# MEPBM Games presents

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



GAME # 141



### Sundered

```
Victory points : 667
Victory Conditions :

To hold at game end the artifact: Elenrûth #20.
To hold at game end the artifact: Air-cleaver #35.
To hold at game end the artifact: Dawnsword #18.
To hold at game end the artifact: Sting #112.
To hold at game end the greatest amount of artifacts.

Top 3 Free Peoples :

Alvernus [ 1383 ] Once Upon a Time [ 1300 ] Sing a Song [ 1275 ]

Special Nation Abilities :
#10 New mages start at rank up to 40.
#14 All new troop recruits start at training 25.
#20 New armies start at morale 40.
#21 Hire new armies at no cost.
```

Game # : 141
Player # : 10
Turn # : 20
Account : \$ 0.00
Free Turns : 0
Security Code : 1082
Special Service : YES

Internet G141N10 PHILIP SWIDERSKI 110670 NONE NONE NONE

# Sundered

(A Free People)

Season : Summer

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom # 4 Acadians # 7 Sapphic Encla #11 Lohmai'gwaith #14 Dark Feast #17 Great Trollus #20 Tribes of Ang #23 Once Upon a T	: Tolerated  ve : Tolerated  : Friendly  : Disliked  k : Disliked  mar : Disliked	d # 5 Sil d # 8 Nar #12 She #15 Twi #18 Ber	meless eri-Urk ilight Ham nîm an Pha nds	nbly : Tole : Tole : Hate	erated # erated # ed # liked # liked # tral #	3 Wise Co 6 Thoring 9 Ground 13 Red Wit 16 Sh'iar 19 RhunLan 22 Sing a 25 Alverno	ar Pounders tches Empire ndChattel( Song	: Tolerated : Tolerated : Tolerated : Hated : Disliked : Disliked : Tolerated : Neutral	
POPULATION CENTERS									
Cataract Glen	Location	ı : @ 2218	in Mixed H	Forest Clim	ate is Wa	arm			
Size : Town	Fortifications :		Loyalty:		: None	Hidden ?	: No	Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts		
Expected production		0	0	0	510	132	12		
Current stores	238	0	0	0	509	132	12		
An army bearing the		_	_	•			12		
A small army bearing									
An army bearing the	-					icic.			
mi army bearing the	banner or the be	Jimai gwai	cii dilaci c	aptain occo i	is nere.				
Forests Edge	Logation	@ 2419	in Mixed H	Forest Clim	ate is Wa	a rem			
Size : Town	Fortifications :		Loyalty:			Hidden ?	· No	Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	· NO Mounts	Gold	
-		0 Bronze	Steel 0	MICHEII	162	252	Mounts 0		
Expected production	. 0	0	0	0			0	-	
Current stores	· ·	_		•	324	1159	U	<del>-</del>	
Foreign characters	reported in the i	iex • - De	eniknar - H	ecate.					
7 1 1	b- b	- la - O I			بمطابك لمما				
A small army bearing				_					
A small army bearing the				_					
An army bearing the	banner of the Lo	ohmai'gwai	th under C	aptain Gariba	aldi is he	ere.			
An army bearing the	banner of the Lo	ohmai'gwai .: @ 2834	in Hills 8	<b>aptain Gariba</b> Rough Cli	<b>aldi is h</b> o mate is F	e <b>re.</b> Hot	· No	Signed 2 . No	
An army bearing the Herenya Size : Major Town	Location Fortifications	ohmai'gwai ı: @ 2834 : None	in Hills &	aptain Gariba Rough Cli 36 Docks	a <b>ldi is h</b> o mate is F : None	ere. Hot Hidden ?		Sieged ? : No	
An army bearing the  Herenya  Size: Major Town  Surplus Product	Location Fortifications: Leather	ohmai'gwai 1 : @ 2834 : None Bronze	in Hills & Loyalty: Steel	aptain Gariba Rough Cli 36 Docks Mithril	mate is Food	ere. Hot Hidden ? Timber	Mounts	Gold	
An army bearing the  Herenya Size: Major Town Surplus Product Expected production	Location Fortifications: Leather	ohmai'gwai : @ 2834 : None Bronze 64	in Hills & Loyalty : Steel 0	aptain Gariba Rough Cli 36 Docks Mithril 0	mate is Food 253	ere. Hot Hidden ? Timber 0	Mounts 0	Gold 1120	
An army bearing the  Herenya  Size: Major Town  Surplus Product	Location Fortifications: Leather	ohmai'gwai 1 : @ 2834 : None Bronze	in Hills & Loyalty: Steel	aptain Gariba Rough Cli 36 Docks Mithril	mate is Food	ere. Hot Hidden ? Timber	Mounts	Gold	
An army bearing the Herenya Size: Major Town Surplus Product Expected production Current stores	Location Fortifications Leather 0	ohmai'gwai 1: @ 2834 : None Bronze 64 0	in Hills & Loyalty: Steel 0 0	aptain Gariba  Rough Cli  36 Docks  Mithril  0 0	mate is F None Food 253 2010	ere. Hot Hidden ? Timber 0	Mounts 0	Gold 1120	
An army bearing the Herenya Size: Major Town Surplus Product Expected production Current stores  Overview	Location Fortifications Leather 0 0 Location	ohmai'gwai : @ 2834 : None Bronze 64 0	in Hills & Loyalty: Steel 0 0 in Mountain	Rough Cli 36 Docks Mithril 0 0	mate is F None Food 253 2010	Hot Hidden ? Timber 0	Mounts 0 0	Gold 1120 -	
