# MEPBM Games presents

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



GAME # 143



# Faux Meddle Aarmy

```
Victory points : 400
Victory Conditions :

To hold at game end the population center of Tal De Todes at 3729.
To hold at game end the artifact: Steward's Blade #136.
To see to the termination of Kriegs Adler by any means whatsoever.
To hold at game end the artifact: Dragon Helm of Dor-Lómin #12.
To acquire 10 additional artifacts (10) of any alignment.

Top 3 Free Peoples :

Frost Men [ 1275 ] Aerithryn [ 1150 ] Half-Orcs [ 1025 ]
```

Special Nation Abilities :
 #01 Scout/recon at double normal skill rank.
 #21 Hire new armies at no cost.

Internet G143N07 NATE KEENE 110758 NONE NONE NONE Game # : 143
Player # : 7
Turn # : 3
Account : \$ 0.00
Free Turns : 0
Security Code : 7549
Special Service : YES

# Faux Meddle Aarmy

## Season : Summer

### RELATIONS WITH OTHER NATIONS

# 1 North Kingdom # 4 Dustbighters # 8 Twin Scorpion #11 Galadhrim #14 Farrely #17 Heathen Kings #20 Black Numenro #23 Amun-Musa	: Tolerate :s : Tolerate : Tolerate : Disliked : Hated	d # 5 Aer d # 9 Rho d #12 Dri #15 Nac #18 Vam #21 Enl #24 Dar	esgobel b Le Chin th Strum piric Ord ightned S okin	: Tol : Tol : Dis : Dis er : Dis	erated # erated # liked # liked # tral #	3 Frost M 6 Amestri 10 Half-Or 13 Ull Nav 16 Shadowb 19 Scourge 22 Fallen	ans cs ala orn	: Tolerated : Tolerated : Tolerated : Disliked : Hated : Disliked : Neutral : Neutral
Charne			in Hills 8	Rough Cl	imate is	Hot		
Size : Camp	Fortifications		Loyalty :		: None	Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	
Expected production		0	0	0	0	192	24	
Current stores	0	0	0	0	0	0	0	_
Entrarma	Logation	@ 2426	in Mountai	ng Climat	e is Mild			
Enyarma Size : Camp	Fortifications		Loyalty:		: None	Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	-
Expected production		280	0	30	0	0	0	
Current stores	0	280	0	30	0	0	0	
carrene beereb	· ·	200	· ·	30	· ·	· ·	· ·	
Fifth Lab	Location	ı : @ 3437	in Hills 8	Rough Cl:	imate is	Hot		
Size : Major Town	Fortifications :		Loyalty:		: None		YES	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	-
Expected production	80	0	0	0	0	70	0	800
Current stores	80	0	0	0	14	316	0	_
Ishval	Location	a : @ 3433	in Hills 8	Rough Cl:	imate is	Hot		
Size : Major Town	Fortifications	: Tower	Loyalty:	54 Docks	: Port	Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	355	0	6	1200
Current stores	0	0	0	0	720	0	31	_
Liore (Capital)			in Desert		imate is			
Size : Major Town	Fortifications		Loyalty :		: None	Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	
Expected production		0	0	0	0	0	3	
Current stores	90	0	0	0	. 19	0	12	-
An army bearing the	banner of the Fa	aux Meddle	Aarmy und	er Commander	Louis Ar	mstrong is h	nere.	
T i a manually	T		i- 0 Di	-i 01i		_		
<b>Lisgardh</b> Size : Camp	Fortifications		in Open Pl		ate is Ho		No	Ciored 2 · No
Surplus Product	Leather	Bronze	Steel	28 Docks Mithril	Food	Hidden ? : Timber	Mounts	Sieged ? : No Gold
Expected production		0	0	0	632	0	Mounts 8	
Current stores	136	0	0	0	632	0	8	
current stores	130	U	U	U	032	U	0	
Nwalya	Location	ı : @ 3923	in Hills &	Rough Cl:	imate is	Hot.		
Size : Camp	Fortifications			37 Docks		Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	
Expected production	0	144	0	0	0	144	8	
Current stores	0	0	0	0	0	0	0	
Thangor	Location	ı : @ 3922	in Hills 8	Rough Cl:	imate is	Hot		
Size : Camp	Fortifications			46 Docks		Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	
Expected production	0	0	0	0	648	88	0	1040
Current stores	0	0	0	0	0	0	0	_

