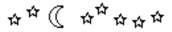
MEPBM Games presents

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



GAME # 141



Plane

Victory points : 400

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 [1466] Once Upon a Time [1150] Sing a Song [1117]

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 # : 24
Account : \$ 0.00
Free Turns : 0
Security Code : 8427
Special Service : YES

Internet G141N24 GALEN KEENE 110759 NONE NONE NONE

Plane (A Free People)

Season : Summer

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom # 4 Acadians # 7 Sapphic Enclar #10 Sundered #13 Red Witches #16 Sh'iar Empire #19 RhunLandChatte #22 Sing a Song	: Neutral ve : Neutral : Neutral : Neutral : Disliked elCo: Neutral	# 5 Sil # 8 Nam #11 Loh #14 Dar #17 Gre #20 Tri	nmai'gwait rk Feast eat Trollu bes of Ar	nbly : Neu : Neu :h : Neu : Neu	tral tral tral tral tral tral tral tral	# 3 Wise Co # 6 Thorina # 9 Ground #12 Sheri-U #15 Twiligh #18 Benîm a: #21 Lands #25 Alvernu	r Pounders rk t Hammer n Pharazĉ	: Neutral : Neutral : Neutral : Hated : Neutral in: Hated : Friendly : Tolerated
		POPU	LATION	CENTERS				
Bauglira	Logation	@ 2230	in Hills	s Pough Cl	imate is	Uot		
Size : Village			Loyalty:	_	: None		No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food		Mounts	-
Expected production		0	0	0	0	0	19	1200
Current stores	0	0	0	0	0	0	19	1200
current scores	O	O	0	O	O	O	10	
Havens Of Umbar	Location	2438	in Hille	& Rough Cl:	imate ic	Hot		
Size : Village			Loyalty:	_	: None		No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food		Mounts	Gold
Expected production		250	0	0	0	0	0	1280
Current stores	0	2006	789	0	0	0	0	-
Current Stores	U	2000	769	U	U	U	U	
Korondë	Logation	. @ 2225	in Wille	& Rough Cl:	imate ic	Шо÷		
Size : Town			Loyalty:	_	: None		No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food		Mounts	Gold
Expected production		48	0	0	0	110	0	1040
Current stores	0	0	0	0	0	110	0	1040
current stores	U	U	U	U	U	110	U	_
Ku-Band	Logation	. @ 3335	in Wille	& Rough Cl:	imate ic	Шо÷		
Size : Camp			Loyalty:	_	: None		No	Sieged ? : No
-	Leather	Bronze	Steel	Mithril	Food		Mounts	-
Surplus Product		0	Steel 0	0	0	110001	Mounts 16	1200
Expected production		-		-		0		
Current stores	0	0	0	0	0	U	68	-
Of Hata (Garital)	Tanabian		i 171111	c Danielo (1)		TT - L		
Of Hate (Capital) Size : City	Location Fortifications						NT-	Sieged ? : No
	Leather	Bronze	Loyalty : Steel	Mithril	: None Food		No Mounts	5
Surplus Product Expected production		0	13	0	0	11111ber 46	Mounts 0	1200
	0	0	0	0	0	46	0	1200
Current stores		-	-	U	U	40	U	=
Foreign characters in A large army bearing	-		_	n under Gemm	andon Do	n Agonle ig he		
A large army bearing	g the banner or o	ие вении	an Pharazo	n under comm	ander Poi	ACAIR IS HE	ere.	
Of Mischief	Togation	@ 2027	in Hills	C Pough Cl	imate is	Uo+		
Size : Camp	Fortifications			29 Docks			No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food		Mounts	Gold
-		128	Steel 0	0	0	11111561	Mounts 0	800
Expected production Current stores	0	128	0	0	0	0	0	800
CUTTELL BUULED	U	U	U	U	U	U	U	_
Of Storms	Logation	: @ 2126	in Hills	& Rough Cl.	imate is	Hot		
Size : Camp	Fortifications			& Rough Ci. 37 Docks		Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food		Mounts	Gold
Expected production		0	64	0	0	96	Mounts 0	960
Current stores	0	0	0	0	0	96	0	960
CULTELL BLUTED	U	U	U	U	U	20	U	_

