# MEPBM Games presents

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



GAME # 141



#### Lands

Victory points : 550 Victory Conditions :

To terminate 10 characters by personal challenge or by assassination.

To see to the termination of Gamina by any means whatsoever. To see to the termination of Pericles by any means whatsoever.

To see to the termination of Guarmath by any means whatsoever.

To hold at game end the artifact: Blood Spike #90.

Top 3 Free Peoples :

#### Alvernus [ 1550 ] Once Upon a Time [ 1200 ] Sing a Song [ 1075 ]

Special Nation Abilities :

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

#11 New agents start at rank up to 40.

#17 Build ships at 1/2 timber cost.

#19 Build fortifications at 1/2 timber cost.

Game # : 141
Player # : 21
Turn # : 25
Account : \$ 0.00
Free Turns : 0
Security Code : 2212
Special Service : YES

Internet G141N21 NATE KEENE 110758 NONE NONE NONE

# Lands

(A Free People)

## Season : Summer

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom # 4 Acadians # 7 Sapphic Encla #10 Sundered #13 Red Witches #16 Sh'iar Empire #19 RhunLandChatt #23 Once Upon a T	: Neutral # ave : Neutral # : Neutral # : Disliked # : Hated #	5 Silen 8 Namel 11 Lohma 14 Dark 17 Great 20 Tribe	nt Assemb less ai'gwaith Feast Trollus es of Ang	ly : Neut : Neut : Neut : Neut : Neut k : Neut mar : Neut	tral #	3 Wise Cour 6 Thorinar 9 Ground Po 12 Sheri-Urk 15 Twilight 18 Benîm an 22 Sing a So 25 Alvernus	ounders c Hammer Pharazó	: Net : Net : Net : Net : Net : Net : To	utral utral utral utral utral utral ted lerated			
POPULATION CENTERS												
Amrûn	Location :	@ 2336 ir	n Hills &	Rough Cli	mate is I	Hot						
Size : Camp	Fortifications : No	one L	oyalty :	54 Docks	: None	Hidden ? : N	10	Sieged	? : No			
Surplus Product	Leather Bro	onze	Steel	Mithril	Food	Timber	Mounts		Gold			
Expected production	0	0	0	0	376	0	24		960			
Current stores	0	0	0	0	0	0	0		-			
Deldúwath	Location :	@ 2435 ir	n Hills &	Rough Cli	mate is I	Hot						
Size : Camp	Fortifications : No	one L	oyalty : :	20 Docks	: None	Hidden ? : N	10	Sieged	? : No			
Surplus Product	Leather Bro	onze	Steel	Mithril	Food	Timber	Mounts		Gold			
Expected production	80	0	0	0	0	128	8		0			
Current stores	80	0	0	0	0	128	0		-			
Desert	Location :	@ 2236 ir	n Hills &	Rough Cli	mate is I	Hot.						
Size : Camp	Fortifications : To		oyalty :			Hidden ? : N	10	Sieged	? : No			
Surplus Product	Leather Bro	onze	Steel	Mithril	Food	Timber	Mounts	_	Gold			
Expected production	288	0	96	0	0	96	0		0			
Current stores	288	0	480	0	0	96	0		-			
		- 0024 '	****	- 1 al'								
Herenya	Location:				mate is I		<b>.</b>	0 d a a a a				
Size : Village	Fortifications : No		oyalty : :			Hidden ? : N		_	? : YES			
Surplus Product Expected production		nze 128	Steel 0	Mithril 0	Food 506	Timber 0	Mounts 0		Gold 1120			
Current stores	0	224	0	0	0	0	0		_			
Cullent Stoles	Ü	221	O	Ü	O	Ü	O					
Hills (Capital)	Location :	@ 2137 ir	n Mixed Fo	rest Clim	ate is Ho	ot						
Size : City	Fortifications : Fo	ort L	oyalty :	53 Docks	: None	Hidden ? : N	10	Sieged	? : No			
Surplus Product		onze	Steel	Mithril	Food	Timber	Mounts		Gold			
Expected production		0	0	0	62	48	0		0			
Current stores	0	0	0	0	0	48	0		-			
Lámina	Location :	@ 2025 ir	n Wille C	Pough Cli	mate is I	Jot						
Size : Camp	Fortifications : No			Kough CII 55 Docks		Hidden ? : N	JO	Sieged	2 : No			
-	Leather Bro						Mounts	_				
Expected production		0	0	0	872	0	8		960			
Current stores	0	0	0	0	0	0	0		-			
MDEG 2	Tanakian .	e 2226 i=		Danah Gli		T-4						
MPEG-2	Location :		oyalty : :				Jo.	Siogod	2 · No			
Size : Camp Surplus Product	Fortifications : No Leather Bro	one L onze	Steel	32 Docks Mithril	Food	Hidden ? : N Timber	Mounts		? : No Gold			
Expected production		0	0	0	0	160	Mounts 8		0			
Current stores	272	0	0	0	0	160	0		-			
	<del>- · -</del>	-	-	,	Č	_00	Ü					
Mae Govannon	Location :				mate is I	Hot						
Size : Camp	Fortifications : No	one L	oyalty :		: None	Hidden ? : N	10	Sieged	? : No			
Surplus Product		onze	Steel	Mithril	Food	Timber	Mounts		Gold			
Expected production		240	0	0	216	0	0		880			
Current stores	0	0	0	0	216	0	0		-			

