MEPBM Games presents

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



GAME # 141



Plane

Victory points : 700

Victory Conditions :

To acquire 10 additional artifacts (12) of any alignment.

To see to the termination of Beyonce Knowles by any means whatsoever.

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

To hold at game end the population center of Swamp at 2335.

To hold at game end the artifact: The Black Book #154.

Top 3 Free Peoples :

Alvernus [1358] Sing a Song [992] Once Upon a Time [925]

Special Nation Abilities :

#01 Scout/recon at double normal skill rank.

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

#10 New mages start at rank up to 40.

Game # : 141
Player # : 24
Turn # : 30
Account : \$ 0.00
Free Turns : 0
Security Code : 9677
Special Service : YES

Internet G141N24 GALEN KEENE 110759 NONE NONE NONE

Plane (A Free People)

Season : Fall

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom # 4 Acadians # 7 Sapphic Encla #10 Sundered #13 Red Witches #16 Sh'iar Empire #19 RhunLandChatt #22 Sing a Song	: Neutral ve : Neutral : Neutral : Neutral : Disliked	# 5 Sil # 8 Nam #11 Loh #14 Dar #17 Gre #20 Tri	eless mai'gwait k Feast at Trollu bes of An	bly : Neu : Neu h : Neu : Neu sk : Dis gmar : Neu	tral tral tral tral tral tral liked tral	# 3 Wise Com # 6 Thorina: # 9 Ground 1 #12 Sheri-U: #15 Twiligh: #18 Benîm an #21 Lands #25 Alvernu:	r Pounders rk t Hammer n Pharazô	: Neutral : Neutral : Neutral : Hated : Neutral n: Hated : Friendly : Tolerated			
POPULATION CENTERS											
Asmalind	Location	: @ 2918	in Open Pl	ains Clima	ate is M:	ild					
Size : Camp	Fortifications :	None	Loyalty :	42 Docks	: None	Hidden ? :	No	Sieged ? : No			
Surplus Product		Bronze	Steel	Mithril	Food		Mounts	Gold			
Expected production		0	0	0	873		9	0			
Current stores	0	0	0	0	0	0	0	_			
Bauglira	Location	: @ 2239	in Hills &	Rough Cl:	imate is	Warm					
Size : Village	Fortifications :		Loyalty:		: None	Hidden ? :	No	Sieged ? : No			
Surplus Product	Leather E	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold			
Expected production		0	0	0	0		24	1500			
Current stores	352	0	0	0	0	0	158	-			
Cacanga	Logation	· @ 2534	in Wille C	Rough Cl:	imate ic	Warm					
Size : Camp	Fortifications:		Loyalty:		: None	Hidden ?:	No	Sieged ? : No			
Surplus Product		Bronze	Steel	Mithril	Food		Mounts	Gold			
Expected production		220	140	0	890		0	0			
Current stores	0	220	140	0	890	0	0	-			
Deldúwath				Rough Cl:			37 -	0110 . 37-			
Size : Village Surplus Product	Fortifications : Leather E	None Bronze	Loyalty: Steel	Mithril	: None Food	Hidden ? : Timber	No Mounts	Sieged ? : No Gold			
Expected production		0	0	0	0		Mounts 8	0			
Current stores	160	0	0	0	0		46	_			
Falassë	Location	: @ 2636	in Hills &	Rough Cl:	imate is	Hot					
Size : City	Fortifications :	Fort	Loyalty :		: None	Hidden ? :	No	Sieged ? : No			
Surplus Product		Bronze	Steel	Mithril	Food		Mounts	Gold			
Expected production		24	0	0	0		0	960			
Current stores	96	72	0	0	0	0	0	_			
Havens Of Umbar	Location	: @ 2438	in Hills &	Rough Cl:	imate is	Warm					
Size : Village	Fortifications :			45 Docks			No	Sieged ? : No			
Surplus Product	Leather E	Bronze					Mounts	Gold			
Expected production		312	0	0	0	0	0	1600			
Current stores	980	780	0	0	0	0	0	-			
A small army bearing	g the banner of th	ne Plane	under Hero	Angbor is h	ere.						
Herenya	Logation	· @ 2834	in Wille C	Rough Cl:	imate ic	Warm					
Size : Village	Fortifications:			62 Docks			No	Sieged ? : No			
Surplus Product		Bronze	Steel	Mithril	Food		Mounts	Gold			
Expected production	0	160	0	0	632		0	1400			
Current stores	0	1024	0	0	632	0	0	=			
					_						
Korondë				Rough Cl:							
Size : Town	Fortifications:		Loyalty:		: None	Hidden ? :		Sieged ? : No			
Surplus Product		Bronze 60	Steel 0	Mithril 0	Food 0		Mounts 0	Gold 1300			
Expected production Current stores	0	180	0	0	0		0	1300			
Callene Brotes	U	100	U	U	U	270	U				