Location : @ 3438 in Desert Wastes Climate is Hot Xerxes Size: Camp Fortifications: Tower Loyalty: 50 Docks: None Hidden ?: No Sieged ?: No Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold 0 Expected production 248 0 0 24 0 56 0 5 0 Current stores 248 Ω 224 Ω 96

#### ARMIES AND NAVIES

Army Commander: Veteran Herubrand Location: @ 3334 in Hills & Rough Climate is Hot Army morale: 1 Warships: 0 Transports: 0 (4) Travel mode: Normal Troops Training Weapon Armor # Troops 10 0 800 Heavy Infantry Haradan footmen w/broadswords 10 Baggage Train Leather Mithril Bronze Steel 0 0 Weapons 0 0 0 0 Armor 0 0 Food Out of Food !! 0 War machines The Camp of Sandstone Bridge flying the flag of the Vampiric Order is here. An army bearing the banner of the Nacth Strum under Lord Blut-Jagr is here. An army bearing the banner of the Heathen Kings under Captain Delphine is here. An army bearing the banner of the Heathen Kings under Captain Dorlas Stormcloud is here. An army bearing the banner of the Shadowborn under Lord Husk the Unliving is here.

An army bearing the banner of the Faux Meddle Aarmy under Commander Maes Hughes is here.

An army bearing the banner of the Faux Meddle Aarmy under Commander Olivier Armstrong is here.

An army bearing the banner of the Faux Meddle Aarmy under Veteran Sûldun is here.

Army Commander: Commander Louis Armstrong Location: @ 3536 in Desert Wastes Climate is Hot Army morale: 5 Warships: 0 Transports: 0 (2) Travel mode: Normal Troops Training Weapon Armor # Troops Haradan footmen w/broadswords 10 10 0 400 Heavy Infantry Steel Mithril Baggage Train Leather Bronze 0 Weapons 0 0 0 Armor 0 0 0 Food 0 Out of Food !! 0 War machines

The Major Town/Fort of Liore flying the flag of the Faux Meddle Aarmy is here.

Army Commander: Commander Maes Hughes Location: @ 3334 in Hills & Rough Climate is Hot Army morale: 12 Warships: 0 Transports: 0 (2) Travel mode: Normal Training Weapon Armor # Troops Troops Troop Type 10 0 Haradan footmen w/broadswords 10 400 Heavy Infantry Baggage Train Leather Steel Mithril Bronze 0 Weapons 0 0 Armor 0 Ω 0 1 Low Supplies !! Food 0

The Camp of Sandstone Bridge flying the flag of the Vampiric Order is here.

An army bearing the banner of the Nacth Strum under Lord Blut-Jagr is here.

An army bearing the banner of the Heathen Kings under Captain Delphine is here.

An army bearing the banner of the Heathen Kings under Captain Dorlas Stormcloud is here.

An army bearing the banner of the Faux Meddle Aarmy under Veteran Herubrand is here.

An army bearing the banner of the Shadowborn under Lord Husk the Unliving is here.

An army bearing the banner of the Faux Meddle Aarmy under Commander Olivier Armstrong is here.

An army bearing the banner of the Faux Meddle Aarmy under Veteran Sûldun is here.

Army Commander : Commander Olivier Armstrong Location : @ 3334 in Hills & Rough Climate is Hot Army morale: 10 Warships: 0 Transports: 0 (4) Travel mode: Normal Training Weapon Armor # Troops Troop Type Troops Haradan footmen w/broadswords 10 10 0 800 Heavy Infantry Baggage Train Leather Mithril Bronze Steel 0 Weapons 0 0 0 Armor 0 Ω Λ 1 Low Supplies !! Food War machines

The Camp of Sandstone Bridge flying the flag of the Vampiric Order is here.

An army bearing the banner of the Nacth Strum under Lord Blut-Jagr is here.

An army bearing the banner of the Heathen Kings under Captain Delphine is here.