Of Time Size: Camp Surplus Product Expected production Current stores	Location : @ 28 Fortifications : Tower Leather Bronze 0 0 0 0	36 in Hills Loyalty Steel 112 0	-	imate is : None Food 0	Hidden ? :	No Mounts 16	1040
Of Valor	Location : @ 30	36 in Hills	-				
Size : Camp	Fortifications : Tower	Loyalty		: None		No	Sieged ? : No
Surplus Product	Leather Bronze	Steel		Food		Mounts	
Expected production		72	0	0	128	0	
Current stores	0 0	0	0	0	128	0	_
Of War	Location: @ 32	35 in Hills	& Rough Cl:	imate is	Hot		
Size : Village	Fortifications : Tower	Loyalty	: 44 Docks	: None	Hidden ? :	No	Sieged ? : No
Surplus Product	Leather Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0 173	77	0	0	0	0	880
Current stores	0 0	0	0	0	0	0	-
Pilindi	Location : @ 27	36 in Hills	& Rough Cl.	imate is	Hot		
Size : Camp	Fortifications : None	Loyalty	-	: None	Hidden ? :	No	Sieged ? : No
Surplus Product	Leather Bronze	Steel	Mithril	Food		Mounts	_
Expected production		0	0	840	144	24	
Current stores	0 0	0	0	840	144	24	-
Disima	Tamakian . @ 00	27 in Obs	/Dl-i 01i-		T-+		
Plains	Location : @ 23					No	Sigged 2 ' No
Size : Village	Fortifications : Tower	Loyalty	: 50 Docks	: None	Hidden ? :		Sieged ? : No
Size : Village Surplus Product	Fortifications : Tower Leather Bronze	Loyalty Steel	: 50 Docks Mithril	: None Food	Hidden ? : Timber	Mounts	Gold
Size : Village	Fortifications : Tower Leather Bronze	Loyalty	: 50 Docks	: None	Hidden ? :		Gold 0
Size : Village Surplus Product Expected production Current stores	Fortifications : Tower Leather Bronze 237 0 0 0	Loyalty Steel 0 0	: 50 Docks Mithril 0 0	: None Food 307 307	Hidden ?: Timber 0 0	Mounts 6	Gold 0
Size: Village Surplus Product Expected production Current stores Rhandir	Fortifications: Tower Leather Bronze 237 0 0 0 Location: @ 29	Loyalty Steel 0 0	: 50 Docks Mithril 0 0	: None Food 307 307	Hidden ?: Timber 0 0	Mounts 6 6	Gold 0 -
Size: Village Surplus Product Expected production Current stores Rhandir Size: Camp	Fortifications: Tower Leather Bronze 237 0 0 0 Location: @ 29 Fortifications: None	Loyalty Steel 0 0 34 in Hills Loyalty	: 50 Docks Mithril 0 0 0 & Rough Cl: 36 Docks	: None Food 307 307 imate is : None	Hidden ? : Timber 0 0	Mounts 6 6	Gold 0 - Sieged ? : No
Size: Village Surplus Product Expected production Current stores Rhandir Size: Camp Surplus Product	Fortifications: Tower Leather Bronze 237 0 0 0 Location: @ 29 Fortifications: None Leather Bronze	Loyalty Steel 0 0 34 in Hills Loyalty Steel	: 50 Docks Mithril 0 0 0 & Rough Cl: 36 Docks Mithril	: None Food 307 307 imate is : None Food	Hidden ?: Timber 0 0 Hot Hidden ?: Timber	Mounts 6 6 No Mounts	Gold 0 - Sieged ? : No Gold
Size: Village Surplus Product Expected production Current stores Rhandir Size: Camp Surplus Product Expected production	Fortifications: Tower Leather Bronze 237 0 0 0 Location: @ 29 Fortifications: None Leather Bronze 0 0	Loyalty Steel 0 0 34 in Hills Loyalty Steel 0	: 50 Docks Mithril 0 0 0 & Rough Cl: 36 Docks Mithril 0	: None Food 307 307 imate is : None Food 0	Hidden ?: Timber 0 0 Hot Hidden ?: Timber 192	Mounts 6 6 No No Mounts 8	Gold 0 - Sieged ?: No Gold 880
Size: Village Surplus Product Expected production Current stores Rhandir Size: Camp Surplus Product	Fortifications: Tower Leather Bronze 237 0 0 0 Location: @ 29 Fortifications: None Leather Bronze	Loyalty Steel 0 0 34 in Hills Loyalty Steel	: 50 Docks Mithril 0 0 0 & Rough Cl: 36 Docks Mithril	: None Food 307 307 imate is : None Food	Hidden ?: Timber 0 0 Hot Hidden ?: Timber	Mounts 6 6 No Mounts	Gold 0 - Sieged ?: No Gold 880