Of Hate	Location	· : @ 3034	in Hills &	Rough Cl	imate is	Warm		
Size : Camp	Fortifications	None	Loyalty :	43 Docks	: None	Hidden ? :	No S	ieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	80	0	0	290	0	1500
Current stores	0	0	160	0	0	580	0	_
Of Mischief	Location	: @ 3037	in Hills &	Rough Cl	imate is	Hot		
Size : Camp	Fortifications	Tower	Loyalty:	20 Docks	: None	Hidden ? :	No S	ieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	104	128	0	0	0	0	0	800
Current stores	208	384	0	0	0	0	0	=
Of Storms	Location	: @ 3136	in Hills &	Rough Cl	imate is	Hot		
	Fortifications		Loyalty:		: None		No S	ieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food		Mounts	Gold
Expected production		0	64	0	0		0	960
Current stores	0	0	384	0	0		0	-
carrene beores	Ŭ	Ü	301	· ·	· ·	1,72	Ü	
Of Time	Location	: @ 2836	in Hills &	Rough Cl	imate is	Hot		
Size : Camp			Loyalty:		: None		No g	ieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food		Mounts	Gold
Expected production		0	112	0	0		16	1040
Current stores	0	0	672	0	0	-	112	1040
current stores	U	U	672	U	U	U	112	=
Of Wales	T ~ = = =		in 11:11 - ^	Pough Ci	imata in	Hot.		
Of Valor	Location						No.	iogod o : 37
Size : Camp			Loyalty:		: None			ieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food		Mounts	Gold
Expected production		0	72	0	0		0	960
Current stores	0	0	432	0	0	256	0	-
Pilindi	Location							
Size : Camp	Fortifications		Loyalty :	30 Docks	: None	Hidden ? :	No S	ieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	840	144	24	0
Current stores	0	0	0	0	840	288	168	-
Plains	Location	ı : @ 2337	in Shore/F	lains Cli	mate is V	Varm		
			in Shore/F		mate is V : None		No S	ieged ? : No
Plains Size : Village Surplus Product						Hidden ? :	No S Mounts	ieged ? : No Gold
Size : Village	Fortifications : Leather	: Tower	Loyalty:	39 Docks	: None	Hidden ? : Timber		-
Size : Village Surplus Product	Fortifications : Leather	Tower Bronze	Loyalty : Steel	39 Docks Mithril	: None Food	Hidden ? : Timber 0	Mounts	Gold
Size : Village Surplus Product Expected production	Fortifications : Leather 296	Tower Bronze 0	Loyalty: Steel 0	39 Docks Mithril 0	: None Food 384	Hidden ? : Timber 0	Mounts 8	Gold 0
Size : Village Surplus Product Expected production Current stores	Fortifications : Leather 296 592	Tower Bronze 0 0	Loyalty: Steel 0 0	39 Docks Mithril 0	: None Food 384 384	Hidden ? : Timber 0 0	Mounts 8	Gold 0
Size : Village Surplus Product Expected production Current stores	Fortifications : Leather 296 592	Tower Bronze 0 0 1: @ 2934	Loyalty: Steel 0 0	39 Docks Mithril 0 0 Rough Cl	: None Food 384 384	Hidden ? : Timber 0 0	Mounts 8 52	Gold 0
Size: Village Surplus Product Expected production Current stores Rhandir Size: Camp	Fortifications : Leather 296 592 Location	Tower Bronze 0 0 1: @ 2934	Loyalty: Steel 0 0 in Hills 8	39 Docks Mithril 0 0 Rough Cl	: None Food 384 384	Hidden ? : Timber 0 0 0 Warm Hidden ? :	Mounts 8 52	Gold 0 -
Size: Village Surplus Product Expected production Current stores Rhandir Size: Camp Surplus Product	Fortifications Leather 296 592 Location Fortifications Leather	E Tower Bronze 0 0 1: @ 2934 E None	Loyalty: Steel 0 0 in Hills & Loyalty:	39 Docks Mithril 0 0 Rough Cl 25 Docks	: None Food 384 384 imate is : None	Hidden ? : Timber 0 0 0 Warm Hidden ? :	Mounts 8 52 No S	Gold 0 -
Size: Village Surplus Product Expected production Current stores Rhandir Size: Camp	Fortifications Leather 296 592 Location Fortifications Leather	E Tower Bronze 0 0 1: @ 2934 E None Bronze	Loyalty: Steel 0 0 in Hills & Loyalty: Steel	39 Docks Mithril 0 0 Rough Cl 25 Docks Mithril	: None Food 384 384 imate is : None Food	Hidden ?: Timber 0 0 Warm Hidden ?: Timber 240	Mounts 8 52 No S Mounts	Gold 0 - ieged ? : No Gold