Melyanna	Location	ı : @ 2537	in Hills 8	Rough Cl	imate is 1	Hot		
Size : Camp	Fortifications		Loyalty:	-	: None	Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	9
Expected production	0	136	0	0	0	0	16	800
Current stores	0	0	0	0	0	0	0	_
Mountains	Location	ı: @ 2136	in Mixed H	Forest Clin	mate is H	ot		
Size : Village	Fortifications	: None	Loyalty :	45 Docks	: None	Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	550	70	0	0
Current stores	0	0	0	0	0	70	0	_
Mukatana	Location	ı : @ 2634	in Hills 8	a Rough Cl:	imate is 1	Hot		
Size : Camp	Fortifications		Loyalty:	-	: None	Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	_
Expected production	272	168	0	0	0	0	0	960
Current stores	272	0	0	0	0	0	0	_
Nargelion				Forest Clin				
Size : Camp	Fortifications		Loyalty:		: None	Hidden ?:		Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	
Expected production Current stores	0	0	0	0	296 0	296 296	0	
current Scores	U	U	U	U	U	250	U	
Swamp			in Hills 8		imate is 1		O	
		ı : @ 2335		Rough Cl:	-			Sieged ? : No
Swamp	Location	ı : @ 2335	in Hills 8	Rough Cl:	imate is 1	Hot Hidden ? : Timber		Sieged ? : No
Swamp Size : Camp	Location Fortifications Leather	n : @ 2335 : Tower	in Hills &	Rough Cl: 31 Docks	imate is 1 : None	Hot Hidden ? :	No	Sieged ? : No Gold
Swamp Size : Camp Surplus Product	Location Fortifications Leather	n: @ 2335 : Tower Bronze	in Hills & Loyalty: Steel	Rough Cl 31 Docks Mithril	imate is I : None Food	Hot Hidden ? : Timber	No Mounts	Sieged ? : No Gold 800
Swamp Size : Camp Surplus Product Expected production Current stores	Location Fortifications Leather 0	n: @ 2335 : Tower Bronze 0 0	in Hills & Loyalty : Steel 56 280	Rough Cl: 31 Docks Mithril 0	imate is 1 : None Food 0	Hot Hidden ? : Timber 96 96	No Mounts	Sieged ? : No Gold 800
Swamp Size : Camp Surplus Product Expected production	Location Fortifications Leather 0	n: @ 2335 : Tower Bronze 0 0	in Hills & Loyalty : Steel 56	Rough Cl: 31 Docks Mithril 0 0	imate is 1 : None Food 0	Hot Hidden ? : Timber 96 96	No Mounts 0	Sieged ? : No Gold 800
Swamp Size : Camp Surplus Product Expected production Current stores Thargelion	Location Fortifications Leather 0 0	n: @ 2335 : Tower Bronze 0 0	in Hills & Loyalty: Steel 56 280 in Hills &	Rough Cl: 31 Docks Mithril 0 0	imate is 1 : None Food 0 0	Hot Hidden ? : Timber 96 96	No Mounts 0	Sieged ? : No Gold 800 - Sieged ? : No
Swamp Size : Camp Surplus Product Expected production Current stores Thargelion Size : Camp	Location Fortifications Leather 0 0 Tocation Fortifications Leather	a: @ 2335 : Tower Bronze 0 0	in Hills & Loyalty: Steel 56 280 in Hills & Loyalty:	Rough Cl: 31 Docks Mithril 0 0 k Rough Cl: 41 Docks	imate is 1 Food 0 0 imate is 1	Hot Hidden ? : Timber 96 96 Hot Hidden ? :	No Mounts 0 0	Sieged ? : No Gold 800 - Sieged ? : No Gold
Swamp Size : Camp Surplus Product Expected production Current stores  Thargelion Size : Camp Surplus Product	Location Fortifications Leather 0 0 Tocation Fortifications Leather	a: @ 2335 : Tower Bronze 0 0 : @ 2437 : None Bronze	in Hills & Loyalty: Steel 56 280 in Hills & Loyalty: Steel	Rough Cl: 31 Docks Mithril 0 0 k Rough Cl: 41 Docks Mithril	imate is 1 : None     Food     0 0 imate is 1 : None     Food	Hot Hidden ?: Timber 96 96 Hot Hidden ?: Timber	No Mounts 0 0	Sieged ? : No Gold 800 - Sieged ? : No Gold 0