An army bearing the  Herenya Size: Major Town Surplus Product Expected production Current stores  Overview Size: Major Town	Location Fortifications: Leather 0 0 Location Fortifications:	ohmai'gwai : @ 2834 : None Bronze 64 0 . : @ 2214 : None	in Hills & Loyalty: Steel 0 0 in Mountain Loyalty:	Rough Cli 36 Docks Mithril 0 0 ins Climate 37 Docks	mate is H : None Food 253 2010 : is Cool : None	Hot Hidden ? Timber 0 0	Mounts 0 0	Gold 1120 - Sieged ? : No	
An army bearing the  Herenya Size: Major Town Surplus Product Expected production Current stores  Overview Size: Major Town Surplus Product	Location Fortifications: Leather 0 0 Location Fortifications: Leather	ohmai'gwai : @ 2834 : None Bronze 64 0 : @ 2214 : None Bronze	in Hills & Loyalty: Steel 0 0 in Mountai Loyalty: Steel	Rough Cli 36 Docks Mithril 0 0 ins Climate 37 Docks	mate is H : None Food 253 2010 : is Cool : None Food	Hidden ? Timber 0 0 Hidden ? Timber	Mounts 0 0 : No Mounts	Gold 1120 - Sieged ? : No Gold	
An army bearing the  Herenya Size: Major Town Surplus Product Expected production Current stores  Overview Size: Major Town Surplus Product Expected production	Location Fortifications: Leather 0 0 Location Fortifications: Leather 0 Location Fortifications: Leather 0	ohmai'gwai : @ 2834 : None Bronze 64 0 : @ 2214 : None Bronze 108	in Hills & Loyalty: Steel 0 0 in Mounta: Loyalty: Steel 32	Rough Cli 36 Docks Mithril 0 0 ins Climate 37 Docks Mithril 0	mate is H : None Food 253 2010 : is Cool : None Food 0	Hidden ? Timber 0 0 Hidden ? Timber 0	Mounts 0 0  : No Mounts 0	Gold 1120 - Sieged ?: No Gold 1100	
An army bearing the  Herenya Size: Major Town Surplus Product Expected production Current stores  Overview Size: Major Town Surplus Product	Location Fortifications: Leather 0 0 Location Fortifications: Leather	ohmai'gwai : @ 2834 : None Bronze 64 0 : @ 2214 : None Bronze	in Hills & Loyalty: Steel 0 0 in Mountai Loyalty: Steel	Rough Cli 36 Docks Mithril 0 0 ins Climate 37 Docks	mate is H : None Food 253 2010 : is Cool : None Food	Hidden ? Timber 0 0 Hidden ? Timber	Mounts 0 0 : No Mounts	Gold 1120 - Sieged ? : No Gold	
An army bearing the  Herenya Size: Major Town Surplus Product Expected production Current stores  Overview Size: Major Town Surplus Product Expected production Current stores	Location Fortifications: Leather 0 0 Location Fortifications: Lecation Fortifications: Leather 0 0	ohmai'gwai : @ 2834 : None Bronze 64 0 : @ 2214 : None Bronze 108 71	in Hills & Loyalty: Steel 0 0 in Mounta: Loyalty: Steel 32 0	Aptain Gariba  Rough Cli 36 Docks  Mithril 0 0 ins Climate 37 Docks  Mithril 0 0	mate is H : None Food 253 2010 : is Cool : None Food 0 0	Hidden ? Timber 0 0 Hidden ? Timber 0 0	Mounts 0 0  : No Mounts 0	Gold 1120 - Sieged ?: No Gold 1100	
An army bearing the  Herenya Size: Major Town Surplus Product Expected production Current stores  Overview Size: Major Town Surplus Product Expected production Current stores  The Gathering (Cap	Location Fortifications: Leather 0 0 Location Fortifications: Lecation Fortifications: Leather 0 0 0	Dhmai'gwai : @ 2834 : None Bronze 64 0 : @ 2214 : None Bronze 108 71 : @ 2317	in Hills & Loyalty: Steel 0 0 in Mounta: Loyalty: Steel 32 0 in Mixed H	Aptain Gariba  Rough Cli 36 Docks  Mithril 0 0 ins Climate 37 Docks  Mithril 0 0 Forest Clim	mate is H  None Food 253 2010 is Cool None Food 0 0	Hot Hidden ? Timber 0 0 Hidden ? Timber 0 0	Mounts 0 0  : No Mounts 0 0	Gold 1120 - Sieged ?: No Gold 1100 -	
An army bearing the  Herenya Size: Major Town Surplus Product Expected production Current stores  Overview Size: Major Town Surplus Product Expected production Current stores  The Gathering (Cap Size: Major Town	Location Fortifications: Leather 0 0 Location Fortifications: Leather 0 0 ital) Location Fortifications:	Dhmai'gwai  : @ 2834 : None Bronze 64 0 : @ 2214 : None Bronze 108 71 : @ 2317	in Hills & Loyalty: Steel 0 0 in Mounta: Loyalty: Steel 32 0 in Mixed H	Aptain Gariba  Rough Cli 36 Docks  Mithril 0 0 ins Climate 37 Docks  Mithril 0 0  Forest Clim 58 Docks	mate is H : None Food 253 2010 : is Cool : None Food 0 0 mate is Wa : None	Hidden ? Timber 0 0 Hidden ? Timber 0 arm Hidden ?	Mounts 0 0  No Mounts 0 0	Gold 1120 - Sieged ?: No Gold 1100 - Sieged ?: No	
An army bearing the  Herenya Size: Major Town Surplus Product Expected production Current stores  Overview Size: Major Town Surplus Product Expected production Current stores  The Gathering (Cap Size: Major Town Surplus Product	Location Fortifications: Leather 0 0 Location Fortifications: Leather 0 0  ital) Location Fortifications: Leather Leather Leather Leather Leather Location	Dhmai'gwai  : @ 2834 : None Bronze 64 0 : @ 2214 : None Bronze 108 71 : @ 2317 : Fort Bronze	in Hills 8 Loyalty: Steel 0 0 in Mounta: Loyalty: Steel 32 0 in Mixed H Loyalty: Steel	Aptain Gariba  Rough Cli 36 Docks  Mithril 0 0  ins Climate 37 Docks  Mithril 0 0  Forest Clim 58 Docks  Mithril	mate is H  None Food 253 2010 Sis Cool None Food 0 0 mate is Wa None Food	Hidden ? Timber 0 0 Hidden ? Timber 0 arm Hidden ? Timber	Mounts 0 0  No Mounts 0 0  Mounts	Gold 1120 - Sieged ?: No Gold 1100 - Sieged ?: No Gold	