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Size: Village Surplus Product Expected production Current stores Rhandir Size: Camp Surplus Product Expected production Current stores	Fortifications : Leather 296 592 Location Fortifications : Leather 0 0	Tower Bronze 0 0 0 : @ 2934 : None Bronze 0 0	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 0	39 Docks Mithril 0 0 0 Rough Cl 25 Docks Mithril 0 0	: None Food 384 384 imate is : None Food 0	Hidden ?: Timber 0 0 Warm Hidden ?: Timber 240 480	Mounts 8 52 No S Mounts 10	Gold 0 - ieged ? : No Gold
Size: Village Surplus Product Expected production Current stores Rhandir Size: Camp Surplus Product Expected production Current stores Rough (Capital)	Fortifications Leather 296 592 Location Fortifications Leather 0 0 Location	: Tower Bronze 0 0 0 : @ 2934 : None Bronze 0 0 : @ 2139	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 0 in Hills &	39 Docks Mithril 0 0 0 Rough Cl 25 Docks Mithril 0 0 Rough Cl	: None Food 384 384 imate is : None Food 0 0 imate is	Hidden ?: Timber 0 0 Warm Hidden ?: Timber 240 480	Mounts 8 52 No S Mounts 10 66	Gold 0 - ieged ? : No Gold 1100 -
Size: Village Surplus Product Expected production Current stores Rhandir Size: Camp Surplus Product Expected production Current stores Rough (Capital) Size: Major Town	Fortifications Leather 296 592 Location Fortifications Leather 0 0 Location Fortifications	: Tower Bronze 0 0 0 : @ 2934 : None Bronze 0 0 : @ 2139 : Tower	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 0 in Hills & Loyalty:	39 Docks Mithril 0 0 0 Rough Cl 25 Docks Mithril 0 0 Rough Cl 41 Docks	: None Food 384 384 imate is : None Food 0 imate is : None	Hidden ? : Timber 0 0 Warm Hidden ? : Timber 240 480 Warm Hidden ? :	Mounts 8 52 No S Mounts 10 66	Gold 0 - ieged ? : No Gold 1100 - ieged ? : No
Size: Village Surplus Product Expected production Current stores Rhandir Size: Camp Surplus Product Expected production Current stores Rough (Capital) Size: Major Town Surplus Product	Fortifications Leather 296 592 Location Fortifications Leather 0 0 Location Fortifications	Tower Bronze 0 0 0 1: @ 2934 None Bronze 0 0 1: @ 2139 Tower Bronze	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 0 in Hills & Loyalty: Steel Steel	39 Docks Mithril 0 0 0 Rough Cl 25 Docks Mithril 0 0 Rough Cl 41 Docks Mithril	: None Food 384 384 imate is : None Food 0 imate is : None Food	Hidden ? : Timber 0 0 Warm Hidden ? : Timber 240 480 Warm Hidden ? : Timber	Mounts 8 52 No S Mounts 10 66 No S Mounts	Gold 0 - ieged ?: No Gold 1100 - ieged ?: No Gold
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Size: Village Surplus Product Expected production Current stores Rhandir Size: Camp Surplus Product Expected production Current stores Rough (Capital) Size: Major Town Surplus Product Expected production Current stores A small army bearing	Leather 296 592 Location Fortifications Leather 0 0 Location Fortifications Leather 0 the banner of telephone Leather 0 0 0 Location Fortifications	Tower Bronze 0 0 0 1: @ 2934 None Bronze 0 0 1: @ 2139 Tower Bronze 108 324 the Plane	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 in Hills & Loyalty: Steel 263 under Warld	39 Docks Mithril 0 0 Rough Cl 25 Docks Mithril 0 0 Rough Cl 41 Docks Mithril 0 230 ord Solusek	: None Food 384 384 imate is : None Food 0 imate is : None Food Ro is her	Hidden ?: Timber 0 0 Warm Hidden ?: Timber 240 480 Warm Hidden ?: Timber 116 232	Mounts 8 52 No S Mounts 10 66 No S Mounts 0	Gold 0 - ieged ?: No Gold 1100 - ieged ?: No Gold
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ARMIES AND NAVIES