Swamp Size : Camp Surplus Product Expected production Current stores  Thargelion Size : Camp Surplus Product Expected production	Location Fortifications Leather 0 0 Tocation Fortifications Leather 128	a: @ 2335 : Tower Bronze 0 0 : @ 2437 : None Bronze 0	in Hills & Loyalty: Steel 56 280 in Hills & Loyalty: Steel 0	Rough Cl: 31 Docks Mithril 0 0 k Rough Cl: 41 Docks Mithril 0	imate is 1 : None     Food     0 0 imate is 1 : None     Food     1000	Hot Hidden ?: Timber 96 96 Hot Hidden ?: Timber 120	No Mounts 0 0 No Mounts	Sieged ? : No Gold 800 - Sieged ? : No Gold 0
Swamp Size : Camp Surplus Product Expected production Current stores  Thargelion Size : Camp Surplus Product Expected production	Location Fortifications Leather 0 0 Tocation Fortifications Leather 128	a: @ 2335 : Tower Bronze 0 0 : @ 2437 : None Bronze 0	in Hills & Loyalty: Steel 56 280 in Hills & Loyalty: Steel 0	Rough C1: 31 Docks Mithril 0 0  Rough C1: 41 Docks Mithril 0 0	imate is 1 : None     Food     0 0 imate is 1 : None     Food     1000	Hot Hidden ?: Timber 96 96 Hot Hidden ?: Timber 120	No Mounts 0 0 No Mounts	Sieged ? : No Gold 800 - Sieged ? : No Gold 0
Swamp Size : Camp Surplus Product Expected production Current stores  Thargelion Size : Camp Surplus Product Expected production Current stores	Location Fortifications Leather 0 0 Location Fortifications Leather 128 128	a: @ 2335 : Tower Bronze 0 0 1: @ 2437 : None Bronze 0 0	in Hills 8 Loyalty: Steel 56 280  in Hills 8 Loyalty: Steel 0 0	Rough C1: 31 Docks Mithril 0 0 Rough C1: 41 Docks Mithril 0 0	imate is 1 : None     Food     0  imate is 1 : None     Food     1000     0	Hot Hidden ?: Timber 96 96  Hot Hidden ?: Timber 120 120	No Mounts 0 0 No Mounts	Sieged ? : No Gold 800 - Sieged ? : No Gold 0
Swamp Size : Camp Surplus Product Expected production Current stores  Thargelion Size : Camp Surplus Product Expected production Current stores  Army Commander : Ref	Location Fortifications Leather 0 0 Location Fortifications Leather 128 128	a: @ 2335 : Tower Bronze 0 0 1: @ 2437 : None Bronze 0 0  ARMI	in Hills 8 Loyalty: Steel 56 280  in Hills 8 Loyalty: Steel 0 0	Rough C1: 31 Docks Mithril 0 0 k Rough C1: 41 Docks Mithril 0 0  NAVIES ills & Rough	imate is 1 : None     Food     0 imate is 1 : None     Food     1000     0	Hot Hidden ?: Timber 96 96  Hot Hidden ?: Timber 120 120	No Mounts 0 0 No Mounts	Sieged ? : No Gold 800 - Sieged ? : No Gold 0
Swamp Size : Camp Surplus Product Expected production Current stores  Thargelion Size : Camp Surplus Product Expected production Current stores  Army Commander : Rev Army morale : 36	Location Fortifications Leather 0 0 Location Fortifications Leather 128 128  gent Dark Warships: 0	a: @ 2335 : Tower Bronze 0 0 1: @ 2437 : None Bronze 0 0	in Hills 8 Loyalty: Steel 56 280  in Hills 8 Loyalty: Steel 0 0  ES AND  2734 in H. ts: 0	Rough C1: 31 Docks Mithril 0 0 k Rough C1: 41 Docks Mithril 0 0  NAVIES ills & Rough (2) Tra	imate is 1 : None     Food     0 imate is 1 : None     Food     1000     0  Climat vel mode	Hot Hidden ?: Timber 96 96  Hot Hidden ?: Timber 120 120  e is Hot : Normal	No Mounts 0 0 No Mounts 0	Sieged ?: No Gold 800 - Sieged ?: No Gold 0 -
Swamp Size: Camp Surplus Product Expected production Current stores  Thargelion Size: Camp Surplus Product Expected production Current stores  Army Commander: Real Army morale: 36 Troop	Location Fortifications Leather 0 0 Location Fortifications Leather 128 128  gent Dark Warships: 0	a: @ 2335 : Tower Bronze 0 0 1: @ 2437 : None Bronze 0 0  ARMI cation: @ Transpor	in Hills 8 Loyalty: Steel 56 280  in Hills 8 Loyalty: Steel 0 0  ES AND  2734 in H. ts: 0 Train	Rough Cl: 31 Docks Mithril 0 0 Rough Cl: 41 Docks Mithril 0 0  NAVIES ills & Rough (2) Training Weapon	imate is 1 : None     Food     0 imate is 1 : None     Food     1000     0  Climat vel mode Armor	Hot Hidden ?: Timber 96 96 Hot Hidden ?: Timber 120 120 e is Hot : Normal	No  Mounts  0  No  Mounts 0  Troop Type	Sieged ? : No Gold 800 - Sieged ? : No Gold 0 -