An army bearing the  Herenya Size: Major Town Surplus Product Expected production Current stores  Overview Size: Major Town Surplus Product Expected production Current stores  The Gathering (Cap Size: Major Town Surplus Product Expected product Expected product	Location Fortifications: Leather 0 0 Location Fortifications: Leather 0 0  ital) Location Fortifications: Leather 0 0  ital) Location Location Fortifications:	Dhmai'gwai  : @ 2834 : None Bronze 64 0 : @ 2214 : None Bronze 108 71 : @ 2317 : Fort Bronze 0	in Hills & Loyalty: Steel 0 0 in Mounta: Loyalty: Steel 32 0 in Mixed H Loyalty: Steel 0	Aptain Gariba  R Rough Cli 36 Docks  Mithril 0 0  ins Climate 37 Docks  Mithril 0 0  Forest Clim 58 Docks  Mithril 0	mate is H  None Food 253 2010 Sis Cool None Food 0 0 mate is Wa None Food 120	Hidden ? Timber 0 0 Hidden ? Timber 0 arm Hidden ? Timber 196	Mounts 0 0  No Mounts 0 0  No Mounts 0 0	Gold 1120 - Sieged ?: No Gold 1100 - Sieged ?: No Gold	
An army bearing the  Herenya Size: Major Town Surplus Product Expected production Current stores  Overview Size: Major Town Surplus Product Expected production Current stores  The Gathering (Cap Size: Major Town Surplus Product Expected product Current stores	Location Fortifications: Leather 0 0 Location Fortifications: Leather 0 0  ital) Location Fortifications: Leather 0 0  ital) Location Fortifications: Leather 0 0 0	Dhmai'gwai  1: @ 2834  1: @ 2834  1: None  Bronze 64 0 1: @ 2214  1: None Bronze 108 71 1: @ 2317  1: @ 2317  1: Dronze 0 0	in Hills & Loyalty: Steel 0 0 in Mounta: Loyalty: Steel 32 0 in Mixed H Loyalty: Steel 0	Aptain Gariba  R Rough Cli 36 Docks  Mithril 0 0  ins Climate 37 Docks  Mithril 0 0  Forest Clim 58 Docks  Mithril 0 0 0	mate is H : None Food 253 2010 : is Cool : None Food 0 0 wate is Wa : None Food 120 119	Hidden ? Timber 0 0 Hidden ? Timber 0 0 Arm Hidden ? Timber 196 372	Mounts 0 0  No Mounts 0 0  Mounts	Gold 1120 - Sieged ?: No Gold 1100 - Sieged ?: No Gold	
An army bearing the  Herenya Size: Major Town Surplus Product Expected production Current stores  Overview Size: Major Town Surplus Product Expected production Current stores  The Gathering (Cap Size: Major Town Surplus Product Expected product Expected product	Location Fortifications: Leather 0 0 Location Fortifications: Leather 0 0  ital) Location Fortifications: Leather 0 0  ital) Location Fortifications: Leather 0 0 0	Dhmai'gwai  1: @ 2834  1: @ 2834  1: None  Bronze 64 0 1: @ 2214  1: None Bronze 108 71 1: @ 2317  1: @ 2317  1: Dronze 0 0	in Hills & Loyalty: Steel 0 0 in Mounta: Loyalty: Steel 32 0 in Mixed H Loyalty: Steel 0	Aptain Gariba  R Rough Cli 36 Docks  Mithril 0 0  ins Climate 37 Docks  Mithril 0 0  Forest Clim 58 Docks  Mithril 0 0 0	mate is H : None Food 253 2010 : is Cool : None Food 0 0 wate is Wa : None Food 120 119	Hidden ? Timber 0 0 Hidden ? Timber 0 0 Arm Hidden ? Timber 196 372	Mounts 0 0  No Mounts 0 0  No Mounts 0 0	Gold 1120 - Sieged ?: No Gold 1100 - Sieged ?: No Gold	
An army bearing the  Herenya Size: Major Town Surplus Product Expected production Current stores  Overview Size: Major Town Surplus Product Expected production Current stores  The Gathering (Cap Size: Major Town Surplus Product Expected production Current stores  A small army bearing	Location Fortifications: Leather 0 0 Location Fortifications: Leather 0 0  ital) Location Fortifications: Leather 0 0  g the banner of texts.	Dhmai'gwai  1: @ 2834  1: @ 2834  1: None  Bronze 64 0 1: @ 2214  1: None Bronze 108 71 1: @ 2317  1: @ 2317  1: Bronze 0 0 1: @ 2014	in Hills & Loyalty: Steel 0 0 in Mounta: Loyalty: Steel 32 0 in Mixed H Loyalty: Steel 0 0 ced under Co	Aptain Gariba  R Rough Cli 36 Docks  Mithril 0 0  ins Climate 37 Docks  Mithril 0 0  Forest Clim 58 Docks  Mithril 0 0 aptain Lindon	mate is He  None Food 253 2010 Sis Cool None Food 0 0 mate is Wa None Food 120 119 n is here	Hidden ? Timber 0 0 Hidden ? Timber 0 0 Arm Hidden ? Timber 196 372	Mounts 0 0  No Mounts 0 0  No Mounts 0 0	Gold 1120 - Sieged ?: No Gold 1100 - Sieged ?: No Gold	