Army Commander : Hero Angbor Location : @ 2438 in Hills & Rough Climate is Warm Army morale : 1 Warships : 0 Transports : 0 (1) Travel mode : Normal Training Weapon Armor # Troops Troops Troop Type 100 30 10 Southron mercenaries w/scimitars 10 Men-at-Arms Baggage Train Leather Bronze Steel Mithril 0 -0 0 Weapons Armor 0 0 Out of Food !!

0

The Village of Havens Of Umbar flying the flag of the Plane is here.

Army Commander: Commander Riadeegha Location: @ 2339 in Hills & Rough Climate is Warm Army morale: 1 Warships: 0 Transports: 0 (1) Travel mode: Normal Troops Training Weapon Armor # Troops
Southron mercenaries w/scimitars 10 20 10 30 10 100 Men-at-Arms Baggage Train Leather Bronze Steel Mithril Weapons 0 0 0 0 0 0 Out of Food !! 0 Ω Armor Food War machines

The Village/Tower of Shore flying the flag of the Plane is here.

Army Commander: Warlord Solusek Ro Location: @ 2139 in Hills & Rough Climate is Warm Army morale: 5 Warships: 0 Transports: 0 (1) Travel mode: Normal Troops Training Weapon Armor # Troops 10 10 0 Haradan footmen w/broadswords 200 Heavy Infantry Mithril Baggage Train Leather Bronze Steel 0 0 0 Weapons -0 0 0 0 Armor Food 0 Out of Food !! 0

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

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	21920	33030	9703	2777	292476	29663	6627
Purchase at market price/unit	2	2	4	14	2	2	6
Sell to market price/unit	1	1	2	8	1	1	3

MISCELLANEOUS

Maintenance Costs expected no	ext tur	n are:	Totals for Nation:	Stores	Production
Armies/Navies :	1000		Leather	2388	1375
Pop Centers :	4000		Bronze	3734	1212
Characters :	25940		Steel	2747	576
			Mithril	230	0
Total :	30940		Food	2746	3619
			Timber	3160	1580
Current Tax rate	:	56%	Mounts	602	99
Revenue expected next	turn	37620 (+6680)			
Current Gold reserve	:	7254			

Ships have been left anchored at the following locations:

None

You have the following double agents:

Cinard of the Lands @ 2730

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

Double agent Cinard reports he was ordered to assassinate a character. Fornagath was assassinated.

Cjaiin of the Wise Council @ 3706

Double agent Cjaiin reports he was ordered to cast a combat spell. He was not able to cast the spell. Continued efforts may succeed.

Double agent Cjaiin reports he was ordered to have his army attack all of his enemies.

Double agent Cjaiin reports lack of Food may have affected army movement.

Double agent Cjaiin reports lack of Food restricted the army morale.

