

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Lands**

Victory points : 500

Victory Conditions :

To terminate 10 characters by personal challenge or by assassination.
 To see to the termination of Gamina by any means whatsoever.
 To see to the termination of Pericles by any means whatsoever.
 To see to the termination of Guarmath by any means whatsoever.
 To hold at game end the artifact: Blood Spike #90.

Top 3 Free Peoples :

Alvernus [1417] Once Upon a Time [1067] Sing a Song [1000]

Special Nation Abilities :

#08 Buy/sell orders receive 20% market adjustments.
 #11 New agents start at rank up to 40.
 #17 Build ships at 1/2 timber cost.
 #19 Build fortifications at 1/2 timber cost.

Internet G141N21
 NATE KEENE 110758
 NONE
 NONE
 NONE

Game # : 141
 Player # : 21
 Turn # : 17
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 1708
 Special Service : YES

Lands

(A Free People)

Season : Spring

RELATIONS WITH OTHER NATIONS

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

POPULATION CENTERS

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

Size : Village	Fortifications : None	Loyalty : 52	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	376	0	24	1200
Current stores	0	0	0	0	376	0	297	-

Deldúwath Location : @ 2435 in Hills & Rough Climate is Warm

Size : Camp	Fortifications : None	Loyalty : 27	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	100	0	0	0	0	160	10	0
Current stores	200	0	0	0	0	990	114	-

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

Size : Camp	Fortifications : Tower	Loyalty : 55	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	360	0	120	0	0	120	0	0
Current stores	720	0	239	0	0	743	0	-

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

Size : City	Fortifications : Fort	Loyalty : 72	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	78	60	0	0
Current stores	4766	0	259	0	78	1736	700	-

An army bearing the banner of the Lands under Regent Dark is here.

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

Size : Town	Fortifications : None	Loyalty : 29	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	60	0	0	0	138	0	1300
Current stores	0	180	0	0	0	854	0	-

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

Size : Camp	Fortifications : None	Loyalty : 72	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	1090	0	10	1200
Current stores	0	0	0	0	1090	0	108	-

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

Size : Camp	Fortifications : None	Loyalty : 49	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	272	0	0	0	0	160	8	0
Current stores	544	0	0	0	0	874	48	-

Mae Govannon Location : @ 2536 in Hills & Rough Climate is Hot

Size : Village	Fortifications : None	Loyalty : 45	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	192	0	0	173	0	0	880
Current stores	0	576	0	0	173	0	0	-

Foreign characters reported in the hex : - **Balkumagîn.**

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

Mountains	Location : @ 2136 in Mixed Forest Climate is Warm								
Size : Village	Fortifications : None		Loyalty : 51		Docks : None		Hidden ? : No		Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold	
Expected production	0	0	0	0	688	88	0	0	
Current stores	0	0	0	0	688	544	0	-	

Mukatana	Location : @ 2634 in Hills & Rough Climate is Warm								
Size : Camp	Fortifications : None		Loyalty : 39		Docks : None		Hidden ? : No		Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold	
Expected production	340	210	0	0	0	0	0	1200	
Current stores	680	630	0	0	0	0	0	-	

Narqelion	Location : @ 2135 in Mixed Forest Climate is Warm								
Size : Camp	Fortifications : None		Loyalty : 36		Docks : None		Hidden ? : No		Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold	
Expected production	0	0	0	0	370	370	0	0	
Current stores	0	0	0	0	370	2290	0	-	

Of Fear	Location : @ 2734 in Hills & Rough Climate is Warm								
Size : Town	Fortifications : Tower		Loyalty : 35		Docks : Harbor		Hidden ? : No		Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold	
Expected production	66	0	0	0	0	102	0	1200	
Current stores	132	0	0	0	0	278	0	-	

Plains	Location : @ 2337 in Shore/Plains Climate is Warm								
Size : Town	Fortifications : Tower		Loyalty : 35		Docks : Harbor		Hidden ? : No		Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold	
Expected production	222	0	0	0	288	0	6	0	
Current stores	444	0	0	0	288	0	66	-	

Rough	Location : @ 2139 in Hills & Rough Climate is Warm								
Size : Major Town	Fortifications : Tower		Loyalty : 36		Docks : Port		Hidden ? : No		Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold	
Expected production	0	108	0	0	0	116	0	1400	
Current stores	800	324	0	0	0	0	400	-	

An army bearing the banner of the Lands under Regent Fire is here.

