

MEPBM Games
presents

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



GAME # 141



Lands

Victory points : 500

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 [1442] Once Upon a Time [1300] Sing a Song [1092]

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 # : 22
Account : \$ 0.00
Free Turns : 0
Security Code : 9475
Special Service : YES

Lands

(A Free People)

Season : Summer

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom : Tolerated	# 2 South Kingdom : Hated	# 3 Wise Council : Neutral
# 4 Acadians : Neutral	# 5 Silent Assembly : Neutral	# 6 Thorinar : Neutral
# 7 Sapphic Enclave : Neutral	# 8 Nameless : Neutral	# 9 Ground Pounders : Neutral
#10 Sundered : Neutral	#11 Lohmai'gwaith : Neutral	#12 Sheri-Urk : Neutral
#13 Red Witches : Disliked	#14 Dark Feast : Neutral	#15 Twilight Hammer : Neutral
#16 Sh'iar Empire : Hated	#17 Great Trollusk : Neutral	#18 Bením an Pharazôn : Hated
#19 RhunLandChattelCo : Neutral	#20 Tribes of Angmar : Neutral	#22 Sing a Song : Tolerated
#23 Once Upon a Time : Tolerated	#24 Plane : Tolerated	#25 Alvernus : Tolerated

POPULATION CENTERS

Amrûn Location : @ 2336 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 58	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	376	0	24	960
Current stores	0	0	0	0	150	0	393	-

Deldúwath Location : @ 2435 in Hills & Rough 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	80	0	0	0	0	128	8	0
Current stores	343	0	0	0	0	384	16	-

Desert Location : @ 2236 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : Tower	Loyalty : 48	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	288	0	96	0	0	96	0	0
Current stores	559	0	192	0	0	288	0	-

Hills (Capital) Location : @ 2137 in Mixed Forest Climate is Hot

Size : City	Fortifications : Fort	Loyalty : 68	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	62	48	0	0
Current stores	1770	1360	0	0	0	144	0	-

Korondë Location : @ 2235 in Hills & Rough Climate is Hot

Size : Town	Fortifications : None	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	48	0	0	0	110	0	1040
Current stores	0	133	0	0	0	330	0	-

Lámina Location : @ 2935 in Hills & Rough Climate is Hot

Size : Camp	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	872	0	8	960
Current stores	0	0	0	0	0	0	16	-

MPEG-2 Location : @ 3336 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 45	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	272	0	0	0	0	160	8	0
Current stores	1039	0	0	0	0	480	16	-

Melyanna Location : @ 2537 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 36	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	136	0	0	0	0	16	800
Current stores	0	272	0	0	0	0	32	-

Mountains

Location : @ 2136 in Mixed Forest Climate is Hot

Size : Village	Fortifications : None	Loyalty : 48	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	0	0	0	550
Current stores	0	0	0	0	210

Mukatana

Location : @ 2634 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 39	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	272	168	0	0	0
Current stores	1167	465	0	0	0

Nargelion

Location : @ 2135 in Mixed Forest Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 33	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	0	0	0	296
Current stores	0	0	0	0	888

Rough

Location : @ 2139 in Hills & Rough Climate is Hot

Size : Major Town	Fortifications : Tower	Loyalty : 40	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	86	0	0	0
Current stores	3100	238	263	0	0

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 : 36	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	0	56	0	0
Current stores	0	0	112	0	0

Thargelion

Location : @ 2437 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 57	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	128	0	0	0	1000
Current stores	256	0	0	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	10	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 Lands is here.

Army Commander : Regent Fire

Location : @ 2438 in Hills & Rough Climate is Hot

Army morale : 3 Warships : 0 Transports : 0 (8) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Lesser Dúnadan horsemen w/broadswords	13	10	40	1200	Heavy Cavalry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	6	Low Supplies !!			
War machines	22				

The Town/Tower of Havens Of Umbar flying the flag of the South Kingdom is here.

A small army bearing the banner of the Lands under Lord Null is here.

