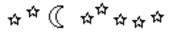
MEPBM Games presents

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



GAME # 141



Plane

Victory points : 550

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 [1275] Once Upon a Time [1183] Wise Council [975]

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 # : 31
Account : \$ 0.00
Free Turns : 0
Security Code : 6952
Special Service : YES

Internet G141N24 GALEN KEENE 110759 NONE NONE NONE

Plane (A Free People)

Season : Fall

RELATIONS WITH OTHER NATIONS

<pre># 1 North Kingdom # 4 Acadians # 7 Sapphic Encla #10 Sundered #13 Red Witches #16 Sh'iar Empire #19 RhunLandChatt #22 Sing a Song</pre>	: Neutral ve : Neutral : Neutral : Neutral : Neutral : Disliked	# 5 Sil # 8 Nam #11 Loh #14 Dar #17 Gre #20 Tri	nmai'gwait rk Feast eat Trollu bes of An	bly : Neu : Neu h : Neu : Neu sk : Dis gmar : Neu	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 Pharazô	: Neutral : Neutral : Neutral : Hated : Neutral on: Hated : Friendly : Tolerated					
POPULATION CENTERS													
Asmalind	Location	: @ 2918	in Open Pl	ains Clim	ate is Mi	ild							
Size : Camp	Fortifications :		Loyalty:		: None	Hidden ? :	No	Sieged ? : No					
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold					
Expected production	279	0	0	0	873	0	9	0					
Current stores	0	0	0	0	0	0	9	-					
Bauglira	Location	: @ 2239	in Hills &	Rough Cl	imate is	Warm							
Size : Village	Fortifications :	None	Loyalty:	18 Docks	: None	Hidden ? :	No	Sieged ? : No					
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold					
Expected production		0	0	0	0		24						
Current stores	0	0	0	0	0	0	182	-					
Cacanga	Logation	• @ 2524	in Hills &	Pough Cl	imate is	Marm							
Size : Camp	Fortifications :		Loyalty:	_	: None	Hidden ?:	No	Sieged ? : No					
Surplus Product		Bronze	Steel	Mithril	Food		Mounts	-					
Expected production		220	140	0	890		0						
Current stores	0	440	0	0	0	0	0	-					
Deldúwath			in Hills &	_	imate is								
Size : Village	Fortifications :		Loyalty:		: None	Hidden ? :		Sieged ? : No					
Surplus Product		Bronze	Steel	Mithril 0	Food		Mounts						
Expected production Current stores	80 0	0	0	0	0	128 384	8 54						
Current Stores	U	U	U	U	U	304	54	_					
Falassë	Location	: @ 2636	in Hills &	Rough Cl	imate is	Hot							
Size : City	Fortifications :	Fort	Loyalty:	50 Docks	: None	Hidden ? :	No	Sieged ? : No					
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold					
Expected production		24	0	0	0		0						
Current stores	0	96	0	0	0	0	0	=					
Havens Of Umbar	Location	: @ 2432	in Hills &	Rough Cl	imate is	Warm							
Size : Village	Fortifications :		Loyalty:		: None	Hidden ?:	No	Sieged ? : No					
Surplus Product		Bronze	Steel	Mithril	Food		Mounts						
Expected production		312	0	0	0	0	0						
Current stores	0	1092	0	0	0	0	994	-					
A small army bearin	g the banner of t	he Plane	under Hero	Angbor is h	ere.								
Herenya	Location	: @ 2834	in Hills &	Rough Cl	imate is	Warm							
Size : Village	Fortifications :	None	Loyalty:	63 Docks	: None	Hidden ? :	No	Sieged ? : No					
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold					
Expected production		160	0	0	632		0						
Current stores	0	1184	0	0	0	0	0	_					
Korondë	Togotion	. @ ეეენ	in Uilla a	Pough Cl	imate i-	Marm							
Koronde Size : Town	Location Fortifications :		In HIIIS &	Rough Cl	: None	warm Hidden ?:	No	Sieged ? : No					
Surplus Product		Bronze	Steel	Mithril	Food		Mounts						
Expected production		60	0	0	0		0						
Current stores	0	240	0	0	0		0						