Size: Village Surplus Product Expected production Current stores Rhandir Size: Camp Surplus Product Expected production	Fortifications: Tower Leather Bronze 237 0 0 0 Location: @ 29 Fortifications: None Leather Bronze 0 0	Loyalty Steel 0 0 34 in Hills Loyalty Steel 0 0	: 50 Docks Mithril 0 0 0 & Rough Cl: 36 Docks Mithril 0 0	: None Food 307 307 imate is : None Food 0	Hidden ?: Timber 0 0 Hot Hidden ?: Timber 192 192	Mounts 6 6 No No Mounts 8	Gold 0 - Sieged ?: No Gold 880
Size: Village Surplus Product Expected production Current stores Rhandir Size: Camp Surplus Product Expected production Current stores	Fortifications: Tower Leather Bronze 237 0 0 0 Location: @ 29 Fortifications: None Leather Bronze 0 0 0 0	Loyalty Steel 0 0 34 in Hills Loyalty Steel 0 0	: 50 Docks Mithril 0 0 0 & Rough Cl: 36 Docks Mithril 0 0	: None Food 307 307 imate is : None Food 0	Hidden ?: Timber 0 0 Hot Hidden ?: Timber 192 192	Mounts 6 No Mounts 8	Gold 0 - Sieged ?: No Gold 880
Size: Village Surplus Product Expected production Current stores Rhandir Size: Camp Surplus Product Expected production Current stores Selen	Fortifications: Tower Leather Bronze 237 0 0 0 Location: @ 29 Fortifications: None Leather Bronze 0 0 0 0 Location: @ 29	Loyalty Steel 0 0 34 in Hills Loyalty Steel 0 0 35 in Hills	: 50 Docks Mithril 0 0 0 & Rough Cl: 36 Docks Mithril 0 0	: None Food 307 307 imate is : None Food 0 0 imate is	Hidden ?: Timber 0 0 Hot Hidden ?: Timber 192 192 Hot Hidden ?:	Mounts 6 No Mounts 8	Gold 0 - Sieged ? : No Gold 880 - Sieged ? : No
Size: Village Surplus Product Expected production Current stores Rhandir Size: Camp Surplus Product Expected production Current stores Selen Size: Camp Surplus Product Expected production Current stores	Fortifications: Tower Leather Bronze 237 0 0 0 0 Location: @ 29 Fortifications: None Leather Bronze 0 0 0 0 Location: @ 29 Fortifications: None Leather Bronze 0 0 0 0 Location: @ 29 Fortifications: None Leather Bronze 0 0 0	Loyalty Steel 0 0 34 in Hills Loyalty Steel 0 0 35 in Hills Loyalty Steel 48	: 50 Docks Mithril 0 0 0 & Rough Cl: 36 Docks Mithril 0 0 & Rough Cl: 35 Docks Mithril 0 0	: None Food 307 307 imate is : None Food 0 imate is : None Food 0 0	Hidden ?: Timber 0 0 Hot Hidden ?: Timber 192 192 Hot Hidden ?: Timber 240	Mounts 6 6 No Mounts 8 8 No Mounts 0	Gold 0 - Sieged ?: No Gold 880 - Sieged ?: No Gold 880
Size: Village Surplus Product Expected production Current stores Rhandir Size: Camp Surplus Product Expected production Current stores Selen Size: Camp Surplus Product	Fortifications: Tower Leather Bronze 237 0 0 0 Location: @ 29 Fortifications: None Leather Bronze 0 0 0 0 Location: @ 29 Fortifications: None Leather Bronze Bronze Bronze Fortifications: None Leather Bronze	Loyalty Steel 0 0 34 in Hills Loyalty Steel 0 0 35 in Hills Loyalty Steel	: 50 Docks Mithril 0 0 0 & Rough Cl: 36 Docks Mithril 0 0 & Rough Cl: 55 Docks Mithril	: None Food 307 307 imate is : None Food 0 0 imate is : None Food	Hidden ?: Timber 0 0 Hot Hidden ?: Timber 192 192 Hot Hidden ?: Timber	Mounts 6 6 No Mounts 8 8 No Mounts	Gold 0 - Sieged ?: No Gold 880 - Sieged ?: No Gold 880