Army Commander : Lord Null Location : @ 2438 in Hills & Rough Climate is Hot
 Army morale : 78 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan horsemen w/broadswords 27 10 30 522 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0

The Town/Tower of Havens Of Umbar flying the flag of the South Kingdom is here.
 An army bearing the banner of the Lands under Regent Fire is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	25024	29132	8949	1686	294907	12092	947
Purchase at market price/unit	3	3	4	25	2	4	15
Sell to market price/unit	1	1	2	13	1	2	8

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 10432	Leather	8234	1040
Pop Centers : 2500	Bronze	2468	438
Characters : 22440	Steel	567	152
	Mithril	0	0
Total : 35372	Food	150	3156
	Timber	3801	1217
Current Tax rate : 39%	Mounts	627	64
Revenue expected next turn : 16390 (-18982)			
Current Gold reserve : 6037			

Ritual character terminations: 4

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 kidnap a character. He was not able to kidnap the character because of tight security. He was injured by Tarikmagân while performing his kidnap mission.

Ordun Halbor of the Plane @ 2636

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. Neburcha was assassinated.

Padrey of the Plane @ 2636

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 the target character was not present.

You have the following hostages:

Naidine of the Sheri-Urk is held by Qeset at 2834 - No Gold ransom demanded at this time.
Volog of the South Kingdom is held by Qeset 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.

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of a theft attempt involving Torennis at Orchold.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 2436

In the Hot climate of the Hills & Rough of 2436, a conflict took place in the early morning hours under an overcast 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
534 Lesser Dúnadan horsemen w/broadswords	wooden	bronze	a mob

The Camp of Tyarretta 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 Tyarretta 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 Camp, but suffered minor losses. Null appeared to have survived. The Camp has been reduced to a Ruins. The Ruins of Tyarretta now flies no known flag.

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	fo 100
Cinard	215	RfsPers	
Cinard	615	Assass	nebur
Dark	215	RfsPers	
Dark	810	MovChar	2137
Earth	400	HvCvlyr	400 ^ st
Earth	520	InfYour	
Fire	765	SplArmy	earth ^ ^ ^ ^ ^ 100
Fire	850	MovArmy	e e e ne ^ ^ ^ ^ ^ ^ ^ ^ no
Klú Relortin	810	MovChar	2636
Klú Relortin	905	ScoArmy	ulwat y
Light	520	InfYour	
Light	810	MovChar	2438
Null	255	CptrPop	ch
Null	850	MovArmy	sw se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Qesset	810	MovChar	2636
Qesset	905	ScoArmy	tarik y
Tabaya Kas	605	GrdLoc	
Tabaya Kas	215	RfsPers	
Tartas Izain	810	MovChar	2636
Tartas Izain	905	ScoArmy	tarik y
Water	525	InfOthr	
Water	810	MovChar	2438
Wind	520	InfYour	
Wind	810	MovChar	2438

Aldhelm Demuret



Ranks : Command 0 Agent 66 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 49
 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. 6941 Food were sold for 8329 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 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 "nebur".

He is currently in the Hills & Rough at 2636. The City/Castle of Falassë flying the flag of the Benîm an Pharazôn 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 Hills & Rough at 2336.

He was ordered to refuse all personal challenges.

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

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

Earth



Ranks : Command 30 Agent 0 Emissary 88 Mage 0
 Health 100 Stealth 0 Challenge 51
 Artifacts : None
 Spells (+0) : None

Earth was located in the Hills & Rough at 2139.

He was ordered to recruit some heavy cavalry. 400 Heavy Cavalry w/Wood weapons and Steel armor were recruited.

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 66 Agent 53 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 75
 Artifacts : None
 Spells (+0) : None

Fire was located in the Hills & Rough at 2139.

He was ordered to split the army. The army was split. 0 Food was transferred.

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

He commands an army in the Hills & Rough at 2438. The Town/Tower of Havens Of Umbar flying the flag of the South Kingdom 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 3034.

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

He was ordered to scout an army. He was not able to scout the army because no such character was an army commander or with an army.

