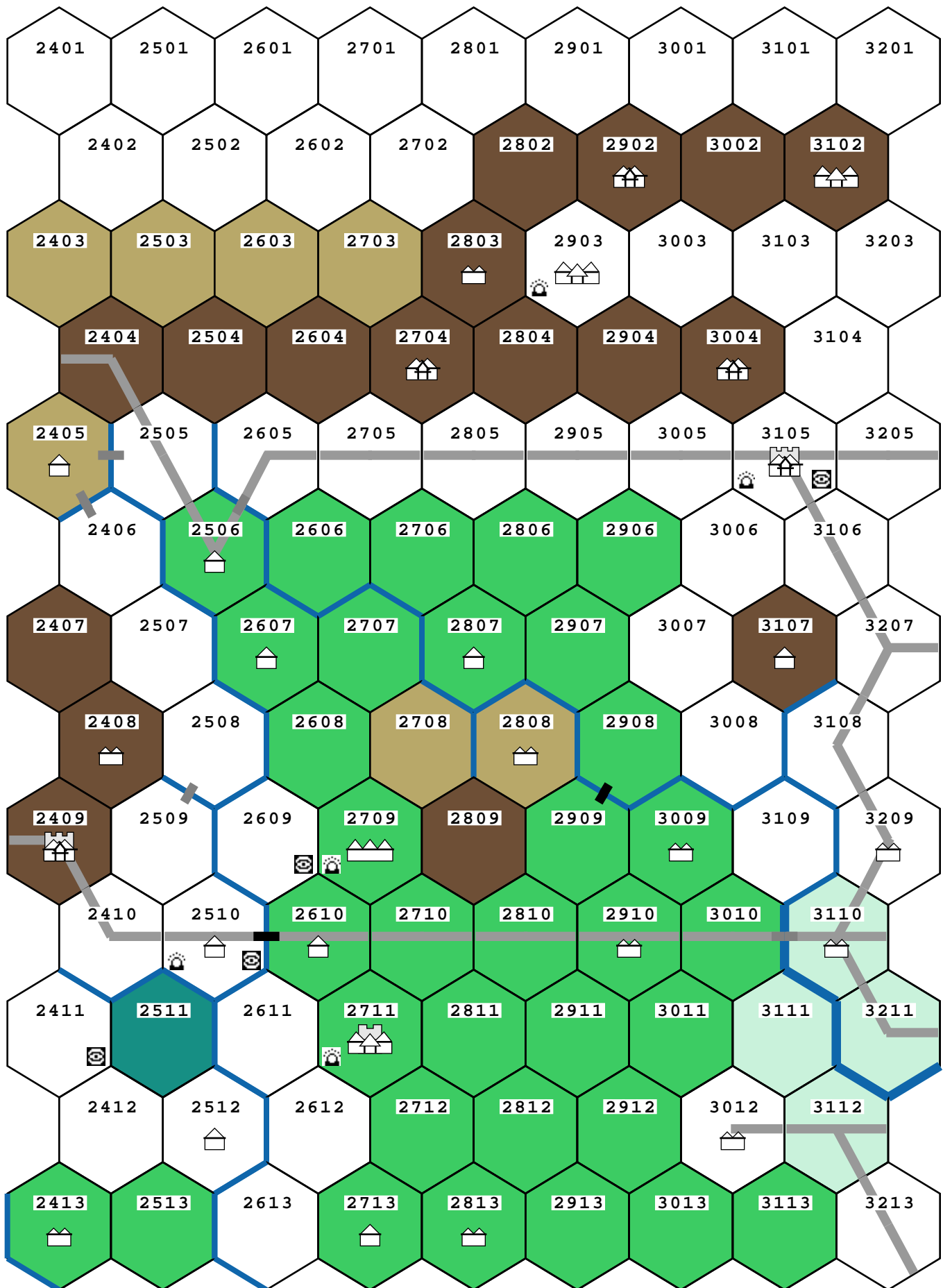
He challenged Rashkgnar to personal combat, but was refused. He gained personal honor.

Wiulii was wounded during combat.

He injured Keemac of the Great Trollusk and thwarted her assassination mission.

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

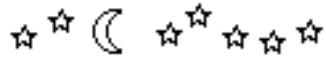
*He is traveling with Sıldun in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.*



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

Wise Council

**URNSHEET**



Game # 141



DAVID HAGERSON 109200  
 NONE  
 NONE  
 NONE

Game # : 141  
 Player # : 3  
 Turn # : 24  
 Security # : 3000

**Return this turnsheet before AUGUST 25 2013**

To MEPBM, 340 North Rd, Cardiff, CF14 3BP, Wales  
 Tel: +44 (0) 29 20913359 Fax: +44 (0) 29 20625532

Daytime Phone #: \_\_\_\_\_

**Baragund (ID: barag) @ 2305 Emissary**

<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
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**Beirusa (ID: beiru) @ 1804 Mage**

<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
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**Cauligius (ID: cauli) @ 2405 Emissary**

<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
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**Cjaiin (ID: cjaii) @ 2903 Command Emissary Mage**

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

**Dernwyn (ID: dernw) @ 1804 Command Mage**

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

**Ericus (ID: ericu) @ 2903 Command Emissary Mage**

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

**Estelmo (ID: estel) @ 1822 Agent**

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

**Gamling (ID: gamli) @ 2317 Agent**

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

**Gilrean (ID: gilre) @ 2305 Emissary**

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



**Gimform (ID: gimfo) @ 3210 Agent**

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

**Gundor (ID: gundo) @ 2903 Agent**

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

**Jopinii (ID: jopin) @ 2903 Mage**

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

**Micheasi (ID: miche) @ 1704 Command**

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

**Oretur (ID: oretu) @ 2305 Emissary**

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

**Silusini (ID: silus) @ 3105 Command Mage**

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

Sûldun (ID: suldu) @ 2903 Command Agent

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

## Widfara (ID: widfa) @ 2903 Agent

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Wiulii (ID: wiuli) @ 2903 Command
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Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required			<hr/>			Required			<hr/>	
Information			<hr/>			Information			<hr/>	
			<hr/>						<hr/>	