Size: Village Surplus Product Expected production Current stores Rhandir Size: Camp Surplus Product Expected production Current stores Selen Size: Camp Surplus Product Expected production Current stores	Fortifications: Tower Leather Bronze 237 0 0 0 Location: @ 29 Fortifications: None Leather Bronze 0 0 0 Location: @ 29 Fortifications: None Leather Bronze 0 0 0 0 Location: @ 29 Fortifications: None Leather Bronze 0 0 0 0 0 0	Loyalty Steel 0 0 34 in Hills Loyalty Steel 0 0 35 in Hills Loyalty Steel 48 0	: 50 Docks Mithril 0 0 0 & Rough Cl: 36 Docks Mithril 0 0 & Rough Cl: 55 Docks Mithril 0 0 0	: None Food 307 307 imate is : None Food 0 0 imate is : None Food 0 0	Hidden ?: Timber 0 0 Hot Hidden ?: Timber 192 192 Hot Hidden ?: Timber 240 240	Mounts 6 6 No Mounts 8 8 No Mounts 0	Gold 0 - Sieged ?: No Gold 880 - Sieged ?: No Gold 880
Size: Village Surplus Product Expected production Current stores Rhandir Size: Camp Surplus Product Expected production Current stores Selen Size: Camp Surplus Product Expected production Current stores Selen Size: Camp Surplus Product Expected production Current stores Shore	Fortifications: Tower Leather Bronze 237 0 0 0 0 Location: @ 29 Fortifications: None Leather Bronze 0 0 0 0 Location: @ 29 Fortifications: None Leather Bronze 0 0 0 0 Location: @ 29 Location: @ 29 Location: @ 29 Location: @ 20 Location: @ 20	Loyalty Steel 0 0 34 in Hills Loyalty Steel 0 0 35 in Hills Loyalty Steel 48 0 39 in Hills	: 50 Docks Mithril 0 0 0 & Rough Cl: 36 Docks Mithril 0 0 & Rough Cl: 35 Docks Mithril 0 0 & Rough Cl:	: None Food 307 307 imate is : None Food 0 imate is : None Food 0 imate is	Hidden ?: Timber 0 0 Hot Hidden ?: Timber 192 192 Hot Hidden ?: Timber 240 240 Hot	Mounts 6 6 No Mounts 8 8 No Mounts 0 0	Gold 0 - Sieged ?: No Gold 880 - Sieged ?: No Gold 880 -
Size: Village Surplus Product Expected production Current stores Rhandir Size: Camp Surplus Product Expected production Current stores Selen Size: Camp Surplus Product Expected production Current stores	Fortifications: Tower Leather Bronze 237 0 0 0 Location: @ 29 Fortifications: None Leather Bronze 0 0 0 Location: @ 29 Fortifications: None Leather Bronze 0 0 0 0 Location: @ 29 Fortifications: None Leather Bronze 0 0 0 0 0 0	Loyalty Steel 0 0 34 in Hills Loyalty Steel 0 0 35 in Hills Loyalty Steel 48 0	: 50 Docks Mithril 0 0 0 & Rough Cl: 36 Docks Mithril 0 0 & Rough Cl: 35 Docks Mithril 0 0 & Rough Cl: 35 Docks Mithril 1 0 0 & Rough Cl: 35 Docks Mithril 1 0 0 0	: None Food 307 307 imate is : None Food 0 0 imate is : None Food 0 0	Hidden ? : Timber 0 0 Hot Hidden ? : Timber 192 192 Hot Hidden ? : Timber 240 240 Hot Hidden ? :	Mounts 6 6 No Mounts 8 8 No Mounts 0 0	Gold 0 Sieged ? : No Gold 880 Sieged ? : No Gold 880 Sieged ? : No
Size: Village Surplus Product Expected production Current stores Rhandir Size: Camp Surplus Product Expected production Current stores Selen Size: Camp Surplus Product Expected production Current stores Shore Size: Camp	Fortifications: Tower Leather Bronze 237 0 0 0 0 0 Location: @ 25 Fortifications: None Leather Bronze 0 0 0 0 Location: @ 25 Fortifications: None Leather Bronze 0 0 0 0 Location: @ 25 Fortifications: Tower Leather Bronze 0 10 0 25 Location: @ 25 Fortifications: Tower Leather Bronze 0 Bronze	Loyalty Steel 0 0 34 in Hills Loyalty Steel 0 0 35 in Hills Loyalty Steel 48 0 39 in Hills Loyalty	: 50 Docks Mithril 0 0 0 & Rough Cl: 36 Docks Mithril 0 0 & Rough Cl: 35 Docks Mithril 0 0 & Rough Cl: 35 Docks Mithril 1 0 0 & Rough Cl: 35 Docks Mithril 1 0 0 0	: None Food 307 307 imate is : None Food 0 0 imate is : None Food 0 0 imate is : None	Hidden ? : Timber 0 0 Hot Hidden ? : Timber 192 192 Hot Hidden ? : Timber 240 240 Hot Hidden ? :	Mounts 6 6 No Mounts 8 8 No Mounts 0 0	Gold 0 - Sieged ?: No Gold 880 - Sieged ?: No Gold 880 - Sieged ?: No Gold