An army bearing the  Herenya Size: Major Town Surplus Product Expected production Current stores  Overview Size: Major Town Surplus Product Expected production Current stores  The Gathering (Cap Size: Major Town Surplus Product Expected production Current stores  A small army bearin  Timber Town	Location Fortifications: Leather 0 0 Location Fortifications: Leather 0 0  ital) Location Fortifications: Leather 0 0  ital) Location fortifications Leather 0 0 Location Leather 1 Location Leather 1 Location Leather 1 Location	Dhmai'gwai  : @ 2834 : None Bronze 64 0 : @ 2214 : None Bronze 108 71 : @ 2317 : Fort Bronze 0 0 che Sunder	in Hills & Loyalty: Steel 0 0 in Mounta: Loyalty: Steel 32 0 in Mixed H Loyalty: Steel 0 0 ced under C	Aptain Gariba  R Rough Cli 36 Docks  Mithril 0 0 ins Climate 37 Docks  Mithril 0 0  Forest Clim 58 Docks  Mithril 0 0 aptain Lindon	mate is He  Mate is He  None  Food  253  2010  Sis Cool  None  Food  0  0  mate is Wa  None  Food  120  119  n is here	Hidden ? Timber 0 0 Hidden ? Timber 0 0 arm Hidden ? Timber 196 372	Mounts 0 0 No Mounts 0 0  No Mounts 0 0	Gold 1120  - Sieged ?: No Gold 1100  - Sieged ?: No Gold 0 -	
Herenya Size: Major Town Surplus Product Expected production Current stores  Overview Size: Major Town Surplus Product Expected production Current stores  The Gathering (Cap Size: Major Town Surplus Product Expected production Current stores  A small army bearin  Timber Town Size: Village	Location Fortifications: Leather 0 0 Location Fortifications: Leather 0 0  ital) Location Fortifications: Leather 0 0  total Location Fortifications: Leather 1 0 0 g the banner of t Location Fortifications:	Dhmai'gwai  : @ 2834 : None Bronze 64 0 : @ 2214 : None Bronze 108 71 : @ 2317 : Fort Bronze 0 0 che Sunder	in Hills & Loyalty: Steel 0 0 in Mounta: Loyalty: Steel 32 0 in Mixed H Loyalty: Steel 0 0 ced under C. in Mixed H Loyalty:	Aptain Gariba  R Rough Cli 36 Docks  Mithril 0 0  ins Climate 37 Docks  Mithril 0 0  Forest Clim 58 Docks  Mithril 0 0 aptain Lindon  Forest Clim 18 Docks	mate is He  None Food 253 2010 Sis Cool None Food 0 0 mate is Wa None Food 120 119 n is here mate is Wa None	Hidden ? Timber 0 0 Hidden ? Timber 0 0 Arm Hidden ? Timber 196 372	Mounts 0 0 No Mounts 0 0  No No No No No No No No No	Gold 1120 - Sieged ?: No Gold 1100 - Sieged ?: No Gold 0 -	
Herenya Size: Major Town Surplus Product Expected production Current stores  Overview Size: Major Town Surplus Product Expected production Current stores  The Gathering (Cap Size: Major Town Surplus Product Expected production Current stores  A small army bearin  Timber Town Size: Village Surplus Product	Location Fortifications: Leather 0 0 Location Fortifications: Leather 0 0  ital) Location Fortifications: Leather 0 0 g the banner of t Location Fortifications: Leather	Dhmai'gwai  : @ 2834 : None Bronze 64 0 : @ 2214 : None Bronze 108 71 : @ 2317 : Fort Bronze 0 che Sunder : @ 2413 : None Bronze	in Hills & Loyalty: Steel 0 0 in Mounta: Loyalty: Steel 32 0 in Mixed H Loyalty: Steel 0 0 ced under C. in Mixed H Loyalty: Steel 1 St	Aptain Gariba  R Rough Cli 36 Docks  Mithril 0 0  ins Climate 37 Docks  Mithril 0 0  Forest Clim 58 Docks  Mithril 0 0 aptain Lindon  Forest Clim 18 Docks  Mithril	mate is He  None Food 253 2010 Sis Cool None Food 0 0 mate is Wa None Food 120 119 n is here mate is Wa None Food	Hidden ? Timber 0 0 Hidden ? Timber 0 0 Arm Hidden ? Timber 196 372 . Arm Hidden ? Timber	Mounts 0 0 No Mounts 0 0  No Mounts 0 0	Gold 1120 - Sieged ?: No Gold 1100 - Sieged ?: No Gold 0 -	
Herenya Size: Major Town Surplus Product Expected production Current stores  Overview Size: Major Town Surplus Product Expected production Current stores  The Gathering (Cap Size: Major Town Surplus Product Expected production Current stores  A small army bearin  Timber Town Size: Village	Location Fortifications: Leather 0 0 Location Fortifications: Leather 0 0  ital) Location Fortifications: Leather 0 0 g the banner of t Location Fortifications: Leather	Dhmai'gwai  : @ 2834 : None Bronze 64 0 : @ 2214 : None Bronze 108 71 : @ 2317 : Fort Bronze 0 0 che Sunder	in Hills & Loyalty: Steel 0 0 in Mounta: Loyalty: Steel 32 0 in Mixed H Loyalty: Steel 0 0 ced under C. in Mixed H Loyalty:	Aptain Gariba  R Rough Cli 36 Docks  Mithril 0 0  ins Climate 37 Docks  Mithril 0 0  Forest Clim 58 Docks  Mithril 0 0 aptain Lindon  Forest Clim 18 Docks	mate is He  None Food 253 2010 Sis Cool None Food 0 0 mate is Wa None Food 120 119 n is here mate is Wa None	Hidden ? Timber 0 0 Hidden ? Timber 0 0 Arm Hidden ? Timber 196 372	Mounts 0 0 No Mounts 0 0  No No No No No No No No No	Gold 1120 - Sieged ?: No Gold 1100 - Sieged ?: No Gold 0 - Sieged ?: No Gold	