Swamp Size: Camp Surplus Product Expected production Current stores  Thargelion Size: Camp Surplus Product Expected production Current stores  Army Commander: Real Army morale: 36 Troog Lesser Dúnadan ho	Location Fortifications Leather 0 0 Location Fortifications Leather 128 128  gent Dark Warships: 0 ps rsemen w/broadswe	a: @ 2335 : Tower Bronze 0 0 1: @ 2437 : None Bronze 0 0 Transpor	in Hills 8 Loyalty: Steel 56 280  in Hills 8 Loyalty: Steel 0 0  ES AND  2734 in H. ts: 0 Train 27	Rough Cl: 31 Docks Mithril 0 0 Rough Cl: 41 Docks Mithril 0 0  NAVIES ills & Rough (2) Training Weapon 10	imate is 1 : None     Food     0 imate is 1 : None     Food     1000     0  Climat vel mode Armor : 35	Hot Hidden ?: Timber 96 96 Hot Hidden ?: Timber 120 120 e is Hot : Normal	No Mounts 0 0 No Mounts 0	Sieged ? : No Gold 800 - Sieged ? : No Gold 0 -
Swamp Size: Camp Surplus Product Expected production Current stores  Thargelion Size: Camp Surplus Product Expected production Current stores  Army Commander: Real Army morale: 36 Troog Lesser Dúnadan hos Baggage Train Lea	Location Fortifications Leather 0 0 Location Fortifications Leather 128 128  gent Dark Warships: 0 ps rsemen w/broadswe	a: @ 2335 : Tower Bronze 0 0 1: @ 2437 : None Bronze 0 0  ARMI cation : @ Transpor	in Hills 8 Loyalty: Steel 56 280  in Hills 8 Loyalty: Steel 0 0  ES AND  2734 in H. ts: 0 Train	Rough Cl: 31 Docks Mithril 0 0 Rough Cl: 41 Docks Mithril 0 0  NAVIES ills & Rough (2) Training Weapon 10 eel	imate is 1 : None     Food     0 imate is 1 : None     Food     1000     0  Climat vel mode Armor : 35 Mithril	Hot Hidden ?: Timber 96 96 Hot Hidden ?: Timber 120 120 e is Hot : Normal	No  Mounts  0  No  Mounts 0  Troop Type	Sieged ? : No Gold 800 - Sieged ? : No Gold 0 -
Swamp Size: Camp Surplus Product Expected production Current stores  Thargelion Size: Camp Surplus Product Expected production Current stores  Army Commander: Real Army morale: 36 Troot Lesser Dúnadan hot Baggage Train Lea	Location Fortifications Leather 0 0 Location Fortifications Leather 128 128  gent Dark Warships: 0 ps rsemen w/broadswether B	a: @ 2335 : Tower Bronze 0 0 1: @ 2437 : None Bronze 0 0 Transpor	in Hills 8 Loyalty: Steel 56 280  in Hills 8 Loyalty: Steel 0 0  ES AND  2734 in H. ts: 0 Train 27	Rough Cl: 31 Docks Mithril 0 0 Rough Cl: 41 Docks Mithril 0 0  NAVIES ills & Rough (2) Training Weapon 10	imate is 1 : None     Food     0 imate is 1 : None     Food     1000     0  Climat vel mode Armor : 35	Hot Hidden ?: Timber 96 96 Hot Hidden ?: Timber 120 120 e is Hot : Normal	No  Mounts  0  No  Mounts 0  Troop Type	Sieged ? : No Gold 800 - Sieged ? : No Gold 0 -
Swamp Size: Camp Surplus Product Expected production Current stores  Thargelion Size: Camp Surplus Product Expected production Current stores  Army Commander: Real Army morale: 36 Troog Lesser Dúnadan hos Baggage Train Lea	Location Fortifications Leather 0 0 Location Fortifications Leather 128 128  gent Dark Warships: 0 ps rsemen w/broadswether B	a: @ 2335 : Tower Bronze	in Hills 8 Loyalty: Steel 56 280  in Hills 8 Loyalty: Steel 0 0  ES AND  2734 in H. ts: 0 Train 27	Rough Cl: 31 Docks Mithril 0 0 Rough Cl: 41 Docks Mithril 0 0  NAVIES ills & Rough (2) Training Weapon 10 eel 0	imate is 1 : None Food 0 imate is 1 : None Food 1000 0 Climat vel mode Armor 35 Mithril 0	Hot Hidden ?: Timber 96 96 Hot Hidden ?: Timber 120 120 e is Hot : Normal	No  Mounts  0  No  Mounts 0  Troop Type	Sieged ? : No Gold 800 - Sieged ? : No Gold 0 -