Of Hate Size : Camp				Rough Cl 42 Docks			No S	Sieged ? : 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	0	0	0	870	0	_
Of Mischief	Location	: @ 3037	in Hills &	Rough Cl	imate is	Hot		
Size : Camp	Fortifications :	Tower	Loyalty :	20 Docks	: None	Hidden ? :	No S	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production		128	0	0	0		0	800
Current stores	0	512	0	0	0	0	0	-
Of Storms	Location	: @ 3136	in Hills &	Rough Cl	imate is	Hot		
Size : Camp	Fortifications :	None	Loyalty:	32 Docks	: None	Hidden ? :	No S	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food		Mounts	Gold
Surplus Product Expected production Current stores	0	0	64		0		0	960
Current stores	0	0	0	0	0	288	0	_
Of Time	Location	: @ 2836	in Hills &	Rough Cl	imate is	Hot		
Size : Camp	Fortifications :	Tower	Loyalty :	17 Docks	: None	Hidden ? :	No S	Sieged ? : No
		Bronze	Steel	Mithril	Food		Mounts	Gold
Expected production	0	0	112	0	0		16	1040
Current stores	0	0	0	0	0	0	128	-
Of Valor	Location	: @ 3036	in Hills &	Rough Cl	imate is	Hot		
Size : Village	Fortifications :	Tower	Loyalty:	34 Docks	: None	Hidden ? :	No S	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	58	0	0	102	0	960
Current stores	0	0	0	0	0	384	0	-
Pilindi	Location	: @ 2736	in Hills &	Rough Cl	imate is	Hot.		
Size : Camp				29 Docks			No S	Sieged ? : No
-		Bronze	Steel	Mithril	Food		Mounts	Gold
Expected production	0	0	0	0	840	144	24	0
Current stores	0	0	0	0	0	432	192	-
						7		
Plains	Location	: @ 2337	in Shore/P	lains Cli	mate is v	varm		
Plains Size : Village				lains Cli 39 Docks			No S	Sieged ? : No
Size : Village Surplus Product	Fortifications : Leather	Tower Bronze	Loyalty : Steel	39 Docks Mithril	: None Food	Hidden ? : Timber	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	Fortifications : Leather	Tower Bronze	Loyalty : Steel	39 Docks Mithril	: None Food	Hidden ? : Timber 0	Mounts	Gold
Size : Village Surplus Product Expected production Current stores	Fortifications: Leather 296 0 Location	Tower Bronze 0 0 : @ 2934	Loyalty: Steel 0 0 in Hills &	39 Docks Mithril 0 0 Rough Cl	: None Food 384 0	Hidden ?: Timber 0 0	Mounts 8	Gold 0
Size : Village Surplus Product Expected production Current stores	Fortifications : Leather 296 0	Tower Bronze 0 0 : @ 2934	Loyalty: Steel 0 0 in Hills &	39 Docks Mithril 0 0 Rough Cl	: None Food 384 0	Hidden ?: Timber 0 0	Mounts 8 60	Gold 0
Size : Village Surplus Product Expected production Current stores Rhandir Size : Camp	Fortifications: Leather 296 0 Location	Tower Bronze 0 0 : @ 2934	Loyalty: Steel 0 0 in Hills & Loyalty:	39 Docks Mithril 0 0 Rough Cl 24 Docks	: None Food 384 0 imate is : None	Hidden ? : Timber 0 0 0	Mounts 8 60	Gold 0 - Sieged ? : No
Size : Village Surplus Product Expected production Current stores Rhandir Size : Camp Surplus Product Expected production	Fortifications: Leather 296 0 Location Fortifications: Leather 0	Tower Bronze 0 0 0 : @ 2934 : None Bronze 0	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0	39 Docks Mithril 0 0 0 Rough Cl 24 Docks Mithril 0	: None Food 384 0 imate is : None Food 0	Hidden ?: Timber 0 0 Warm Hidden ?: Timber 240	Mounts 8 60 No Mounts 10	Gold 0 - Sieged ? : No
Size : Village Surplus Product Expected production Current stores Rhandir Size : Camp Surplus Product	Fortifications: Leather 296 0 Location Fortifications: Leather	Tower Bronze 0 0 1: @ 2934 None Bronze	Loyalty: Steel 0 0 in Hills & Loyalty: Steel	39 Docks Mithril 0 0 0 Rough Cl 24 Docks Mithril	: None Food 384 0 imate is : None Food	Hidden ? : Timber 0 0 Warm Hidden ? : Timber	Mounts 8 60 No S Mounts	Gold 0 - Sieged ? : No Gold