An army bearing the banner of the Heathen Kings under Captain Dorlas Stormcloud is here.

An army bearing the banner of the Faux Meddle Aarmy under Veteran Herubrand is here.

An army bearing the banner of the Shadowborn under Lord Husk the Unliving is here.

An army bearing the banner of the Faux Meddle Aarmy under Commander Maes Hughes is here.

An army bearing the banner of the Faux Meddle Aarmy under Veteran Sûldun is here.

Army Commander: Veteran Sûldun Location: @ 3334 in Hills & Rough Climate is Hot Army morale: 10 Warships: 0 Transports: 0 (2) Travel mode: Normal Haradan footmen w/broadswords Troops Training Weapon Armor # Troops Troop Type 10 10 0 400 Heavy Infantry Steel Mithril Baggage Train Leather Bronze 0 0 Weapons 0 0 0 Armor 0 1 Low Supplies !! Food War machines

The Camp of Sandstone Bridge flying the flag of the Vampiric Order is here.

An army bearing the banner of the Nacth Strum under Lord Blut-Jagr is here.

An army bearing the banner of the Heathen Kings under Captain Delphine is here.

An army bearing the banner of the Heathen Kings under Captain Dorlas Stormcloud is here.

An army bearing the banner of the Faux Meddle Aarmy under Veteran Herubrand is here.

An army bearing the banner of the Shadowborn under Lord Husk the Unliving is here.

An army bearing the banner of the Faux Meddle Aarmy under Commander Maes Hughes is here.

An army bearing the banner of the Faux Meddle Aarmy under Commander Olivier Armstrong is here.

#### COMPANY COMMANDERS :

None

### MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	19351	10192	2925	141	44670	11582	1933
Purchase at market price/unit	3	4	6	77	2	4	10
Sell to market price/unit	2	3	4	51	1	3	7

#### **MISCELLANEOUS**

Maintenance Costs expected next	t turn	are:	Totals for Nation:	Stores	Production
Armies/Navies : 11	1200		Leather	554	554
Pop Centers : 3	3000		Bronze	280	424
Characters : 11	1700		Steel	224	56
			Mithril	30	30
Total : 25	5900		Food	1390	1635
			Timber	316	494
Current Tax rate	:	40%	Mounts	147	73
Revenue expected next t Current Gold reserve	turn :	14280 (-11620) 14609			

Ships have been left anchored at the following locations:

None

You have the following double agents:

None

You have the following hostages:

None

You possess the following artifacts:

None

You have hidden the following additional artifacts:

None

#### NATION MESSAGES

The loyalty was influenced from the efforts or presence of Razarac at Xerxes. 195 Gold was stolen at Xerxes.

#### **ENCOUNTER MESSAGES**

#### Report from the camp at 3922.

The tremors which have occurred in the neighboring regions at first struck fear into the hearts of our citizens. Then, however, they began to rejoice that the founders had been wise enough not to build on a dormant volcano as it was evident that some others had done. Even though we tried to tell them that any of the mountains in the region could hide dormant volcanos, they refused to listen to us as usual and loyalty has increased accordingly.

#### Report from the camp at 3923.

The tremors which have occurred in the neighboring regions at first struck fear into the hearts of our citizens. Then, however, they began to rejoice that the founders had been wise enough not to build on a dormant volcano as it was evident that some others had done. Even though we tried to tell them that any of the mountains in the region could hide dormant volcanos, they refused to listen to us as usual and loyalty has increased accordingly.

#### COMBAT MESSAGES

#### Battle at 3335

In the Hot climate of the Hills & Rough of 3335, a conflict took place in the early morning hours under a clear sky.