The Town/Tower of Of Fear flying the flag of the Benîm an Pharazôn is here.

An army bearing the banner of the Lands under Lord Null  $\,$  is here.

Army Commander	: Captain Earth	Location : @ 2	139 in Hills	& Roug	h Clima	ate is Hot	
Army morale :	3 Warships:	0 Transports	: 0 (1)	Tra	vel mode	: Normal	
	Troops		Training	Weapon	Armor	# Troops	Troop Type
Lesser Dúnada	n mercenaries w/	broadswords	17	30	10	100	Men-at-Arms
Baggage Train	Leather	Bronze	Steel		Mithril		
Weapons	-	0	0		0		
Armor	0	0	0		0		
Food	0 Out	of Food !!					
War machines	0						
_				_			

The Major Town/Tower of Rough flying the flag of the Plane is here.

Army Commander : Warlord Fire Location : @ 2636 in Hills & Rough Climate is Hot Army morale: 5 Warships: 0 Transports: 0 (5) Travel mode: Normal

Troops Training Weapon Armor # Troops Troop Type Lesser Dúnadan horsemen w/broadswords 22 10 40 628 Heavy Cavalry Mithril Baggage Train Leather Bronze Steel 0 0 Weapons 0

Ω

Ω

Armor Ω Ω 0 Food Out of Food !!

0

21 War machines

The City/Fort of Falassë flying the flag of the Benîm an Pharazôn is here.

Army Commander: Lord Null Location: @ 2734 in Hills & Rough Climate is Hot Army morale: 84 Warships: 0 Transports: 0 (5) Travel mode: Normal

Troops Training Weapon Armor # Troops Troop Type Lesser Dúnadan horsemen w/broadswords 25 10 35 749 Heavy Cavalry Baggage Train Leather Bronze Mithril Steel 0 0 0 Weapons Armor 0 0 0 0 0 Out of Food !!

War machines The Town/Tower of Of Fear flying the flag of the Benîm an Pharazôn is here.

A small army bearing the banner of the Lands under Regent Dark is here.