Size : Village Surplus Product Expected production Current stores Rhandir Size : Camp Surplus Product Expected production	Fortifications: Leather 296 0 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 24 Docks Mithril 0 0	: None Food 384 0 imate is : None Food 0	Hidden ?: Timber 0 0 Warm Hidden ?: Timber 240 720	Mounts 8 60 No Mounts 10	Gold 0 - Sieged ? : No Gold
Size : Village Surplus Product Expected production Current stores Rhandir Size : Camp Surplus Product Expected production Current stores	Fortifications: Leather 296 0 Location Fortifications: Leather 0 0	Tower Bronze 0 0 0 : @ 2934 None Bronze 0 0 : @ 2139	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 0	39 Docks Mithril 0 0 Column Cl 24 Docks Mithril 0 0 Rough Cl	: None Food 384 0 imate is : None Food 0	Hidden ?: Timber 0 0 Warm Hidden ?: Timber 240 720	Mounts 8 60 No Mounts 10 76	Gold 0 - Sieged ? : No Gold
Size : Village Surplus Product Expected production Current stores Rhandir Size : Camp Surplus Product Expected production Current stores Rough (Capital)	Fortifications: Leather 296 0 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 Column Cl 24 Docks Mithril 0 0 Rough Cl	: None Food 384 0 imate is : None Food 0 imate is	Hidden ?: Timber 0 0 0 Warm Hidden ?: Timber 240 720	Mounts 8 60 No Mounts 10 76	Gold 0 - Sieged ? : 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 0 Location Fortifications: Leather 0 0 Location Fortifications:	Tower Bronze 0 0 0 : @ 2934 None Bronze 0 0 : @ 2139	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 0 in Hills & Loyalty:	39 Docks Mithril 0 0 0 Rough Cl 24 Docks Mithril 0 0 Rough Cl 42 Docks	: None Food 384 0 imate is : None Food 0 imate is : None	Hidden ? : Timber 0 0 0 Warm Hidden ? : Timber 240 720 Warm Hidden ? :	Mounts 8 60 No S Mounts 10 76	Gold 0 - Sieged ? : No Gold 1100 - Sieged ? : 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 0 Location Fortifications: Leather 0 0 Location Fortifications: Leather	Tower Bronze 0 0 0 : @ 2934 None Bronze 0 0 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 24 Docks Mithril 0 0 Rough Cl 42 Docks Mithril	: None Food 384 0 imate is : None Food 0 imate is : None Food	Hidden ? : Timber 0 0 0 Warm Hidden ? : Timber 240 720 Warm Hidden ? : Timber	Mounts 8 60 No Mounts 10 76 No Mounts	Gold 0 - Sieged ?: No Gold 1100 - Sieged ?: No Gold
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 product Expected product Current stores A small army bearing	Fortifications: Leather 296 0 Location Fortifications: Leather 0 0 Location Fortifications: Lecation Fortifications: Leather 0 3421 g the banner of t	Tower Bronze 0 0 0 : @ 2934 None Bronze 0 0 : @ 2139 Tower Bronze 108 432 the Plane	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 3045 under Comma	39 Docks Mithril 0 0 Rough Cl 24 Docks Mithril 0 0 Rough Cl 42 Docks Mithril 0 230 nder Riadee	: None Food 384 0 imate is : None Food 0 imate is : None Food 0 oegha is he	Hidden ?: Timber 0 0 Warm Hidden ?: Timber 240 720 Warm Hidden ?: Timber 116 348	Mounts 8 60 No Mounts 10 76 No Mounts 0	Gold 0 - Sieged ?: No Gold 1100 - Sieged ?: No Gold