#### ARMIES AND NAVIES

Army Commander : Captain Deadwood Location : @ 2418 in Mixed Forest Climate is Warm

Army morale: 40 Warships: 0 Transports: 0 (2) Travel mode: Normal

Troops Training Weapon Armor # Troops Troop Type Wood Elf footsoldiers w/broadswords 25 10 0 300 Heavy Infantry Mithril Baggage Train Leather Bronze Steel 0 0 Weapons 0 0 Armor Ο Ω Λ

1 Low Supplies !! Food

War machines

Characters traveling with army : - Skinbark Ents.

The Town/Tower of Forests Edge flying the flag of the Sundered is here.

An army bearing the banner of the Lohmai'gwaith under Captain Garibaldi is here.

Army Commander: Commander Fletcher Location: @ 2218 in Mixed Forest Climate is Warm

Army morale : 40 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops Training Weapon Armor # Troops
Wood Elf footsoldiers w/broadswords 25 10 0 300
Baggage Train Leather Bronze Steel Mithril Troops 10 0 300 Heavy Infantry Baggage Train Leather Bronze 0 0 1 0 0 Weapons Ω . 0 1 Low Supplies !! Λ Armor Food War machines

The Town/Tower of Cataract Glen flying the flag of the Sundered is here.

An army bearing the banner of the Great Trollusk under Regent Borgborog is here.

An army bearing the banner of the Lohmai'gwaith under Captain Otto is here.

Army Commander : Captain Lindon Location : @ 2317 in Mixed Forest Climate is Warm

Army morale: 40 Warships: 0 Transports: 0 (2) Travel mode: Normal Training Weapon Armor # Troops Troop Type Troops

Wood Elf footsoldiers w/broadswords 25 10 0 400 Heavy Infantry Mithril Baggage Train Leather Bronze Steel 0 0 Weapons 0 0 Armor 0 0

1 Low Supplies !! Food Ω

War machines

Characters traveling with army : - Iron Wood.

The Major Town/Fort of The Gathering flying the flag of the Sundered is here.

#### COMPANY COMMANDERS :

Commander White Oak Location: @ 2423 Traveling with him are: Padfoot.

### MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	8991	35376	5268	2485	202781	18470	953
Purchase at market price/unit	4	3	6	18	2	3	14
Sell to market price/unit	2	2	4	11	1	2	9

### **MISCELLANEOUS**

Maintenance Costs expected next to	rn are:	Totals for Nation:	Stores	Production
Armies/Navies : 4000		Leather	238	0
Pop Centers : 2000		Bronze	71	172
Characters : 18000		Steel	0	32
		Mithril	0	0
Total : 24000		Food	3914	1997
		Timber	1759	676
Current Tax rate	: 70%	Mounts	20	20
Revenue expected next turn	: 26720 (+2720)			
Current Gold reserve	: 28529			

#### Ships have been left anchored at the following locations:

None

#### You have the following double agents:

#### Sotida of the Lohmai'gwaith @ 2915

Double agent Sotida reports she was ordered to have the nation sell to the caravans. 482 Steel were sold for 2892 Gold.

Double agent Sotida reports she was ordered to guard the location. Aredol was guarded.

#### You have the following hostages:

Myrmidones of the North Kingdom is held by Deadwood at 2418 - No Gold ransom demanded at this time.

#### You possess the following artifacts:

Name of artifact	Item #	Latent	Alignment	Known Powers
Dagger of Green Wisdom	Dagger 42	No	None	COMBAT - Increases damage by 500 points.
E Mere Vardo	Tome 45	Yes	Good	Increases Mage Rank by 15.
Orcruin	Sword 51	No	Good	COMBAT - Increases damage by 2250 points.
Moon-axe	Axe 65	No	None	COMBAT - Increases damage by 750 points.
Angbor	Gauntlet 121	Yes	None	Increases Command Rank by 15.
Sil-Maegil	Spear 135	No	Good	COMBAT - Increases damage by 750 points.
Staff of the Wanderer	Staff 155	Yes	Good	Increases Mage Rank by 15.