Qesset of the Lands @ 2730

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

Double agent Qesset reports he was ordered to assassinate a character. Ulwath was assassinated.

You have the following hostages:

Gimlan of the Benîm an Pharazôn is held by Brell Serilis at 2730 - No Gold ransom demanded at this time. Yoerjurg of the Sheri-Urk is held by Rallos Zek at 4433 - No Gold ransom demanded at this time.

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Ring of Barahir	Ring	38	Yes	Good	Increases Command Rank by 40.
Kirrauko	Axe	82	No	Good	COMBAT - Increases damage by 1250 points.

You have hidden the following additional artifacts:

Name of artifact # Location

Mace of the Huntsman 9 Quellious has hidden it in the Camp of Of Hate at 3034 Culok 145 Quellious has hidden it in the Camp of Of Hate at 3034

NATION MESSAGES

There are rumors of an assassination attempt involving Kesha and Balkhmog.

There are rumors of an assassination attempt involving Cinard and Fornagath.

There are rumors of a theft attempt involving Rhukskâ at Highpoint.

There are rumors of an encounter involving Madonna at 3923.

ENCOUNTER MESSAGES

None

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
Adeyn	710	PrenMgy	
Adeyn	940	CstLoSp	414 2730
Angbor	765	SplArmy	riade ^ ^ ^ ^ 100
Angbor	860	ForcMar	e ne ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Bertoxxulous	555	CreCmp	*
Bertoxxulous	810	MovChar	2730
Brell Serilis	215	RfsPers	
Brell Serilis	620	Kidnap	ir pa
Bristlebane	550	ImprPop	
Bristlebane	810	MovChar	3036
Inoruuk	215	RfsPers	
Inoruuk	505	Bribe	shado 10000
Ordun Halbor	215	RfsPers	
Ordun Halbor	615	Assass	ulzog
Padrey	215	RfsPers	
Padrey	685	StlArt	38
Quellious	550	ImprPop	
Quellious	810	MovChar	2039
Rallos Zek	215	RfsPers	
Rallos Zek	930	ScoChar	
Riadeegha	520	InfYour	
Riadeegha	420	MenAtAr	100
Samaub	215	RfsPers	
Samaub	690	StlGold	
Solusek Ro	325	NatSell	mi 100
Solusek Ro	425	RtrTrps	^ ^ 1000 ^ ^ ^
Tigon	215	RfsPers	
Tigon	930	ScoChar	

Adeyn

Ranks : Command 0 Agent 0 Emissary 0 Mage 53

Health 100 Stealth 0 Challenge 53

Artifacts : None

Spells (+0): #104 Resistances(91) #206 Wall of Fire(70) #302 Long Stride(94)

#406 Divine Army(90) #414 Scry Hex(85) #506 Curses(48)

Adeyn was located in the Hills & Rough at 2139.

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

He was ordered to cast a lore spell. Scry Hex - Terrain is Hills & Rough. Climate is Warm. A City named Kadarêth is here and fortified with a Fort, including a Port and Kadarêth is owned by the Benîm an Pharazôn and the hex has production of - Timber: 160 Gold: 1200 Steel: 70. Foreign forces present: None. Anchored ships reported: None.

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

Angbor

Ranks

: Command 22

Agent 21

Emissary 18 Mage 0

Health 100 Stealth 0 Challenge 28

Artifacts : None

Spells (+0) : None



Angbor was located in the Hills & Rough at 2339.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to split the army. The army was split. $\mathbf{0}$ Food was transfered.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced.

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

Bertoxxulous

Ranks

: Command 0

Agent 0

Emissary 87

Mage 0

Health 100 Stealth 0 Challenge 43

Artifacts : None

Spells (+0) : None



Bertoxxulous was located in the Open Plains at 2918.

He was ordered to create a camp. No population center name was provided. A camp named

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

He is currently in the Hills & Rough at 2730. The City/Fort of Kadarêth flying the flag of the Benîm an Pharazôn is here.

Brell Serilis

Ranks : Command 0 Agent 83 Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 87

Artifacts : #82 Kirrauko√

Spells (+0): None

Brell Serilis was located in the Hills & Rough at 2730.