ARMIES AND NAVIES

None

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	27683	18477	6409	4448	290847	28107	4057
Purchase at market price/unit	3	3	5	12	2	3	8
Sell to market price/unit	1	1	3	6	1	1	4

MISCELLANEOUS

Maintenance Costs expected ne	xt turn	are:	Totals for Nation:	Stores	Production
Armies/Navies :	0		Leather	0	1020
Pop Centers :	4500		Bronze	2006	799
Characters :	23000		Steel	789	434
			Mithril	0	0
Total :	27500		Food	1147	1147
			Timber	956	956
Current Tax rate	:	55%	Mounts	141	89
Revenue expected next	turn :	26870 (-630)			
Current Gold reserve	:	1400			

Ships have been left anchored at the following locations:

None

You have the following double agents:

Cinard of the Lands @ 3034

Double agent Cinard reports he was ordered to guard the location. Of Hate was guarded.

Tabaya Kas of the Lands @ 3034

Double agent Tabaya Kas reports he was ordered to refuse all personal challenges. Double agent Tabaya Kas reports he was ordered to guard the location. Of Hate was guarded.

Tartas Izain of the Lands @ 2834

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

Double agent Tartas Izain 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:

Gimlan of the Benîm an Pharazôn is held by Brell Serilis at 2636 - No Gold ransom demanded at this time. Yoerjurg of the Sheri-Urk is held by Rallos Zek at 4325 - No Gold ransom demanded at this time.

You possess the following artifacts:

None

You have hidden the following additional artifacts:

Name of artifact # Location

Mace of the Huntsman 9 Quellious has hidden it in the City of Of Hate at 3034

Culok 145 Quellious has hidden it in the City of Of Hate at 3034

NATION MESSAGES

There are rumors of an armed conflict involving the RhunLandChattelCo and the Ground Pounders at 3720. There are rumors of an assassination attempt involving Vasco and Jer Jer.
2704 Gold was stolen at Of War.
1467 Gold was stolen at Of War.