He is currently in the Hills & Rough at 2636. The City/Castle of Falassë flying the flag of the Benîm an Pharazôn 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 2437.

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

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

He is currently in the Hills & Rough at 2438. The Town/Tower of Havens Of Umbar flying the flag of the South Kingdom is here.

Null



Ranks : Command 52 Agent 0 Emissary 0 Mage 48
 Health 100 Stealth 0 Challenge 64
 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 2436.

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

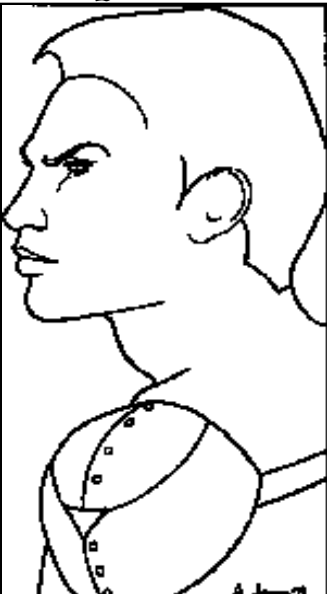
Lack of Food may have affected army movement.

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 2438. The Town/Tower of Havens Of Umbar flying the flag of the South Kingdom is here.

Qesset



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 2438.

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

He was ordered to scout an army. A scout of the army was attempted. General Tarikmagân of the Benîm an Pharazôn is located in the Hills & Rough at 2834 Travel mode is Normal. Morale is 78. Troops: Heavy Cavalry: 2558 . War machines: 60. Scouted army movement to new location at 2834.

He is currently in the Hills & Rough at 2834. The Major Town of Herenya flying the flag of the Sundered is here.

Tabaya Kas



Ranks : Command 0 Agent 73 Emissary 0 Mage 0
 Health 76 Stealth 0 Challenge 54
 Artifacts : None
 Spells (+0) : None

Tabaya Kas was located in the Mixed Forest at 2137.

He was ordered to refuse all personal challenges.

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.

Tartas Izain



Ranks : Command 0 Agent 74 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 55
 Artifacts : None
 Spells (+0) : None

Tartas Izain was located in the Hills & Rough at 2438.

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

He was ordered to scout an army. A scout of the army was attempted. General Tarikmagân of the Benîm an Pharazôn is located in the Hills & Rough at 2834 Travel mode is Normal. Morale is 78. Troops: Heavy Cavalry: 2558 . War machines: 60. Scouted army movement to new location at 2834.

He is currently in the Hills & Rough at 2834. The Major Town of Herenya flying the flag of the Sundered is here.

Water



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

Water was located in the Hills & Rough at 2336.

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

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

He is currently in the Hills & Rough at 2438. The Town/Tower of Havens Of Umbar flying the flag of the South Kingdom is here.