He was ordered to refuse all personal challenges.

He was ordered to kidnap a character. He was not able to kidnap the character because of tight security.

He is traveling with Dark of the Lands in the Hills & Rough at 2730. The City/Fort of Kadarêth flying the flag of the Benîm an Pharazôn is here.

Bristlebane

Ranks : Command 0 Agent 0 Emissary 93 Mage 0 Health 100 Stealth 0 Challenge 46

Artifacts : None

Spells (+0) : None



Bristlebane was located in the Hills & Rough at 2438.

He was ordered to improve the population center size. Havens Of Umbar was improved to a Village.

 $\ensuremath{\text{\text{He}}}$ was ordered to move. He accepted the movement orders.

He is currently in the Hills & Rough at 3036. The Camp/Tower of Of Valor flying the flag of the Plane is here.

Inoruuk

Ranks : Command 0 Agent 0 Emissary 90 Mage 0

Health 100 Stealth 0 Challenge 45

Artifacts : None

Spells (+0) : None



Inoruuk was located in the Hills & Rough at 2527.

He was ordered to refuse all personal challenges.

He was ordered to bribe/recruit a character. Shadow Walker was successfully

He is currently in the Hills & Rough at 2527. The Major Town/Tower of Linhir flying the flag of the South Kingdom is here.

Ordun Halbor

Ranks : Command 0 Agent 85 Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 63

: None

Spells (+0) : None

Artifacts

Ordun Halbor was located in the Hills & Rough at 2527.

He was ordered to refuse all personal challenges.

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

He is currently in the Hills & Rough at 2527. The Major Town/Tower of Linhir flying the flag of the South Kingdom is here.

Padrey

Ranks : Command 0 Agent 83 Emissary 0 Mage 0 Health 100 Stealth 0 Challenge 62

Artifacts : #38 Ring of Barahir

Spells (+0): None

Padrey was located in the Hills & Rough at 2527.

He was ordered to refuse all personal challenges.

He was ordered to steal an artifact. Ring of Barahir #38 was stolen.

He is currently in the Hills & Rough at 2527. The Major Town/Tower of Linhir flying the flag of the South Kingdom is here.

Ouellious

Ranks : Command 40 Agent 0 Emissary 92 Mage 0

Health 100 Stealth 0 Challenge 56

Artifacts : None

Spells (+0) : None



Quellious was located in the Hills & Rough at 2339.

She was ordered to improve the population center size. Shore was improved to a Village.

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

She is currently in the Hills & Rough at 2039.

Rallos Zek

Ranks : Command 0 Agent 68 Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 51

Spells (+0) : None

: None

Artifacts

Rallos Zek was located in the Hills & Rough at 4433.

He was ordered to refuse all personal challenges.

He was ordered to scout for any characters. A scout for characters was attempted. Found: Regent John Miles - Sing a Song. Assassin Azzurro - Once Upon a Time. An unknown

Free People Male. Haleth - Free People Male. An unknown Free People Female. One or more reports may be incorrect. Nothing else was reported at this time.

He is traveling with Azzurro of the Once Upon a Time in the Hills & Rough at 4433. The City of Chandilar flying the flag of the Sh'iar Empire is here.

Riadeegha

Ranks : Command 39 Agent 0 Emissary 40 Mage 25

Health 100 Stealth 0 Challenge 50

Artifacts : None

Spells (+0): #102 Barriers(87) #308 Capital Return(65)

Riadeegha was located in the Hills & Rough at 2339.

He was ordered to recruit some men-at-arms. 100 Men-at-Arms were recruited.

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

He commands an army in the Hills & Rough at 2339. The Village/Tower of Shore flying the flag of the Plane is here.

Samaub

Ranks : Command 0 Agent 85 Emissary 0 Mage 15

Health 100 Stealth 0 Challenge 66

Artifacts : None

Spells (+0): #302 Long Stride(51)



Samaub was located in the Hills & Rough at 2527.

He was ordered to refuse all personal challenges.

He was ordered to steal the Gold. 5662 Gold was stolen at Linhir.

He is currently in the Hills & Rough at 2527. The Major Town/Tower of Linhir flying the flag of the South Kingdom is here.

