

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Lands**

Victory points : 575

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 [1200] Once Upon a Time [1167] Sing a Song [1100]

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.

Internet G141N21
 NATE KEENE 110758
 NONE
 NONE
 NONE

Game # : 141
 Player # : 21
 Turn # : 23
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 4086
 Special Service : YES

Mountains	Location : @ 2136 in Mixed Forest			Climate is Hot				
Size : Village	Fortifications : None		Loyalty : 44	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	550	0	0	-

Mukatana Location : @ 2634 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : None Loyalty : 35 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 272 168 0 0 0 0 0 960
 Current stores 1439 633 0 0 0 0 0 -

Nargelion Location : @ 2135 in Mixed Forest Climate is Hot
 Size : Camp Fortifications : None Loyalty : 26 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 296 296 0 0
 Current stores 0 0 0 0 296 0 0 -

Rough Location : @ 2139 in Hills & Rough Climate is Hot
 Size : Major Town Fortifications : Tower Loyalty : 28 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 86 0 0 0 93 0 1120
 Current stores 3100 324 263 0 0 0 154 -
 A small army bearing the banner of the Lands under Commander Earth is here.

Swamp Location : @ 2335 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : Tower Loyalty : 29 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 56 0 0 96 0 800
 Current stores 0 0 168 0 0 0 0 -

Thargelion Location : @ 2437 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : None Loyalty : 41 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 128 0 0 0 1000 120 0 0
 Current stores 384 0 0 0 1000 0 0 -

ARMIES AND NAVIES

Army Commander : Commander Earth Location : @ 2139 in Hills & Rough Climate is Hot
 Army morale : 3 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan mercenaries w/broadswords 11 30 10 100 Men-at-Arms
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0
 The Major Town/Tower of Rough flying the flag of the Lands is here.

Army Commander : Regent Fire Location : @ 2438 in Hills & Rough Climate is Hot
 Army morale : 11 Warships : 0 Transports : 0 (5) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan horsemen w/broadswords 15 10 40 628 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 21
 The Village of Havens Of Umbar flying the flag of the Plane is here.

Army Commander : Lord Null Location : @ 2636 in Hills & Rough Climate is Hot
 Army morale : 83 Warships : 0 Transports : 0 (7) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan horsemen w/broadswords 22 10 35 1022 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0

Characters traveling with army : - Dark .

The City/Fort of Falassë flying the flag of the Benîm an Pharazôn 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 : 10000	Leather	9274	1040
Pop Centers : 2500	Bronze	2725	390
Characters : 22780	Steel	719	152
	Mithril	0	0
Total : 35280	Food	3306	3156
	Timber	0	1107
Current Tax rate : 60%	Mounts	691	64
Revenue expected next turn : 17600 (-17680)			
Current Gold reserve : 4350			

Ritual character terminations: 5

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 scout the population center. A scout of the population center was attempted. City named Falassë - owned by the Benîm an Pharazôn - fortified with a Fort - loyalty = 73. Production - Leather: 300 - Bronze: 150 - Gold: 1200. Stores - Leather: 77 - Bronze: 24 - Mounts: 3. Foreign armies present: - Lands.

Double agent Brell Serilis reports he was ordered to scout for any characters. A scout for characters was attempted. Found: Proclamator Lady Gaga - Sing a Song. Lord Null - Lands. Banneret Decoder - Once Upon a Time. Regent Dark - Lands. Proclamator Wind - Lands. Legate Water - Lands. Curate Muxes - Once Upon a Time. Curate Cicala - Once Upon a Time. Proclamator Gretel - Once Upon a Time. Cutpurse De Gregori - Sing a Song. Nothing else was reported at this time.

Ordun Halbor of the Plane @ 3034

Double agent Ordun Halbor reports he was ordered to sabotage the fortifications. He was not able to sabotage the fortifications because of tight security.

Double agent Ordun Halbor reports he was ordered to move. He accepted the movement orders.

Padrey of the Plane @ 3034

Double agent Padrey reports he was ordered to sabotage the fortifications. The fortifications were sabotaged at Falassë.