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

None

#### NATION MESSAGES

There are rumors of an armed conflict involving the Silent Assembly at 2409.

There are rumors of an armed conflict involving the Wise Council and the Tribes of Angmar at 1702.

There are rumors of an armed conflict involving the Plane and the South Kingdom at 2934.

There are rumors of an encounter involving Zogre at 2309.

20000 Gold was transported from the Once Upon a Time to The Gathering.

Overview is now under our control.

There are rumors of an encounter involving Rulart at 1609.

#### **ENCOUNTER MESSAGES**

#### Encounter for Captain Deadwood at 2418

The forest has become very dense during the past few days. Scouts and night guards have reported hearing muttered words when no one was apparently there. Several guards have detected movement but then found no person or animal in that area. Early one morning, the reason became clear. Standing there in our path was a large group of Huorns and Ents. Their aged bark wrinkled as they gazed steadfastly at us and their strong limbs seemed to move from side to side as if waiting for some type of signal. As the first of our troops approached them, they were offered gifts of nuts, berries, and draught. Soon their deep voices resonated amongst themselves and amongst our troops. "We have felt the onslaught of the enemy, and we have decided to play a small part. We will travel with you for a time and see for ourselves whether we should become involved." I am glad to have these Ents and Huorns with us, and the troops feel much cheered in their presence.

#### COMBAT MESSAGES

None

#### 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
Bluster	520	InfYour	
Bluster	810	MovChar	3335
Cedar	215	RfsPers	
Cedar	925	Recon	
Cierra	520	InfYour	
Cierra	810	MovChar	2416
Deadwood	770	HrArmy	300 hi ^ ^ 1
Deadwood	925	Recon	
Fletcher	215	RfsPers	
Fletcher	770	HrArmy	300 hi ^ 1
Iron Wood	870	MovJoin	2317 lindo
Iron Wood	925	Recon	
Lindon	325	NatSell	br 100
Lindon	770	HrArmy	400 hi ^ 1
Nightbreeze	610	GrdChar	winds
Nightbreeze	810	MovChar	2122
Padfoot	600	CntrEsp	
Padfoot	920	ScoPop	
Plum Crazy	520	InfYour	
Plum Crazy	810	MovChar	2416
Shadow Walker	810	MovChar	2317
Shadow Walker	605	GrdLoc	
White Oak	910	ScoArea	
White Oak	820	MovCmpy	2423
Willow	360	TrArt	lindo 65 45 ^ ^ ^ ^
Willow	705	RsrchSp	416
Windsong	215	RfsPers	
Windsong	120	CstHlSp	6 cedar

Bluster



: Command 0 Ranks Agent 0 Emissary 62 Mage 0 Challenge 31

Health 100 Stealth 0 Artifacts

Spells (+0) : None

Bluster was located in the Hills & Rough at 2834.

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

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

He is currently in the Hills & Rough at 3335. The Village of Ku-Band flying the flag of the Sh'iar Empire is here.

Cedar

Ranks

: Command 30 Health 77

Agent 0 Stealth 0

Mage 0 Emissary 0

Challenge 30

Artifacts

Spells (+0): None



Cedar was located in the Mountains at 2214.

He was ordered to refuse all personal challenges.

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

He is currently in the Mountains at 2214. The Major Town of Overview flying the flag of the Sundered is here.

Changling



Ranks : Command 33 Health 100

Agent 0

Mage 0 Emissary 0

Stealth 0 Challenge 33

Artifacts

Spells (+0): None



Changling was located in an unknown location.

Changling could not escape from being held hostage.

He is currently being held hostage. Location unknown. No Gold ransom demanded at this

Cierra



Ranks : Command 0 Agent 0 Emissary 72 Mage 0 Stealth 0 Challenge 36

Health 100 Artifacts : None

Spells (+0) : None

Cierra was located in the Mixed Forest at 2413.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Timber Town.

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

She is currently in the Mixed Forest at 2416. The Village/Tower of Riverside flying the flag of the Red Witches is here.

Deadwood

Ranks : Command 48 Agent. 0 Emissary 0 Mage 0 Health 100 Stealth 0 Challenge 63

Artifacts : #135 Sil-Maegil√

Spells (+0) : None



Deadwood was located in the Mixed Forest at 2418.

He was ordered to hire an army. An army of 300 Heavy Infantry with 1 Food was hired. He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Garibaldi of the Lohmai'gwaith with about 1400 troops at 2418. See report below.

He had a special encounter. See Encounter Messages.

He commands an army in the Mixed Forest at 2418. The Town/Tower of Forests Edge flying the flag of the Sundered is here.



: Command 30 Agent 0 Emissary 0 Mage 0

Health 49 Stealth 0 Challenge 30

Artifacts

Spells (+0): None



Fletcher was located in the Mixed Forest at 2218.

He was ordered to refuse all personal challenges.

He was ordered to hire an army. An army of 300 Heavy Infantry with 1 Food was hired. He commands an army in the Mixed Forest at 2218. The Town/Tower of Cataract Glen flying the flag of the Sundered is here.

Iron Wood

Ranks : Command 59 (74) Agent 0 Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 84 : #42 Dagger of Green Wisdom√ #121 Angbor

Spells (+0) : None

Artifacts

Iron Wood was located in the Mountains at 2214.

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

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Borgborog of the Great Trollusk with about 600 troops at 2218 - Otto of the Lohmai'gwaith with about 1400 troops at 2218. See report below.

He is traveling with Lindon in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.