At the head of a calm army rode Lord Husk the Unliving of the nation of the Shadowborn. In his hands was borne the glowing Scimitar called Elfhewer. The mount on which he rode moved calmly to the front of the battle lines. Behind him the forming ranks were filled with:

Troops Weapons Armor Formations

400 Mixed Mannish horsemen w/shortswords bronze/steel bronze/steel solid ranks

At the head of a calm army rode **Lord Blut-Jagr** of the nation of the Nacth Strum. In his hands was borne the glowing Whip called Cuiviegurth. The mount on which he rode moved calmly to the front of the battle lines. Behind him the forming ranks were filled with:

Troops Weapons Armor Formations

400 Mixed Mannish horsemen w/shortswords bronze/steel bronze/steel solid ranks

At the head of a calm army rode **Commander Rexxxus** of the nation of the Twin Scorpions. The mount on which he rode moved calmly to the front of the battle lines. Behind him the forming ranks were filled with:

Troops Weapons Armor Formations

400 Lesser Dúnadan horsemen w/broadswords bronze/steel bronze/steel ragged ranks

At the head of a highly energetic army rode **Captain Delphine** of the nation of the Heathen Kings. The mount on which she rode cantered anxiously along the side of the battle lines. Behind her the forming ranks were filled with:

Troops Weapons Armor Formations

567 Mixed Mannish horsemen w/shortswords bronze leather/bronze ragged ranks

At the head of a demoralized army rode **Captain Dorlas Stormcloud** of the nation of the Heathen Kings. The mount on which he rode stood cautiously at the rear of the battle lines. Behind him the forming ranks were filled with:

Troops Weapons Armor Formations

400 Mixed Mannish footmen w/battle axes wooden none a mob

The Town of Youswell flying the flag of the Faux Meddle Aarmy is situated in the Hills & Rough here. It is fortified by a Tower, and it is under siege or attack.

After the battle.... Husk the Unliving's forces found no enemy armies to fight. Blut-Jagr's forces found no enemy armies to fight. Rexxxus's forces found no enemy armies to fight. Delphine's forces found no enemy armies to fight. Dorlas Stormcloud's forces found no enemy armies to fight.

The battle for Youswell was over even before it began. The attackers were so numerous and strong that the defending militia had little chance to save themselves. The battle was over in just a few hours!!

After the attack on the population center... Husk the Unliving's army survived the attack on the Town, but suffered minor losses. Husk the Unliving appeared to have survived. Blut-Jagr's army survived the attack on the Town, but suffered minor losses. Blut-Jagr appeared to have survived. Delphine's army survived the attack on the Town, but suffered minor losses. Delphine appeared to have survived. Dorlas Stormcloud's army survived the attack on the Town, but suffered minor losses. Dorlas Stormcloud appeared to have survived. The Town has been reduced to a Village. The Tower has not been affected. The Village has been under siege/attack this turn. The Village now flies the flag of the Heathen Kings.

#### 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
Almbanaa Elada	555	George George	^
Alphonse Elric		CreCmp	
Alphonse Elric	810	MovChar	3518
Edward Elric	215	RfsPers	
Edward Elric	690	StlGold	
Gimforn	605	GrdLoc	
Gimforn	810	MovChar	3432
Herubrand	408	HvInfan	400 ^ ^
Herubrand	860	ForcMar	w nw nw ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Jean Havoc	215	RfsPers	
Jean Havoc	810	MovChar	3437
Ling Yao	555	CreCmp	^
Ling Yao	810	MovChar	3620
Louis Armstrong	185	DnStNat	15
Louis Armstrong	605	GrdLoc	
Maes Hughes	185	DnStNat	16
Maes Hughes	860	ForcMar	nw w nw ^ ^ ^ ^ ^ ^ ^ ^ ^ no
May Chang	555	CreCmp	*
May Chang	810	MovChar	3720
Olivier Armstrong	408	HvInfan	400 ^ ^
Olivier Armstrong	860	ForcMar	sw ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Ragnir	690	StlGold	
Ragnir	810	MovChar	3627
Sûldun	770	HrArmy	400 hi ^ ^ 1
Sûldun	850	MovArmy	nw ne nw ^ ^ ^ ^ ^ ^ ^ ^ no
		-	

Alphonse Elric

Agent 0 Mage 30 Ranks : Command 10 Emissary 68

> Health 100 Stealth 0 Challenge 44

Artifacts : None

Spells (+0) : #4 Major Heal(69) #302 Long Stride(76) #304 Fast Stride(84)

Alphonse Elric was located in the Hills & Rough at 3723.

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

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

He is currently in the Open Plains at 3518.