Double agent Padrey reports he was ordered to move. He accepted the movement orders.

You have the following hostages:

Naidine of the Sheri-Urk is held by Qesset at 2834 - No Gold ransom demanded at this time.

Volog of the South Kingdom is held by Qesset at 2834 - 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 an armed conflict involving the Plane and the South Kingdom at 2934.

Korondë is no longer under our control.

There are rumors of a theft attempt involving Katala at Barstow.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES**Battle at 2438**

In the Hot climate of the Hills & Rough of 2438, a conflict took place about midday under a clear 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
522 Lesser Dúnadan horsemen w/broadswords	wooden	bronze	ragged ranks

At the head of a demoralized army rode **Regent Fire** of the nation of the Lands. 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
1200 Lesser Dúnadan horsemen w/broadswords	wooden	bronze/steel	a mob

The Town of Havens Of Umbar flying the flag of the South Kingdom is situated in the Hills & Rough here. It is fortified by a Tower, and it is under siege or attack.

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

The attacking war machines let loose with a thundering barrage of aerial missiles that tore the fortifications down around the ears of the defenders! The battle for Havens Of Umbar 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. Fire 's army survived the attack on the Town, but suffered minor losses. Fire appeared to have survived. The Town has been reduced to a Village. The Tower has been destroyed. 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	ti 100
Cinard	670	SabFort	
Cinard	810	MovChar	3034
Dark	300	ChTaxRt	60
Dark	870	MovJoin	2636 null
Earth	430	TrpsMan	ma
Earth	520	InfYour	
Fire	255	CptrPop	ch
Fire	355	TrTrps	null 522 ^ ^ ^ ^ ^
Klú Relortin	670	SabFort	
Klú Relortin	810	MovChar	3034
Light	949	TrOwner	berto
Light	215	RfsPers	
Null	255	CptrPop	ch
Null	850	MovArmy	e ne ne ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Qesset	215	RfsPers	
Qesset	615	Assass	tarik
Tabaya Kas	605	GrdLoc	
Tabaya Kas	810	MovChar	3034
Tartas Izain	215	RfsPers	
Tartas Izain	615	Assass	tarik
Water	520	InfYour	
Water	810	MovChar	2636
Wind	520	InfYour	
Wind	810	MovChar	2636

Aldhelm Demuret



Ranks : Command 0 Agent 68 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 51
 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. 5018 Timber were sold for 12045 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.

Cinard



Ranks : Command 0 Agent 75 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 56
 Artifacts : None
 Spells (+0) : None

Cinard was located in the Hills & Rough at 2636.

He was ordered to sabotage the fortifications. He was not able to sabotage the fortifications because of tight security.

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

He is currently in the Hills & Rough at 3034. The City/Castle of Of Hate flying the flag of the Plane is here.

Dark



Ranks : Command 62 Agent 0 Emissary 0 Mage 45
 Health 100 Stealth 0 Challenge 73
 Artifacts : None

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 Mixed Forest at 2137.

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

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

He is traveling with Null in the Hills & Rough at 2636. The City/Fort of Falassë flying the flag of the Benim an Pharazôn is here.

Earth



Ranks : Command 33 Agent 0 Emissary 89 Mage 0
 Health 100 Stealth 0 Challenge 52
 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 influence the population center loyalty. The loyalty was influenced/improved at Rough.

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

Fire



Ranks : Command 68 Agent 53 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 77
 Artifacts : None
 Spells (+0) : None

Fire was located in the Hills & Rough at 2438.

He was ordered to capture the Town of Havens Of Umbar. See Combat Messages.

He was ordered to transfer some troops from the army to an army. 522 Heavy Cavalry were transferred.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He commands an army in the Hills & Rough at 2438. The Village of Havens Of Umbar flying the flag of the Plane is here.

Kl Relortin



Ranks : Command 0 Agent 71 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 53
 Artifacts : None
 Spells (+0) : None

Klú Relortin was located in the Hills & Rough at 2636.