Ranks : Command 42 Agent 0 Emissary 0 Mage 40 (55)

Health 100 Stealth 0 Challenge 80

Artifacts : #45 E Mere Vardo #65 Moon-axe√

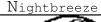
Spells(+15) : #104 Resistances(77) #108 Blessings(70) #414 Scry Hex(95)

#415 Scry Area(91)

Lindon was located in the Mixed Forest at 2317.

He was ordered to have the nation sell to the caravans. 698 Bronze were sold for 3490 Gold.

He was ordered to hire an army. An army of 400 Heavy Infantry with 1 Food was hired. He commands an army in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.

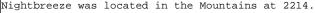


Ranks : Command 0 Agent 70 Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 52

Artifacts : None

Spells (+0) : None



She was ordered to guard a character. Windsong was guarded.

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

She is currently in the Mountains at 2122. The Major Town of Tempakhor flying the flag of the Red Witches is here.

Padfoot

Ranks : Command 0 Agent 44 Emissary 0 Mage 0 Health 100 Stealth 21 Challenge 33

Artifacts : None

Spells (+0) : None

Padfoot was located in the Mixed Forest at 2915.

She was ordered to perform counter espionage. Counter espionage completed. No double agents were reported at 2915.

She moved with the company to 2423.

She was ordered to scout the population center. A scout of the population center was attempted. Village named Jakhirai - owned by the Red Witches - loyalty = 40. Production - Bronze: 140 - Steel: 60 - Mithril: 30.

She is traveling with White Oak in the Mountains at 2423. The Village of Jakhirai flying the flag of the Red Witches is here.

Plum Crazy

Ranks

: Command 0

Agent 0

Emissary 75 Mage 0

Health 100 S

Stealth 0 Challenge 37

Artifacts : None

Spells (+0): None

Plum Crazy was located in the Mixed Forest at 2418.

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

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

He is currently in the Mixed Forest at 2416. The Village/Tower of Riverside flying the flag of the Red Witches is here.

Shadow Walker

Ranks

: Command 0

Agent 62

Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 46

Artifacts : None

Spells (+0) : None



Shadow Walker was located in the Mountains at 2214.

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

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

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

White Oak

Ranks : Command 30 Agent 46 Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 41

Artifacts : None

Spells (+0) : None

Artifacts

White Oak was located in the Mixed Forest at 2915.

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

He was ordered to scout the area. A scout of the area was attempted. Foreign armies identified: - Arglebargle VI of the North Kingdom with about 400 troops at 2322. See report below.

He commands a company in the Mountains at 2423. The Village of Jakhirai flying the flag of the Red Witches is here.

Willow

Ranks : Command 0 Agent 0 Emissary 0 Mage 60 (75)

Health 100† Stealth 0 Challenge 120 : #51 Orcruin√ #155 Staff of the Wanderer

Spells(+15) : #308 Capital Return(96) #402 Perceive Allegiance(100)

#412 Research Artifact(90) #416 Reveal Production(84) #418 Locate Artifact(91)

#422 Perceive Power(90) #428 Locate Artifact True(78)

Willow was located in the Mixed Forest at 2317.

She was ordered to transfer some artifacts to a character. Moon-axe #65 was transfered. E Mere Vardo #45 was transfered.

She was ordered to research a spell. Reveal Production #416 was successfully researched.

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

Ranks : Command 0 Agent 0 Emissary 67 Mage 30

Health 100 Stealth 0 Challenge 40

Artifacts : None

Spells (+0) : #4 Major Heal(73) #6 Greater Heal(83) #308 Capital Return(73)

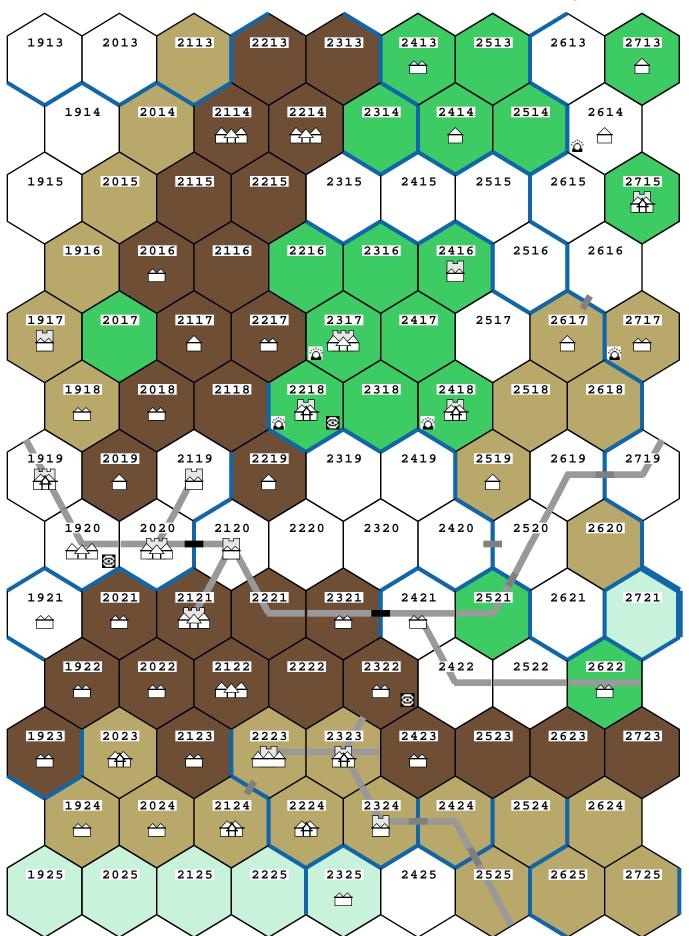
Windsong was located in the Mountains at 2214.