#### COMPANY COMMANDERS :

None

#### MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	27467	35010	14911	3356	292234	24179	4131
Purchase at market price/unit	2	2	3	13	2	2	7
Sell to market price/unit	1	1	2	8	1	1	4

#### **MISCELLANEOUS**

Maintenance Costs expec	ted next tu	n are:	Totals for Nation:	Stores	Production
Armies/Navies :	9478		Leather	1040	1040
Pop Centers :	2000		Bronze	224	672
Characters :	23560		Steel	760	152
			Mithril	0	0
Total :	35038		Food	216	3878
			Timber	1014	1014
Current Tax rate	<b>:</b>	: 60%	Mounts	0	64
Revenue expected	l next turn	: 12860 (-22178)			
Current Gold res	serve	: 1975			

Ritual character terminations:

Ships have been left anchored at the following locations:

None

#### You have the following double agents:

#### Brell Serilis of the Plane @ 2636

Double agent Brell Serilis reports he was ordered to refuse all personal challenges.

Double agent Brell Serilis reports he was ordered to scout for any characters. A scout for characters was attempted. Found: Legate Water - Lands. Warlord Fire - Lands. Spy Tartas Izain - Lands. Nothing else was reported at this time.

#### Ordun Halbor of the Plane @ 3034

Double agent Ordun Halbor reports he was ordered to refuse all personal challenges.

Double agent Ordun Halbor reports he was ordered to assassinate a character. Lômiphel was assassinated.

#### Padrey of the Plane @ 3034

Double agent Padrey reports he was ordered to refuse all personal challenges.

Double agent Padrey reports he was ordered to assassinate a character. He was not able to assassinate the character because there is no (or no longer a) character with id "ufgam".

#### You have the following hostages:

Naidine of the Sheri-Urk is held by Qesset at 2837 - No Gold ransom demanded at this time. Volog of the South Kingdom is held by Qesset at 2837 - No Gold ransom demanded at this time.

#### You possess the following artifacts:

Name of artifact	Item #	Latent	Alignment	Known Powers
Stinging Tongue	Bow 85	No	Evil	COMBAT - Increases damage by 500 points.
Sulhelka	Sword 91	. No	None	COMBAT - Increases damage by 1000 points.
Cuiviegurth	Whip 162	No.	Evil	COMBAT - Increases damage by 750 points.

#### You have hidden the following additional artifacts:

None

#### NATION MESSAGES

There are rumors of the fall of a Strategic Site.

There are rumors of the fall of a Strategic Site.

There are rumors of an assassination attempt involving Angus and Ulcathur.

Our populace reports that a season change is imminent!

#### **ENCOUNTER MESSAGES**

None

#### COMBAT MESSAGES

#### Battle at 2534

In the Hot climate of the Hills & Rough of 2534, a conflict took place in the early morning hours during a driving storm.

At the head of a rebellious army rode **Regent Dark** of the nation of the Lands. 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

200 Lesser Dúnadan horsemen w/broadswords wooden bronze/steel a mob

The Camp of Cacanga flying the flag of the Benîm an Pharazôn is situated in the Hills & Rough here.

After the battle.... Dark 's forces found no enemy armies to fight.

The battle for Cacanga was over even before it began. The attackers were so numerous and strong that the defending militia had little chance to save themselves. The battle was over in just a few hours!!

After the attack on the population center.... Dark 's army survived the attack on the Camp, but suffered minor losses. Dark appeared to have survived. The Camp has been reduced to a Ruins. The Ruins of Cacanga

now flies no known flag.

#### Battle at 2834

In the Hot climate of the Hills & Rough of 2834, a conflict took place in the early hours of the evening under a omen-filled sky.

At the head of a loud and exuberant army rode **Lord Null** of the nation of the Lands. The mount on which he rode pranced mightily at the head of the battle lines. Behind him the forming ranks were filled with:

Troops

Weapons

Armor

Formations

822 Lesser Dúnadan horsemen w/broadswords wooden bronze/steel a mob

The Town of Herenya flying the flag of the Benîm an Pharazôn is situated in the Hills & Rough here.

After the battle.... Null 's forces found no enemy armies to fight.

The battle for Herenya was over even before it began. The attackers were so numerous and strong that the defending militia had little chance to save themselves. The battle was over in just a few hours!!

After the attack on the population center.... Null 's army survived the attack on the Town, but suffered minor losses. Null appeared to have survived. The Town has been reduced to a Village. The Village has been under siege/attack this turn. The Village now flies the flag of the Lands.