He was ordered to sabotage the fortifications. He was not able to sabotage the fortifications because of tight security.

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

He is currently in the Hills & Rough at 3034. The City/Castle of Of Hate flying the flag of the Plane 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 Hills & Rough at 2438.

He was ordered to refuse all personal challenges.

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

He is currently in the Hills & Rough at 2438. The Village of Havens Of Umbar flying the flag of the Plane is here.

Null



Ranks : Command 54 Agent 0 Emissary 0 Mage 48
 Health 100 Stealth 0 Challenge 66
 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 2438.

He was ordered to capture the Town of Havens Of Umbar. See Combat Messages.

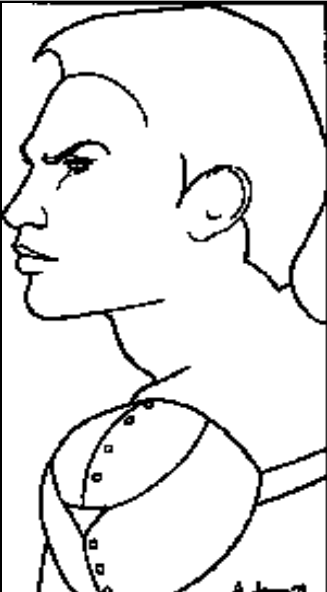
Lack of Food may have affected army movement.

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 2636. The City/Fort of Falassë flying the flag of the Benîm an Pharazôn is here.

Qeset



Ranks : Command 0 Agent 78 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 78
 Artifacts : #85 Stinging Tongue #91 Sulhelka
 Spells (+0) : None

Qeset was located in the Hills & Rough at 2834.

He was ordered to refuse all personal challenges.

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 "tarik".

He is currently in the Hills & Rough at 2834. The Town of Herenya flying the flag of the Benîm an Pharazôn is here.

Tabaya Kas



Ranks : Command 0 Agent 75 Emissary 0 Mage 0
 Health 90 Stealth 0 Challenge 56
 Artifacts : None
 Spells (+0) : None

Tabaya Kas was located in the Mixed Forest at 2137.

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

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

He is currently in the Hills & Rough at 3034. The City/Castle of Of Hate flying the flag of the Plane is here.

Tartas Izain



Ranks : Command 0 Agent 77 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 57
 Artifacts : #162 Cuiviegurth
 Spells (+0) : None

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

He was ordered to refuse all personal challenges.

He was ordered to assassinate a character. Tarikmagân was assassinated. Artifact(s) were discovered on the body of Tarikmagân.

He is currently in the Hills & Rough at 2834. The Town of Herenya flying the flag of the Benîm an Pharazôn is here.

Water



Ranks : Command 0 Agent 0 Emissary 90 Mage 0
 Health 100 Stealth 0 Challenge 45
 Artifacts : None
 Spells (+0) : None

Water was located in the Hills & Rough at 2438.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Havens Of Umbar.

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.