Swamp	Location : @ 2335 in Hills & Rough Climate is Warm								
Size : Camp	Fortifications : Tower		Loyalty : 38		Docks : None		Hidden ? : No		Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold	
Expected production	0	0	70	0	0	120	0	1000	
Current stores	0	0	139	0	0	743	0	-	

ARMIES AND NAVIES

Army Commander : Regent Dark	Location : @ 2137 in Mixed Forest Climate is Warm								
Army morale :	35	Warships :	0	Transports :	0 (5)	Travel mode :		Normal	
Troops		Training		Weapon	Armor	# Troops	Troop Type		
Lesser Dúnadan horsemen w/broadswords		10		10	60	500	Heavy Cavalry		
Lesser Dúnadan mercenaries w/broadswords		77		30	10	200	Men-at-Arms		
Baggage Train	Leather	Bronze	Steel	Mithril					
Weapons	-	0	0	0					
Armor	0	0	0	0					
Food	82	Low Supplies !!							
War machines	0								

The City/Fort of Hills flying the flag of the Lands is here.

Army Commander : Regent Fire Location : @ 2139 in Hills & Rough Climate is Warm

Army morale : 1 Warships : 0 Transports : 0 (5) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Lesser Dúnadan horsemen w/broadswords	10	10	0	400	Heavy Cavalry
Mixed Mannish footmen w/spears	10	10	0	400	Heavy Infantry
Lesser Dúnadan mercenaries w/broadswords	10	30	10	100	Men-at-Arms

Baggage Train Leather Bronze Steel Mithril

Weapons - 0 0 0

Armor 0 0 0

Food 0 Out of Food !!

War machines 0

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

Army Commander : Captain Null Location : @ 2536 in Hills & Rough Climate is Hot

Army morale : 85 Warships : 0 Transports : 0 (4) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Lesser Dúnadan horsemen w/broadswords	19	10	30	534	Heavy Cavalry

Baggage Train Leather Bronze Steel Mithril

Weapons - 0 0

Armor 0 0 0

Food 0 Out of Food !!

War machines 0

The Village of Mae Govannon flying the flag of the Lands is here.

COMPANY COMMANDERS :

Commander Earth Location : @ 2438 Traveling with him are : Light - Water - Wind .

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	13722	11549	4154	2933	228407	18121	1778
Purchase at market price/unit	3	4	6	15	2	3	10
Sell to market price/unit	2	3	4	10	1	2	7

MISCELLANEOUS

Maintenance Costs expected next turn are:

Totals for Nation:

Stores

Production

Armies/Navies : 10504

Pop Centers : 4500

Characters : 22840

Total : 37844

Current Tax rate : 39%

Revenue expected next turn : 24980 (-12864)

Current Gold reserve : 6951

Leather

Bronze

Steel

Mithril

Food

Timber

Mounts

8286

1710

637

0

3063

9052

1733

1360

570

190

0

3063

1434

58

Ritual character terminations: 0

Ships have been left anchored at the following locations:

None

You have the following double agents:

Brell Serilis of the Plane @ 2139

Double agent Brell Serilis reports he was ordered to steal the Gold. 3234 Gold was stolen at Havens Of Umbar.

Double agent Brell Serilis reports he was ordered to move. He accepted the movement orders.

You have the following hostages:

Browgue of the Sh'iar Empire is held by Cinard at 2436 - No Gold ransom demanded at this time.
 Blister of the Sh'iar Empire is held by Kalatar at 2536 - No Gold ransom demanded at this time.
 Naidine of the Sheri-Urk is held by Qeset at 2631 - No Gold ransom demanded at this time.

You possess the following artifacts:

None

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of a personal challenge involving Minohtar and Morbidund at 2510.
The loyalty was influenced/reduced at Korondë.
There are rumors of an assassination attempt involving Angus and Rulart.
There are rumors of a theft attempt involving Pon Opar at Ashpit.

ENCOUNTER MESSAGES

Encounter for Cinard at 2436

Cinard was startled from his night's rest by a loud pounding noise. The noise seemed alarmingly near and sounded like it was coming closer. He scarcely had time to stand and ready himself for combat before he saw an enormous man approaching his camp. "Giant" was the first thought that came to his mind as the creature reached the edge of the camp and stopped. At least three times as tall as a man it stood. An end of a tree trunk rested lightly on its shoulder, the other end being encircled by a hand the size of a barrel. The huge man said something in a deep, booming voice but it had no meaning to him.