#### SPECIAL MESSAGES

FREE TURNS! Do you have any friends that would enjoy playing ME-PBM? MEPBM will credit you with a free turn for each NEW player that signs up and mentions your name (New players can only mention one name). If you would like to start a game with several friends, just let us know! Please try to collect all names & required funds, and mail together, when joining with friends. Current player set-ups are: £5.00, new player registrations are: £10.00

Front Sheet

The FrontSheet is now in the main body of the email of each turn you get. This also includes nations available, new games starting up, generic message from us about other aspects of the game as well as game reports. It also has your balance and the conta

ME-PBM Forum and ME-PBM Mailing List

This is to let you know that we have started an ME-PBM forum on our web site. The address for the web site is www.MiddleEarthGames.com. From there, you can go to links that allow you to log into the message board and to subscribe to the mailing list.

#### ORDERS GIVEN

Character	Order #	Order Code	Additional Information
Aldhelm Demuret	605	GrdLoc	
Aldhelm Demuret	325	NatSell	mo 100
Cinard	215	RfsPers	
Cinard	615	Assass	aduna
Dark	255	CptrPop	ch
Dark	850	MovArmy	e e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Earth	430	TrpsMan	ma
Earth	949	TrOwner	riade
Fire	498	Threat	
Fire	850	MovArmy	e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Klú Relortin	215	RfsPers	
Klú Relortin	615	Assass	ordim
Light	325	NatSell	fo 100

Light	325	NatSell	br 100
Null	255	CptrPop	ch
Null	850	MovArmy	w ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Qesset	905	ScoArmy	pon a y
Qesset	215	RfsPers	
Tabaya Kas	215	RfsPers	
Tabaya Kas	615	Assass	balkh
Tartas Izain	605	GrdLoc	
Tartas Izain	810	MovChar	2636
Water	215	RfsPers	
Water	810	MovChar	2636
Wind	215	RfsPers	
Wind	810	MovChar	3122

Aldhelm Demuret



Emissary 0 Ranks : Command 0 Agent 70 Mage 0 Health 100 Stealth 0 Challenge 52

Artifacts : None Spells (+0) : None

Aldhelm Demuret was located in the Mixed Forest at 2137.

He was ordered to have the nation sell to the caravans. 819 Mounts were sold for 3931 Gold.

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

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



: Command 0

Agent 79 Health 100

Emissary 0 Mage 0

Stealth 0 Challenge 59

Artifacts

Spells (+0) : None

Cinard was located in the Hills & Rough at 3034.

He was ordered to refuse all personal challenges.

He was ordered to assassinate a character. Adûnaphel was assassinated.

He is currently in the Hills & Rough at 3034. The un-owned Ruins of Of Hate is here.

Dark



Ranks : Command 66 Mage 45 Agent 0 Emissary 0

Health 100 Stealth 0 Challenge 77

Artifacts

Spells (+0): #406 Divine Army(98) #412 Research Artifact(100)

#413 Scry Population Center(100) #415 Scry Area(90) #418 Locate Artifact(60)

#428 Locate Artifact True(73)

Dark was located in the Hills & Rough at 2534.

He was ordered to capture the Camp of Cacanga. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

He commands an army in the Hills & Rough at 2734. The Town/Tower of Of Fear flying the flag of the Benîm an Pharazôn is here.

Earth

Ranks : Command 41 Agent 0 Emissary 90 Mage 0

Health 100 Stealth 0 Challenge 55

Artifacts : None

Spells (+0) : None

Earth was located in the Hills & Rough at 2139.

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 Men-at-Arms were completed.

He was ordered to transfer the ownership of the population center. Rough is no longer under our control.

He commands an army in the Hills & Rough at 2139. The Major Town/Tower of Rough flying the flag of the Plane is here.

Fire

Ranks : Comma

: Command 72 Agent 53

Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 81

Artifacts : None

Spells (+0) : None



Fire was located in the Hills & Rough at 2536.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to threaten the population center. Mae Govannon is now under our control.

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

He commands an army in the Hills & Rough at 2636. The City/Fort of Falassë flying the flag of the Benîm an Pharazôn is here.

K1 Relortin

Ranks

: Command 0

Agent 75

Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 56

Artifacts : None

Spells (+0) : None



Klú Relortin was located in the Hills & Rough at 3034.

He was ordered to refuse all personal challenges.