Wind



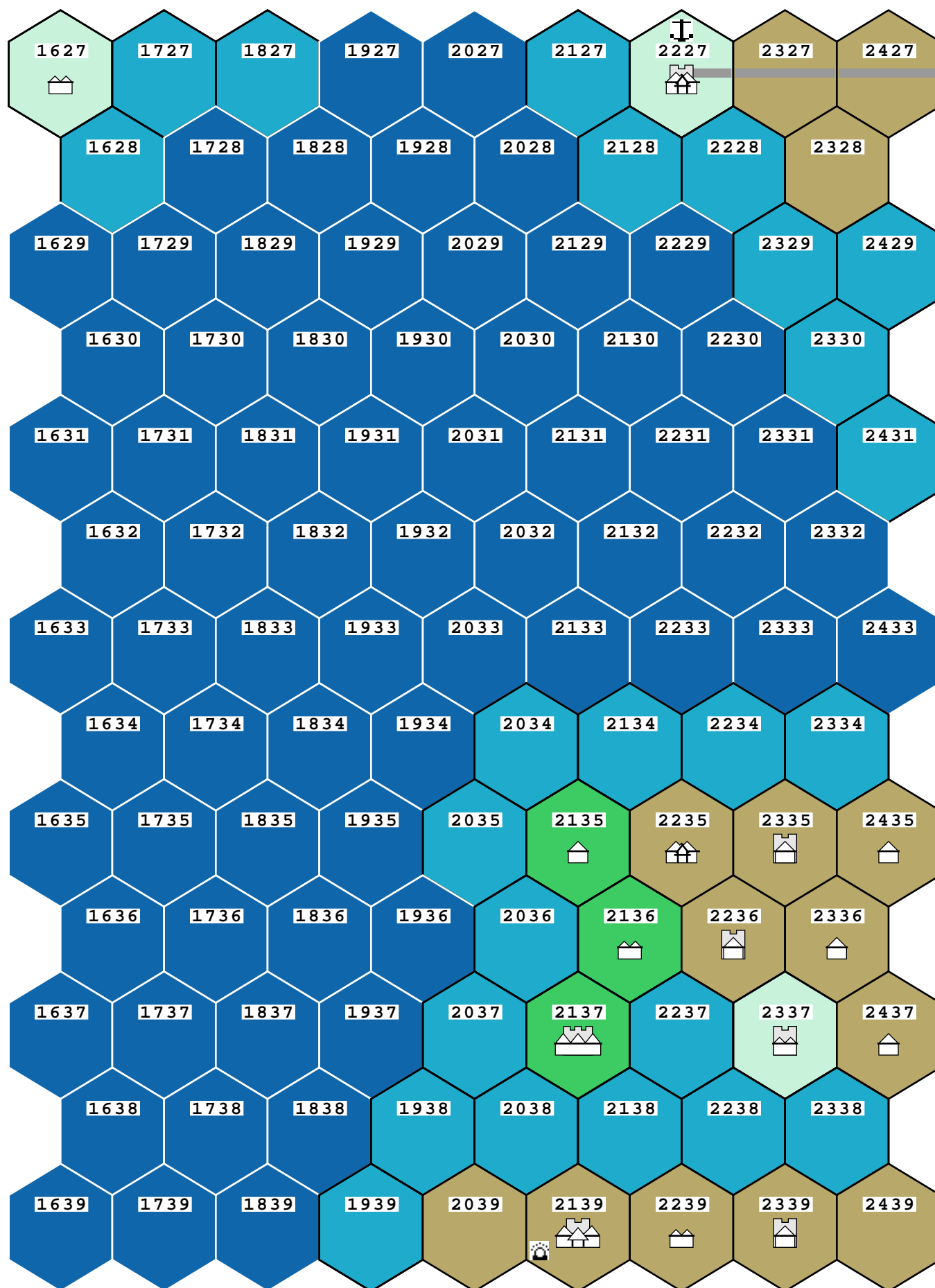
Ranks : Command 0 Agent 0 Emissary 80 Mage 0
Health 100 Stealth 0 Challenge 40
Artifacts : None
Spells (+0) : None

Wind was located in the Hills & Rough at 2438.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Havens Of Umbar.

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.





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Game #      : 141
Player #    : 21
Turn #      : 24
Security #  : 4086
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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 #: _____

Aldhelm Demuret (ID: aldhe) @ 2137 Agent

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

Cinard (ID: cinar) @ 3034 Agent

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

Dark (ID: dark) @ 2636 Command Mage

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

Earth (ID: earth) @ 2139 Command Emissary

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

Fire (ID: fire) @ 2438 Command Agent

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

Klú Relortin (ID: klu r) @ 3034 Agent

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

Light (ID: light) @ 2438 Emissary

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

Null (ID: null) @ 2636 Command Mage

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

Qesset (ID: qesse) @ 2834 Agent

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

Tabaya Kas (ID: tabay) @ 3034 Agent

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

Tartas Izain (ID: tarta) @ 2834 Agent

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

Water (ID: water) @ 2636 Emissary

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

Wind (ID: wind) @ 2636 Emissary

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