ATTACK the Giant
 OFFER food
 Declare your ALLEGIANCE
 REQUEST the Giant to leave
 INTERROGATE the Giant for information
 THROW a rock at the Giant
 Say _____ (only one word)
 FLEE

How will Cinard react ? (Choose any reaction shown in all CAPS or provide info requested in parenthesis. If no reaction is given, he will be assumed to have chosen "FLEE".)

COMBAT MESSAGES

Battle at 2536

In the Hot climate of the Hills & Rough of 2536, a conflict took place in the early afternoon in high winds.

At the head of a rebellious army rode **Commander Cereanth** of the nation of the South Kingdom. The mount on which she rode moved with trepidation to the center of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
741 Dúnadan footmen w/broadswords	wooden/bronze	leather/bronze	a mob

At the head of a loud and exuberant army rode **Captain Null** of the nation of the Lands. The mount on which he rode pranced mightily at the head of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1000 Lesser Dúnadan horsemen w/broadswords	wooden	bronze	a mob

At the head of a rebellious army rode **Hero Sapheth** of the nation of the Benîm an Pharazôn. The mount on which she rode moved with trepidation to the center of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
200 Mixed Mannish horsemen w/shortswords	steel	steel	a mob
110 Lesser Mannish horsemen w/scimitars	steel	steel	exemplary

The Village of Mae Govannon flying the flag of the Lands is situated in the Hills & Rough here.

Report from NullMy commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. The troops howled their readiness and it was difficult to restrain the front lines from striking before the attack order was given. Finally the order was shouted across the battlefield.. Surround them. Attack from all sides!

Against the forces of Cereanth, we quickly surrounded the ambush they had laid.

Against the forces of Sapheth, we quickly surrounded their standard formation.

After the battle had joined in earnest, heroes made their presence known all over the battlefield.

Report from NullOur cavalry rode swiftly around and over the small hills and attacked the enemy savagely. The troops fought heroically, and I was proud to lead them. They fought with passion! Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

Commanders on the scene ordered their troops to salvage what they could from the remains of the enemy forces..

Captain Null : 1 Food

After the battle.... Cereanth's forces were destroyed/routed in the battle. Cereanth appeared to have survived. Null 's forces were victorious in the battle, but suffered some losses. Null appeared to have survived. Sapheth's forces were destroyed/routed in the battle. Sapheth appeared to have survived.

Battle at 2537

In the Hot climate of the Hills & Rough of 2537, a conflict took place in the early afternoon in high winds.

At the head of a calm army rode **Hero Bawbuzagar** of the nation of the Benîm an Pharazôn. The mount on which she rode moved calmly to the front of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
922 Mixed Mannish horsemen w/shortswords	wooden/bronze	bronze/steel	ragged ranks

The Village of Darthir flying the flag of the Lands is situated in the Hills & Rough here.

After the battle.... Bawbuzagar's forces found no enemy armies to fight.

The battle for Darthir 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.... Bawbuzagar's army survived the attack on the Village, but suffered minor losses. Bawbuzagar appeared to have survived. The Village has been reduced to a Camp. The Camp has been under siege/attack this turn. The Camp now flies the flag of the Benîm an Pharazôn.

SPECIAL MESSAGES

FREE TURNS! Do you have any friends that would enjoy playing ME-PBM? MEPBM will credit you with a free turn for each NEW player that signs up and mentions your name (New players can only mention one name). If you would like to start a game with several friends, just let us know! Please try to collect all names & required funds, and mail together, when joining with friends. Current player set-ups are: £5.00, new player registrations are: £10.00

Front Sheet

The FrontSheet is now in the main body of the email of each turn you get. This also includes nations available, new games starting up, generic message from us about other aspects of the game as well as game reports. It also has your balance and the conta

ME-PBM Forum and ME-PBM Mailing List

This is to let you know that we have started an ME-PBM forum on our web site. The address for the web site is www.MiddleEarthGames.com. From there, you can go to links that allow you to log into the message board and to subscribe to the mailing list.