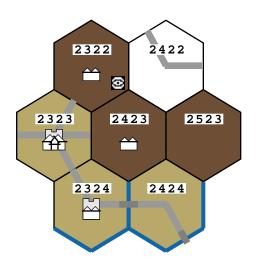
She was ordered to cast a heal spell. Greater Heal was cast.

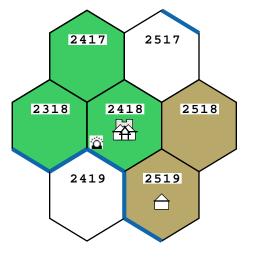
She was ordered to refuse all personal challenges.

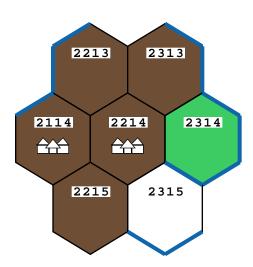
She is currently in the Mountains at 2214. The Major Town of Overview flying the flag of the Sundered is here.

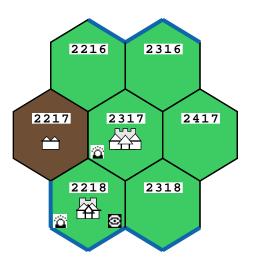












# MEPBM Games

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

Sundered

# TURNSHEET



Game # 141



PHILIP SWIDERSKI 110670

NONE NONE

Daytime Phone #:\_\_\_

NONE

: 141 : 10 Game # Player # Turn # Security # : 1082

# Return this turnsheet before JULY 14 2013

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

(ID: blust) @ 3335 Emissary Bluster Order -> # \_\_\_\_ Code \_\_\_\_ Type \_\_\_\_ -> # \_\_\_\_ Code \_\_\_\_ Type \_\_ Order Required Required Information Information Cedar (ID: cedar) @ 2214 Command Order Order -> # \_\_\_\_ Code \_\_\_\_ Type \_\_\_\_ # \_\_\_\_\_ Code \_\_\_\_ Type \_\_\_

Required Required Information Information

Cierra (ID: cierr) @ 2416 Emissary

Order -> # \_\_\_\_ Code \_\_\_\_ Type \_\_\_ -> # \_\_\_\_ Code \_\_\_\_ Type \_\_ Order

Required Required Information Information

Deadwood		(ID:	deadw)	@	2418	Comman	ıd			
Order ->	# Code		Туре			Order	->	#	_ Code	Type
Required					R	equired				
Information					Ti	nformatio	m			
Fletcher			fletc)						_	
Order ->	# Code		Type			Order	->	#	_ Code	Type
Required					R	equired				<del></del>
Information					I	nformatic	n			
Iron Wood		-	iron )							
Order ->	# Code		Туре			Order	->	#	_ Code	Type
Required					R	equired				
Information					I	nformatio	n			
Lindon		(ID:	lindo)	@	2317	Comman	nd M	age		
	# Code								_ Code	Туре
Required					R	equired				
Required Information			<del></del>			equired	m			
Required Information						equired nformatio	on			
							n			
Information  Nightbreeze			night)		1: <b>2122</b>	nformatio				
Information  Nightbreeze	# Code				1: <b>2122</b>	nformatio		#	_ Code	Type
Information  Nightbreeze					1: <b>2122</b>	nformatio		#	_ Code	Type
<pre>Information  Nightbreeze Order -&gt;</pre>					1: <b>2122</b> R	nformatio <b>Agent</b> Order	->	#	_ Code	Type
<pre>Information  Nightbreeze    Order -&gt; Required</pre>					1: <b>2122</b> R	Agent Order equired	->	#	_ Code	Type
<pre>Information  Nightbreeze    Order -&gt; Required</pre>					I: <b>2122</b> R:	Agent Order equired	->	#	_ Code	Type
<pre>Nightbreeze    Order -&gt; Required Information</pre>		(ID:	Type padfo)	@	2122 R. I:	Agent Order equired nformation	-> on			Type
<pre>Nightbreeze    Order -&gt; Required Information</pre>	# Code	(ID:	Type padfo)	@	2122 R. I:	Agent Order equired nformation	-> on			
<pre>Nightbreeze   Order -&gt; Required Information</pre> Padfoot   Order ->	# Code	(ID:	Type padfo)	@	I: 2122 R: 1: 2423	Agent Order equired nformation Agent Order	-> on			

Plum Crazy Order ->				_				_	#	_ Code	Type
Required						R	equired				
Information						I	nformatic	on			
Shadow Walk	er		(ID:	shado)	@	2317	Agent				
Order ->	#	Code _		Туре _		_	Order	->	#	_ Code	Type
Required						R	equired				
Information						I	nformatic	n			
White Oak			(ID:	white)	@	2423	Comman	nd A	gent		
Order ->	#	Code _		Туре _		-	Order	->	#	_ Code	Type
Required						R	equired				
Information						I	nformatio	on			
Willow			(ID:	willo)	@	2317	Mage				
Order ->	#	Code _		Туре _		-	Order	->	#	_ Code	Type
Required						R	equired				
Information						I	nformatio	n			
Windsong			(ID:	winds)	@	2214	Emissa	ary	Mage		
Order ->	#	Code _		Туре _		_	Order	->	#	_ Code	Туре
Required						R	equired				
Information						I	nformatio	on			