He was ordered to assassinate a character. Ordimup was assassinated.

He is currently in the Hills & Rough at 3034. The un-owned Ruins of Of Hate is here.

Light

Ranks : Command 0 Agent 0 Emissary 73 Mage 0 Health 100 Stealth 0 Challenge 36

Artifacts : None

Spells (+0) : None

Light was located in the Mixed Forest at 2137.

He was ordered to have the nation sell to the caravans. 9618 Food were sold for 11542 Gold.

He was ordered to have the nation sell to the caravans. 3505 Bronze were sold for 4206 Gold.

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

Null

Ranks : Command 56 Agent 0 Emissary 0 Mage 48

Health 100 Stealth 0 Challenge 68

Artifacts : None

Spells (+0) : #412 Research Artifact(78) #413 Scry Population Center(72)
#415 Scry Area(56) #418 Locate Artifact(68) #428 Locate Artifact True(71)

Null was located in the Hills & Rough at 2834.

He was ordered to capture the Town of Herenya. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

He commands an army in the Hills & Rough at 2734. The Town/Tower of Of Fear flying the flag of the Benîm an Pharazôn is here.

Ranks : Command 0 Agent 78 Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 78

Artifacts : #85 Stinging Tongue #91 Sulhelka√

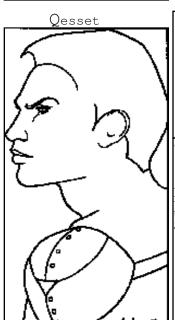
Spells (+0) : None

Qesset was located in the Hills & Rough at 2834.

He was ordered to refuse all personal challenges.

He was ordered to scout an army. A scout of the army was attempted. Commander Pon Acark of the Benîm an Pharazôn is located in the Desert Wastes at 2837 Travel mode is Normal. Morale is 83. Troops: Heavy Cavalry: 2085 . War machines: 49. Scouted army movement to new location at 2837.

He is currently in the Desert Wastes at 2837.



Tabaya Kas

Ranks : Command 0 Agent 79 Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 59

Spells (+0) : None

: None

Artifacts

Tabaya Kas was located in the Hills & Rough at 3034.

He was ordered to refuse all personal challenges.

He was ordered to assassinate a character. Balkhmog was assassinated.

He is currently in the Hills & Rough at 3034. The un-owned Ruins of Of Hate is here.

Tartas <u>Izain</u>

Ranks : Command 0 Agent 78 Emissary 0 Mage 0 Health 100 Stealth 0 Challenge 58

Artifacts : #162 Cuiviegurth

Spells (+0) : None

Tartas Izain was located in the Hills & Rough at 2834.

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

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

He is currently in the Hills & Rough at 2636. The City/Fort of Falassë flying the flag of the Benîm an Pharazôn is here.

Water

Ranks : Command 0 Agent 0 Emissary 92 Mage 0 Health 100 Stealth 0 Challenge 46

Artifacts : None

Spells (+0) : None





Water was located in the Hills & Rough at 2734.

He was ordered to refuse all personal challenges.

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

He is currently in the Hills & Rough at 2636. The City/Fort of Falassë flying the flag of the Benîm an Pharazôn is here.

9/9/2013 Game 141 Player 21 Turn 25 Page 12

Wind

Ranks : Command 0 Agent 0 Emissary 83 Mage 0 Health 100 Stealth 0 Challenge 41

Artifacts : None
Spells (+0) : None

Wind was located in the Hills & Rough at 2734.

He was ordered to refuse all personal challenges.

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

He is currently in the Mountains at 3122. The Camp of Durthang flying the flag of the Red Witches is here.

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# MEPBM Games

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

Lands

## TURNSHEET



Game # 141



NATE KEENE 110758

NONE

NONE

NONE

Game # : 141
Player # : 21
Turn # : 26
Security # : 2212

# Return this turnsheet before SEPTEMBER 22 2013

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

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

Aldhelm	Den	nuret		(ID:	aldhe)	@	2137	Agent				
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Dark				(ID:	dark )	@	2734	Comma	nd M	lage		
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۲۱ú Pelorti		(ID: klu r) @	a 3034	Agent			
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Null		(ID: null ) @	2734	Command I	Mage		
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Tabaya	Kas			(ID:	tabay)	@	3034	Agent				
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Water				(ID:	water)	@	2636	Emissa	ry			
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Wind				(ID:	wind )	@	3122	Emissa	ry			
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