ORDERS GIVEN

Character	Order #	Order Code	Additional Information.....
Aldhelm Demuret	948	TranCar	2139 2239 ti 23178
Aldhelm Demuret	325	NatSell	ti 100
Cinard	905	ScoArmy	bawbu y
Cinard	810	MovChar	2438
Dark	185	DnStNat	2
Dark	940	CstLoSp	415 2731
Earth	215	RfsPers	
Earth	820	MovCmpy	2438
Fire	552	PosCmp	^
Fire	860	ForcMar	w w ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Kalatar	215	RfsPers	
Kalatar	615	Assass	sapth
Klú Relortin	215	RfsPers	
Klú Relortin	620	Kidnap	lomip
Light	215	RfsPers	
Light	500	Double	gimla
Null	215	RfsPers	
Null	230	AttEnmy	su
Qesset	690	StlGold	
Qesset	810	MovChar	2631
Tabaya Kas	215	RfsPers	
Tabaya Kas	600	CntrEsp	
Tartas Izain	610	GrdChar	iron
Tartas Izain	810	MovChar	2731
Water	215	RfsPers	
Water	500	Double	aduna
Wind	215	RfsPers	
Wind	500	Double	lomip

Aldhelm Demuret



Ranks : Command 0 Agent 59 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 44
 Artifacts : None
 Spells (+0) : None

Aldhelm Demuret was located in the Mixed Forest at 2137.

He was ordered to have the nation sell to the caravans. The stores sold was changed because the total product sold was more than the market purchase limit. 3186 Timber were sold for 19116 Gold.

He was ordered to transport by the caravans. The transport was changed because there was insufficient Timber. 21072 Timber (+10%) transported from Rough to Bauglira.

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

Cinard



Ranks : Command 0 Agent 71 Emissary 0 Mage 0
 Health 60 Stealth 0 Challenge 53
 Artifacts : None
 Spells (+0) : None

Cinard was located in the Mixed Forest at 2137.

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

He was ordered to scout an army. A scout of the army was attempted. Commander Bawbuzagar of the Benîm an Pharazôn is located in the Hills & Rough at 2436 Travel mode is Evasive. Morale is 40. Troops: Heavy Cavalry: 882 . Scouted army movement to new location at 2436.

He had a special encounter. See Encounter Messages.

He is currently in the Hills & Rough at 2436. The Village of Tyarretta flying the flag of the Plane is here.

Dark



Ranks : Command 62 Agent 0 Emissary 0 Mage 45
 Health 100 Stealth 0 Challenge 73
 Artifacts : None

Spells (+0) : #406 Divine Army(98) #412 Research Artifact(100)
 #413 Scry Population Center(100) #415 Scry Area(89) #418 Locate Artifact(60)
 #428 Locate Artifact True(73)

Dark was located in the Mixed Forest at 2137.

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

He was ordered to cast a lore spell. Scry Area - Foreign armies identified: None. See report below.

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

Earth



Ranks : Command 30 Agent 0 Emissary 86 Mage 0
 Health 100 Stealth 0 Challenge 50
 Artifacts : None
 Spells (+0) : None

Earth was located in the Hills & Rough at 2636.

He was ordered to refuse all personal challenges.

He was challenged by Tarikmagân to personal combat, but refused. Tarikmagân gained personal honor.

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

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

Fire



Ranks : Command 63 Agent 52 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 72
 Artifacts : None
 Spells (+0) : None

Fire 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 post a camp. He was not able to post the camp because there was insufficient Gold.

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 2139. The Major Town/Tower of Rough flying the flag of the Lands is here.

Kalatar



Ranks : Command 0 Agent 71 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 53
 Artifacts : None
 Spells (+0) : None

Kalatar was located in the Hills & Rough at 2536.

He was ordered to refuse all personal challenges.

He was challenged by Saptheth to personal combat, but refused. Saptheth gained personal honor.

He was ordered to assassinate a character. He was not able to complete his mission because the character was too well guarded.

He is currently in the Hills & Rough at 2536. The Village of Mae Govannon flying the flag of the Lands is here.

Kl Relortin



Ranks : Command 0 Agent 69 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 51
 Artifacts : None
 Spells (+0) : None

Klú Relortin was located in the Hills & Rough at 2636.

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

Light



Ranks : Command 0 Agent 0 Emissary 68 Mage 0
 Health 100 Stealth 0 Challenge 34
 Artifacts : None
 Spells (+0) : None

Light was located in the Hills & Rough at 2636.

He was ordered to refuse all personal challenges.

He was ordered to recruit a double agent. He was not able to recruit the double agent because he was not able to influence the character. Continued efforts may succeed.

He moved with the company to 2438.