Edward Elric

Ranks

: Command 0 Agent 48

Health 100

Emissary 0

Mage 30 Challenge 43

Artifacts

Spells (+0): #4 Major Heal(56) #6 Greater Heal(58) #408 Perceive Nationality(64)

Edward Elric was located in the Hills & Rough at 3236. He was ordered to refuse all personal challenges.

He was ordered to steal the Gold. 2604 Gold was stolen at Hunter's Hall.

Stealth 0

He is currently in the Hills & Rough at 3236. The Town/Fort of Hunter's Hall flying the flag of the Heathen Kings is here.

Gimforn

Ranks

: Command 0 Health 100 Agent 41

Mage 0 Emissary 0

Stealth 0 Challenge 30

Artifacts

Spells (+0): None

Gimforn was located in the Desert Wastes at 3536.

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

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

He is currently in the Hills & Rough at 3432. The Camp of Arrid Basin flying the flag of the Heathen Kings is here.

Herubrand

Ranks : Command 10 Agent 0 Emissary 0 Mage 0

Health 100 Stealth 28 Challenge 10

Artifacts : None

Spells (+0) : None

Herubrand was located in the Desert Wastes at 3536.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to recruit some heavy infantry. 400 Heavy Infantry w/Wood weapons and No armor were recruited.

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 3334. The Camp of Sandstone Bridge flying the flag of the Vampiric Order is here.



Ranks : Command 40 Agent 15

Emissary 0 Mage 0

Health 38 Stealth 0 Challenge 42

Artifacts : None

Spells (+0) : None



Jean Havoc was located in the Hills & Rough at 3335.

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 3437. The Major Town/Tower of Fifth Lab flying the flag of the Faux Meddle Aarmy is here.



Ranks

: Command 10

Agent 0 Emissary 55

5 Mage 0

Health 100

Stealth 0

Challenge 29

Artifacts : None

Spells (+0) : None



Ling Yao was located in the Hills & Rough at 3922.

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

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

He is currently in the Open Plains at 3620.

Louis Armstrong

Ranks : Command 30 Agent 13 Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 32

Artifacts : None

Spells (+0) : None

Louis Armstrong was located in the Desert Wastes at 3536.

He was ordered to downgrade our relations. He was not able to downgrade our relations because the populace did not support it. Continued efforts may succeed.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

He commands an army in the Desert Wastes at 3536. The Major Town/Fort of Liore flying the flag of the Faux Meddle Aarmy is here.

#### Maes Hughes



Ranks : Command 30 Agent 0 Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 30

Artifacts : None

Spells (+0): None

Maes Hughes was located in the Desert Wastes at 3536.

He was ordered to downgrade our relations. Our relations with the Shadowborn were downgraded.

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 3334. The Camp of Sandstone Bridge flying the flag of the Vampiric Order is here.

#### May Chang



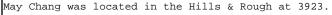
: Command 10 Agent 0 Emissary 42

Health 100 Stealth 0 Challenge 23

Artifacts : None

Spells (+0) : None





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

Mage 0

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

He is currently in the Open Plains at 3720.

Olivier Armstrong



Ranks : Command 30 Agent 33 Emissary 0 Mage 0

> Health 100 Stealth 0 Challenge 36

Artifacts : None

Spells (+0) : None

Olivier Armstrong was located in the Hills & Rough at 3433.

He was ordered to recruit some heavy infantry. 400 Heavy Infantry w/Wood weapons and No armor were recruited.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced. Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

He commands an army in the Hills & Rough at 3334. The Camp of Sandstone Bridge flying the flag of the Vampiric Order is here.



: Command 0

Health 58

Agent 30 Stealth 0 Emissary 0 Mage 0

Challenge 22

Artifacts

Spells (+0): None

Ragnir was located in the Hills & Rough at 3829.

He was ordered to steal the Gold. He was not able to steal Gold because of tight security. He was injured by local militia while performing his theft mission.

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

He is currently in the Shore/Plains at 3627. The Camp of Haz Appeal flying the flag of the Twin Scorpions is here.