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	Ord	er # Order Co	de Additio	nal Informa	tion
Adeyn	215	RfsPers			
Adeyn	325	NatSell	le 10)	
Angbor	215	RfsPers			
Angbor	810	MovChar	3034		
Bertoxxulo	us 520	InfYour			
Bertoxxulo	us 810	MovChar	2734		
Brell Seri	lis 215	RfsPers			
Brell Seri	lis 930	ScoChar			
Bristlebane	e 525	Inf0thr			
Bristlebane	e 810	MovChar	2734		
Inoruuk	525	Inf0thr			
Inoruuk	810	MovChar	2734		
Ordun Halbo	or 215	RfsPers			
Ordun Halbo	or 930	ScoChar			
Padrey	605	GrdLoc			
Padrey	947	NatTran	2438	or 100	
Quellious	185	DnStNat	. 2		
Quellious	500	Double	cinar		
Rallos Zek	215	RfsPers			
Rallos Zek	930	ScoChar			
Riadeegha	520	InfYour			
Riadeegha	810	MovChar	2438		

Samaub	690	StlGold			
Samaub	810	MovChar	2018		
Solusek Ro	180	UpStNat	21		
Solusek Ro	947	NatTran	2438	st	100
Tigon	810	MovChar	2438		
Tigon	930	ScoChar			

Adeyn

Ranks : Command 0 Agent 0 Emissary 0 Mage 50 Health 100 Stealth 0 Challenge 50

Artifacts : None

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

#414 Scry Hex(84) #506 Curses(48)

Adeyn was located in the Hills & Rough at 3034.

He was ordered to refuse all personal challenges.

He was ordered to have the nation sell to the caravans. 4107 Leather were sold for 4929 Gold.

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

Angbor

Ranks

: Command 22

Agent 18

Emissary 13 Mage 0

Health 100 Stealth 0 Challenge 26

Artifacts : None

Spells (+0): None



Angbor was located in the Hills & Rough at 2934.

He was ordered to refuse all personal challenges.

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

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

Bertoxxulous

Ranks

: Command 0 Health 100 Agent 0

Emissary 79 Mage 0

Stealth 0 Challenge 39

Artifacts : None

Spells (+0) : None



Bertoxxulous 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 2734. The Town/Tower of Of Fear flying the flag of the Benîm an Pharazôn is here.

Brell Serilis

Ranks : Command 0 Agent 81 Emissary 0 Mage 0 Health 44 Stealth 0 Challenge 60

Artifacts : None Spells (+0) : None

Brell Serilis was located in the Hills & Rough at 2636.

He was ordered to refuse all personal challenges.

He was ordered to scout for any characters. A scout for characters was attempted.

Found: No foreign characters found.

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

Bristlebane

Ranks : Command 0 Agent 0 Emissary 88 Mage 0 Health 100 Stealth 0 Challenge 44

Artifacts

Spells (+0): None



Bristlebane was located in the Hills & Rough at 2636.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Falassë. Current loyalty is perceived to be normal.

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

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

Inoruuk

Ranks : Command 0 Emissary 86 Mage 0 Agent 0

Health 100 Stealth 0 Challenge 43

Artifacts

Spells (+0): None



Inoruuk was located in the Hills & Rough at 2636.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Falassë. Current loyalty is perceived to be marginal.

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

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

Ordun Halbor

Ranks : Command 0 Agent 79 Emissary 0 Mage 0

- ---

Artifacts

Spells (+0) : None

Ordun Halbor was located in the Hills & Rough at 3034.

He was ordered to refuse all personal challenges.

He was ordered to scout for any characters. A scout for characters was attempted. Found: Proclamator Adûnaphel - Benîm an Pharazôn. Proclamator Lômiphel - Benîm an Pharazôn. Tabaya Kas. Cinard. Spy Klú Relortin - Lands. Burglar Ordimup - Great Trollusk. Rogue Ufgamog - Benîm an Pharazôn. Cutpurse Balkhmog - Benîm an Pharazôn. Commander Pon Acark - Benîm an Pharazôn. Footpad Ulfang - Benîm an Pharazôn. Nothing else was reported at this time.