Wind



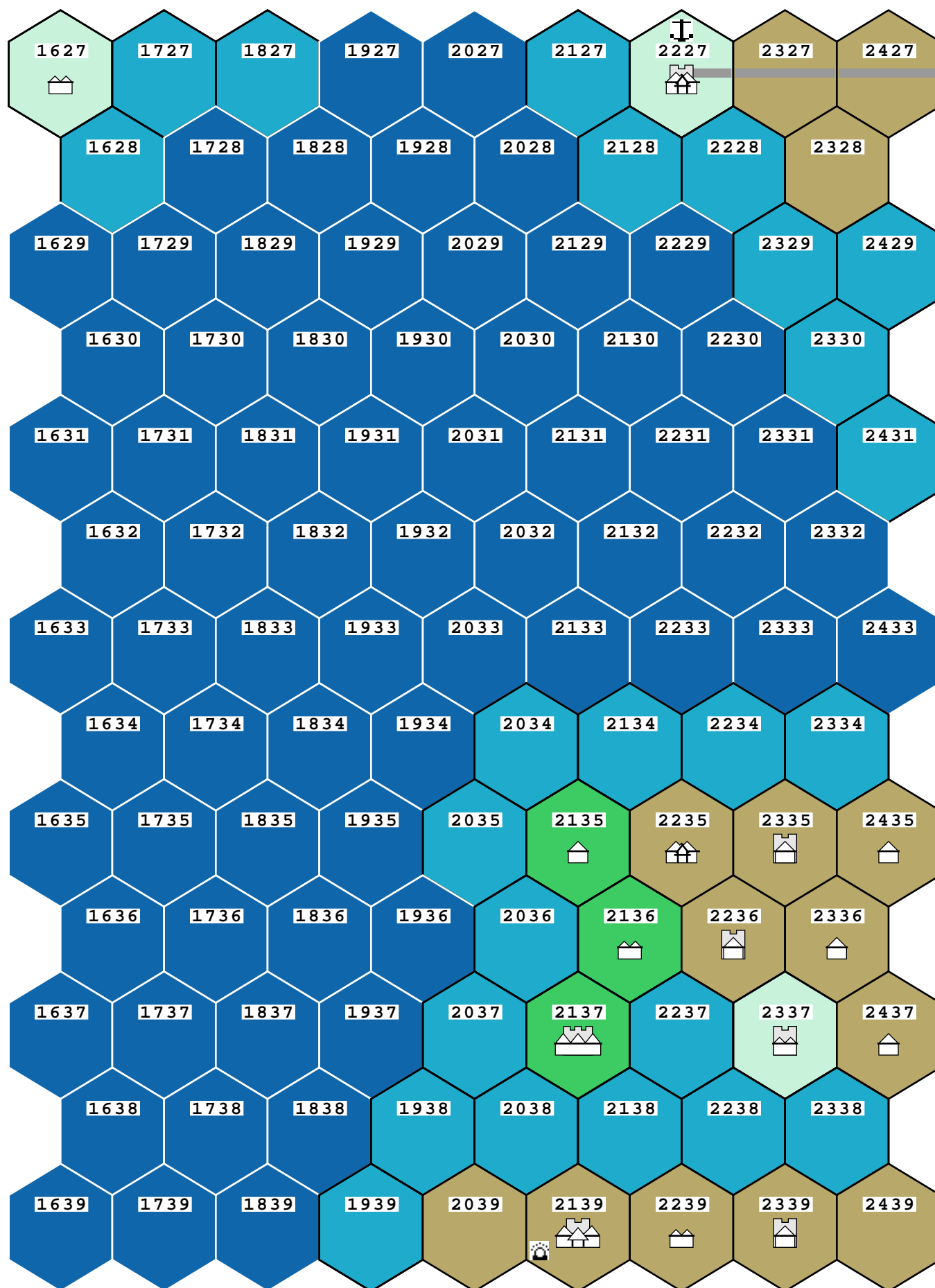
Ranks : Command 0 Agent 0 Emissary 79 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Wind was located in the Mixed Forest at 2137.

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

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

He is currently in the Hills & Rough at 2438. The Town/Tower of Havens Of Umbar flying the flag of the South Kingdom is here.





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Game #      : 141
Player #    : 21
Turn #      : 23
Security #  : 9475
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Return this turnsheet before AUGUST 11 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) @ 2636 Agent

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

Dark (ID: dark) @ 2137 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			_____	
			_____						_____	
			_____						_____	

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Fire (ID: fire ) @ 2438 Command Agent
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Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required		<hr/>				Required		<hr/>		
Information		<hr/>				Information		<hr/>		
		<hr/>						<hr/>		

Klú Relortin (ID: klu r) @ 2636 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) @ 2438 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) @ 2137 Agent

Order	->	# _____ Code _____ Type _____		Order	->	# _____ Code _____ Type _____
Required		<hr/>		Required		<hr/>
Information		<hr/>		Information		<hr/>
		<hr/>				<hr/>

Tartas Izain (ID: tarta) @ 2834 Agent

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

Water (ID: water) @ 2438 Emissary

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

Wind (ID: wind) @ 2438 Emissary

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