S ldun

Ranks

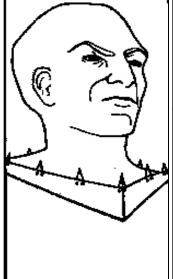
: Command 10 Health 100 Agent 0

Mage 0 Emissary 0

Stealth 0 Challenge 10

Artifacts

Spells (+0): None



Sûldun was located in the Hills & Rough at 3437.

He was ordered to hire an army. An army of 400 Heavy Infantry with 1 Food was hired. He was ordered to move the army. He accepted the army movement orders.

He commands an army in the Hills & Rough at 3334. The Camp of Sandstone Bridge flying the flag of the Vampiric Order is here.

				143 Player / Turn 3 Pag
3127 3227	3327 3427	3527	3727	3827 3927
3128 3228	3328	3428 3528		728 3828
3129 3229	3329 3429	3529	3629 3729	3829 3929
3130 3230	3330	3430 3530		3830
3131 3231	3331 3431	3531	3631 3731	3831 3931
3132 3232		3432 3532	3632	732 3832
3133 3233	3333 3433 A	3533	3633 3733	3833 3933
3134 3234	3334	3434 3534	3634 3	734 3834
3135 3235 A	3335 3435	3535	3635 3735	3835 3935
3136 3230		3436 3536	3636	736 3836
3137 3237	3337	3537	3637 3737	3837 3937
3138 3238	3338	3438 3538	3638 3	738 3838
3139 3239	3339 3439	3539	3639 3739	3839 3939

# MEPBM Games

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

Faux Meddle Aarmy

# TURNSHEET



Game # 143



NATE KEENE 110758

NONE

NONE

NONE

Game # : 143
Player # : 7
Turn # : 4
Security # : 7549

# Return this turnsheet before SEPTEMBER 16 2013

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

Daytime Phone #:\_\_\_\_\_

Alphonse El	ric		(ID:	alpho)	@	3518	Commar	nd 1	Emissar	y Mage	
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Information						I	nformatio	on			<del></del>

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Information					Information	_		
						_		
Ling Yao		(ID:	ling )	@ 3	620 Command	Em	issary	
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Order ->  Required Information  Maes Hughes Order ->	# Code	(ID:	Type	@ 3	Order - Required Information  334 Command Order -	-> ‡ - - -	code	
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Order ->  Required Information  Maes Hughes Order ->	# Code	(ID:	Type	@ 3	Order - Required Information  334 Command Order -	-> ‡ - - -	code	
Order ->  Required  Information  Maes Hughes  Order ->  Required	# Code	(ID:	Type	@ 3	Order - Required Information  334 Command Order - Required	-> ‡ - - -	code	
Order ->  Required Information  Maes Hughes Order ->  Required Information  May Chang	# Code	(ID:	maes )Type may c)	@ 3	Order - Required Information  334 Command Order - Required Information  720 Command	->	Code	Type
Order ->  Required Information  Maes Hughes Order ->  Required Information  May Chang	# Code	(ID:	maes )Type may c)	@ 3	Order - Required Information  334 Command Order - Required Information  720 Command	->	Code	Type
Order ->  Required Information  Maes Hughes Order ->  Required Information  May Chang	# Code	(ID:	maes )Type may c)	@ 3	Order - Required Information  334 Command Order - Required Information  720 Command	->	Code	Type
Order ->  Required Information  Maes Hughes Order ->  Required Information  May Chang Order ->	# Code	(ID:	maes )Type may c)	@ 3	Order - Required Information  334 Command Order - Required Information  720 Command Order -	->	Code	Type

Olivier A	rm	strong	3	(ID:	olivi)	@	3334	Comma	nd 2	Agent		
Order -	->	#	_ Code _		Type		_	Order	->	#	_ Code	Туре
Required							R	equired				
Information							I	nformati	on			
Ragnir				(ID:	ragni)	@	3627	Agent				
Order -	->	#	_ Code _		Туре		_	Order	->	#	_ Code	Type
Required							R	equired				
Information							I	nformati	on			
Sûldun				(ID:	suldu)	@	3334	Comma	nd			
Order -	->	#	Code _							#	_ Code	Туре
Required							R	equired				
Information							I	nformati	on			