Shadow Walker

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

Artifacts : None

Spells (+0) : None



He is currently in the Hills & Rough at 2527. The Major Town/Tower of Linhir flying the flag of the South Kingdom is here.

Solusek Ro

Ranks : Command 73 Agent 0 Emissary 0 Mage 47

Health 100 Stealth 0 Challenge 84

Artifacts : None

Spells (+0) : #412 Research Artifact(95) #413 Scry Population Center(66)

#415 Scry Area(76) #418 Locate Artifact(92)

Solusek Ro was located in the Hills & Rough at 2139.

He was ordered to have the nation sell to the caravans. The stores sold was changed because the total product sold was more than the market purchase limit. 920 Mithril were sold for 19872 Gold.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to retire some troops. 1000 Heavy Infantry were retired.

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

Ranks : Command 0 Agent 68 Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 51

Artifacts : None

Spells (+0) : None



Tigon was located in the Hills & Rough at 2730.

He was ordered to refuse all personal challenges.

He was ordered to scout for any characters. A scout for characters was attempted. Found: Legate Ericus - Wise Council. Curate Light - Lands. Legate Earth - Lands. Proclamator Modulator - Alvernus. Regent Dark - Lands. Proclamator Wind - Lands. Curate Cauligius - Wise Council. Tartas Izain. Cinard. Klú Relortin. Qesset. Commander Wilwarin - Ground Pounders. Veteran Dírhael - Wise Council. Nothing else was reported at this time.

He is traveling with Dark of the Lands in the Hills & Rough at 2730. The City/Fort of Kadarêth flying the flag of the Benîm an Pharazôn is here.



11/18/2013 Game 141 Player 24 Turn 3
2627 2727 2827 2927 3027 3127 3227 3327 3427 A
2628 2728 2828 2928 3028 3128 3228 3328 A
2629 2729 2829 2929 3029 3129 3229 3329 3429
T T T 2630 2830 2930 3030 3130 3230 3330
2631 2731 2831 2931 3031 3131 3231 3331 3431 A
2632 2732 2832 2932 3032 3132 3232 3332
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2634 2734 2834 2934 3034 3134 3234 33334 A
2635 2735 2835 2935 3035 3135 3235 3335 3435
2636 2736 2836 2936 3036 3136 3236 3336 A
2637 2737 2837 2937 3037 3137 3237 3337 3437
2638 2738 2838 2938 3038 3138 3238 3338
2639 2739 2839 2939 3039 3139 3239 3339 3439

MEPBM Games

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

Plane

TURNSHEET



Game # 141



GALEN KEENE 110759

NONE NONE Game # : 141
Player # : 24
Turn # : 31
Security # : 9677

Return this turnsheet before DECEMBER 1 2013

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

Daytime Phone #:____ (ID: adeyn) @ 2139 Mage Adeyn -> # ____ Code ____ Type ____ -> # ____ Code ____ Type __ Order Order Required Required Information Information (ID: angbo) @ 2438 Command Agent Emissary Angbor Order -> # ____ Code ____ Type ____ Order -> # ____ Code ____ Type ___ Required Required Information Information Bertoxxulous (ID: berto) @ 2730 Emissary Order -> # ____ Code ____ Type ___ -> # ____ Code ____ Type __ Order Required Required Information Information

Brell Seril	is	(ID:	brell) @	2730	Agent				
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IIIOI macion				۔		11			
Bristlebane	1	(ID:	brist) @	3036	Emissa	ry			
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Ordun Halbo	r	(ID:	ordun) @	2527	Agent				
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Required				F	Required				
Information				3	Informatio	n			
Padrey		(ID:	padre) @	2527	Agent				
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Information]	Informatio	n			
Quellious		(ID:	quell) @	2039	Comman	ıd E	missa	ry	
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Rallos Zek		(ID:	rallo)	@	4433	Agent				
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Riadeegha									ry Mage	
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Samaub		(ID:	samau)	@	2527	Agent	Mag	e		
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Solusek Ro		(ID:	solus)	@	2139	Comman	nd M	lage		
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Tigon		(ID:	tigon)	@	2730	Agent				
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