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

Null



Ranks : Command 45 Agent 0 Emissary 0 Mage 48
 Health 100 Stealth 0 Challenge 59
 Artifacts : None

Spells (+0) : #412 Research Artifact(78) #413 Scry Population Center(72)
 #415 Scry Area(56) #418 Locate Artifact(68) #428 Locate Artifact True(71)

Null was located in the Hills & Rough at 2536.

He was ordered to refuse all personal challenges.

He was challenged by Saphtheth to personal combat, but refused. Saphtheth gained personal honor.

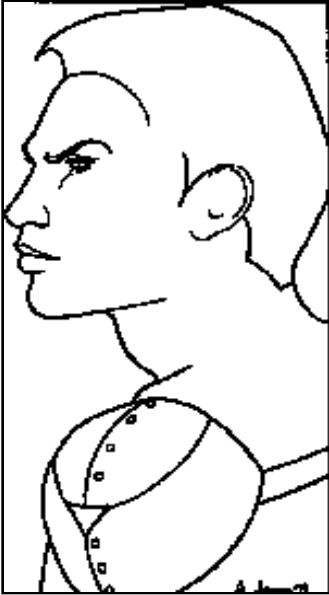
He was ordered to have his army attack all of his enemies. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He commands an army in the Hills & Rough at 2536. The Village of Mae Govannon flying the flag of the Lands is here.

Qesset



Ranks : Command 0 Agent 76 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 57
 Artifacts : None
 Spells (+0) : None

Qesset was located in the Open Plains at 1920.

He was ordered to steal the Gold. 3375 Gold was stolen at Flong Mars.

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

He is currently in the Hills & Rough at 2631. The Town of Adûnazir flying the flag of the Benîm an Pharazôn is here.

Tabaya Kas



Ranks : Command 0 Agent 70 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 52
 Artifacts : None
 Spells (+0) : None

Tabaya Kas was located in the Hills & Rough at 2636.

He was ordered to refuse all personal challenges.

He was ordered to perform counter espionage. Counter espionage completed. No double agents were reported at 2636.

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

Tartas Izain



Ranks : Command 0 Agent 70 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 52
 Artifacts : None
 Spells (+0) : None

Tartas Izain was located in the Open Plains at 2120.

He was ordered to guard a character. Iron Wood was guarded.

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

He is currently in the Hills & Rough at 2731. The Town of Zigurunzaden flying the flag of the Benîm an Pharazôn is here.

Water



Ranks : Command 0 Agent 0 Emissary 82 Mage 0
 Health 100 Stealth 0 Challenge 41
 Artifacts : None
 Spells (+0) : None

Water was located in the Hills & Rough at 2636.

He was ordered to refuse all personal challenges.

He was ordered to recruit a double agent. He was not able to recruit the double agent because he was not able to influence the character. Continued efforts may succeed.

He moved with the company to 2438.

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

Wind



Ranks : Command 0 Agent 0 Emissary 75 Mage 0
 Health 100 Stealth 0 Challenge 37
 Artifacts : None
 Spells (+0) : None