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

Padrey

Ranks

: Command 0

Health 100

Agent 78

Emissary 0 Mage 0

Stealth 0 Challenge 58

Artifacts : None

Spells (+0): None

Padrey was located in the Hills & Rough at 3034.

He was ordered to guard the location. Of Hate was guarded.

He was ordered to have the nation transport by the caravans. 1120 Bronze (+10%) transported to Havens Of Umbar.

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

Pon Opar

Ranks : Command 0 Health 0 Agent 0 Stealth 0 Emissary 0

Mage 0

Challenge 0

Artifacts : None

Spells (+0) : None



Pon Opar was located in an unknown location.

Pon Opar could not escape from being held hostage.

Pon Opar was executed.

Quellious

Ranks : Command 40 Agent 0 Emissary 86 Mage 0

Health 100 Stealth 0 Challenge 53

: None

Artifacts

Spells (+0) : None

Quellious was located in the Hills & Rough at 3034.

She was ordered to downgrade our relations. She was not able to downgrade our relations because the populace did not support it. Continued efforts may succeed. She was ordered to recruit a double agent. Cinard is now our double agent.

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

Rallos Zek

Ranks : Command 0 Agent 68 Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 51

Artifacts : None

Spells (+0): None

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

He was ordered to refuse all personal challenges.

He moved with the company to 4325.

He was ordered to scout for any characters. A scout for characters was attempted. Found: Azzurro. Warlock Michael Buble - Sing a Song. Tarja Turunen. Freddie Mercury. Vasco. Gotye. Burglar Benalcazar - RhunLandChattelCo. Commander Glamhoth - Sh'iar Empire. Veteran Mackinzie - RhunLandChattelCo. Nothing else was reported at this time.

He is traveling with Azzurro of the Once Upon a Time in the Open Plains at 4325.

Ranks : Command 39 Agent 0 Emissary 24 Mage 25

Health 100 Stealth 0 Challenge 48

Artifacts : None

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

Riadeegha was located in the Hills & Rough at 3335.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Ku-Band.

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

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



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Samaub

Ranks : Command 0 Agent 76 Emissary 0 Mage 15

Health 100 Stealth 0 Challenge 60

Artifacts : None

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

Samaub was located in the Open Plains at 1513.

He was ordered to steal the Gold. 1400 Gold was stolen at Barad-Olog.

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

He is currently in the Mountains at 2018. The Village of Laimë flying the flag of the Sheri-Urk is here.

Solusek Ro

Ranks : Command 71 Agent 0 Emissary 0 Mage 47

Health 100 Stealth 0 Challenge 82

Artifacts : None

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

#415 Scry Area(75) #418 Locate Artifact(92)

Solusek Ro was located in the Hills & Rough at 3034.

He was ordered to upgrade our relations. Our relations with the Lands were upgraded. He was ordered to have the nation transport by the caravans. 789 Steel (+10%)

transported to Havens Of Umbar.

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

Ranks : Command 0 Agent 65 Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 48

Artifacts : None

Spells (+0) : None

Tigon was located in the Hills & Rough at 3034.

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

He was ordered to scout for any characters. A scout for characters was attempted. Found: No foreign characters found.

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



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2629 2729 2829 2929 3029 3129 3229 3329 3429
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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 # : 25 Security # : 8427

Return this turnsheet before SEPTEMBER 8 2013

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

Daytime Phone #:____ (ID: adeyn) @ 3034 Mage Adeyn -> # ____ Code ____ Type ____ -> # ____ Code ____ Type __ Order Order Required Required Information Information (ID: angbo) @ 3034 Command Agent Emissary Angbor Order -> # ____ Code ____ Type ____ Order -> # ____ Code ____ Type ___ Required Required Information Information Bertoxxulous (ID: berto) @ 2734 Emissary Order -> # ____ Code ____ Type ___ -> # ____ Code ____ Type __ Order Required Required Information Information

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