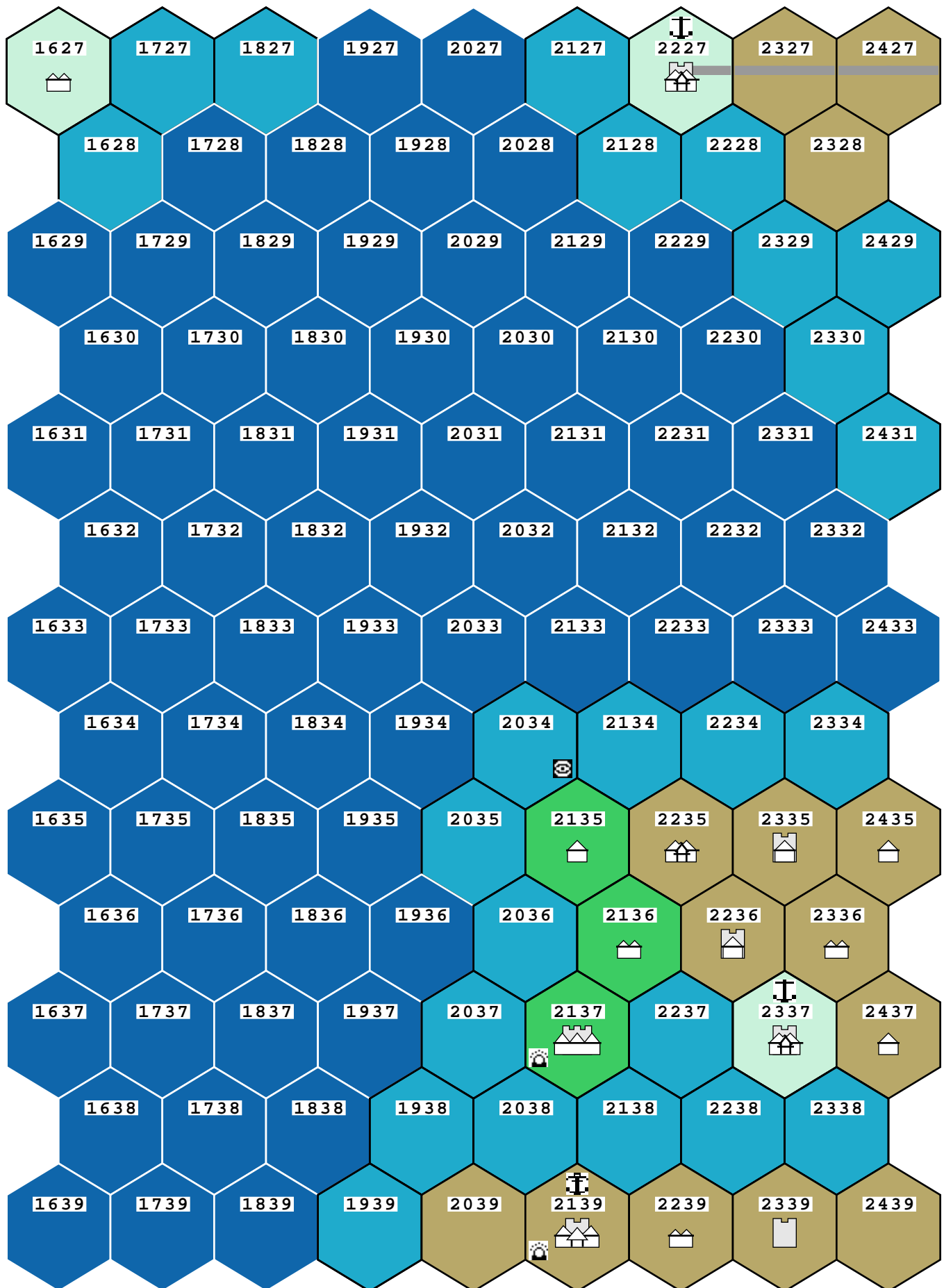
Wind was located in the Hills & Rough at 2636.

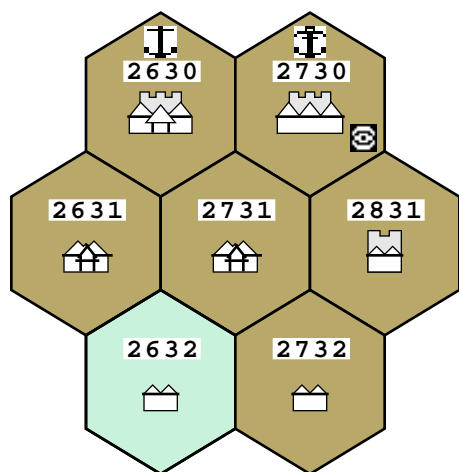
He was ordered to refuse all personal challenges.

He was ordered to recruit a double agent. He was not able to recruit the double agent because he was not able to influence the character. Continued efforts may succeed.

He moved with the company to 2438.

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







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Game #      : 141
Player #    : 21
Turn #      : 18
Security #  : 1708
```

Return this turnsheet before JUNE 2 2013

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

Daytime Phone #: _____

Aldhelm Demuret (ID: aldhe) @ 2137 Agent

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

Cinard (ID: cinar) @ 2436 Agent

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

Dark (ID: dark) @ 2137 Command Mage

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

Earth (ID: earth) @ 2438 Command Emissary

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

Fire (ID: fire) @ 2139 Command Agent

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

Kalatar (ID: kalat) @ 2536 Agent

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

Klú Relortin (ID: klu r) @ 2636 Agent

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

Light (ID: light) @ 2438 Emissary

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

Null (ID: null) @ 2536 Command Mage

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

Qesset (ID: qesse) @ 2631 Agent

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

Tabaya Kas (ID: tabay) @ 2636 Agent

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

Tartas Izain (ID: tarta) @ 2731 Agent

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

Water (ID: water) @ 2438 Emissary

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

Wind (ID: wind) @ 2438 Emissary

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