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 product Expected product Current stores	Fortifications: Leather 296 0 Location Fortifications: Leather 0 0 Location Fortifications: Lecation Fortifications: Leather 0 3421 g the banner of t	Tower Bronze 0 0 0 : @ 2934 None Bronze 0 0 : @ 2139 Tower Bronze 108 432 the Plane	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 3045 under Comma	39 Docks Mithril 0 0 Rough Cl 24 Docks Mithril 0 0 Rough Cl 42 Docks Mithril 0 230 nder Riadee	: None Food 384 0 imate is : None Food 0 imate is : None Food 0 oegha is he	Hidden ?: Timber 0 0 Warm Hidden ?: Timber 240 720 Warm Hidden ?: Timber 116 348	Mounts 8 60 No Mounts 10 76 No Mounts 0	Gold 0 - Sieged ?: No Gold 1100 - Sieged ?: No Gold
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 product Expected product Current stores A small army bearing	Fortifications: Leather 296 0 Location Fortifications: Leather 0 Location Fortifications: Leather 0 421 g the banner of tog tog the banner of tog	Tower Bronze 0 0 0 : @ 2934 None Bronze 0 0 : @ 2139 Tower Bronze 108 432 the Plane the Plane	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 3045 under Comma	39 Docks Mithril 0 0 Rough Cl 24 Docks Mithril 0 0 Rough Cl 42 Docks Mithril 0 230 nder Riadee	: None Food 384 0 imate is : None Food 0 imate is : None Food 0 oegha is he	Hidden ?: Timber 0 0 Warm Hidden ?: Timber 240 720 Warm Hidden ?: Timber 116 348 ere.	Mounts 8 60 No Mounts 10 76 No Mounts 0	Gold 0 - Sieged ? : No Gold 1100 - Sieged ? : No Gold
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 A small army bearing	Fortifications: Leather 296 0 Location Fortifications: Leather 0 Location Fortifications: Leather 0 421 g the banner of tog tog the banner of tog	Tower Bronze 0 0 0 : @ 2934 None Bronze 0 0 : @ 2139 Tower Bronze 108 432 the Plane the Plane : @ 2535	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 in Hills & Loyalty: Steel 0 3045 under Comma	39 Docks Mithril 0 0 Rough Cl 24 Docks Mithril 0 0 Rough Cl 42 Docks Mithril 230 nder Riadee rd Solusek Rough Cl	: None Food 384 0 imate is : None Food 0 imate is : None Food Ro is her	Hidden ?: Timber 0 0 Warm Hidden ?: Timber 240 720 Warm Hidden ?: Timber 116 348 ere.	Mounts 8 60 No Mounts 10 76 No Mounts 0 1150	Gold 0 - Sieged ? : No Gold 1100 - Sieged ? : No Gold
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 A small army bearing	Fortifications: Leather 296 0 Location Fortifications: Leather 0 Location Fortifications: Leather 0 3421 g the banner of to the banner of	Tower Bronze 0 0 0 : @ 2934 None Bronze 0 0 : @ 2139 Tower Bronze 108 432 the Plane the Plane : @ 2535	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 in Hills & Loyalty: Steel 3045 under Comma	39 Docks Mithril 0 0 Rough Cl 24 Docks Mithril 0 0 Rough Cl 42 Docks Mithril 230 nder Riadee rd Solusek Rough Cl	: None Food 384 0 imate is : None Food 0 imate is : None Food Ro is he imate is	Hidden ?: Timber 0 0 Warm Hidden ?: Timber 240 720 Warm Hidden ?: Timber 116 348 ere. re. Warm Hidden ?:	Mounts 8 60 No Mounts 10 76 No Mounts 0 1150	Gold 0 - Sieged ? : No Gold 1100 - Sieged ? : No Gold 1400 -
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 A small army bearing Selen Size : Camp	Fortifications: Leather 296 0 Location Fortifications: Leather 0 Location Fortifications: Leather 0 3421 g the banner of the b	Tower Bronze 0 0 0 : @ 2934 None Bronze 0 0 : @ 2139 Tower Bronze 108 432 the Plane the Plane : @ 2535 None Bronze 0	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 in Hills & Loyalty: Steel 0 3045 under Comma under Warlo in Hills & Loyalty: Steel 60	39 Docks Mithril 0 0 Rough Cl 24 Docks Mithril 0 0 Rough Cl 42 Docks Mithril 0 230 nder Riadeerd Solusek Rough Cl 29 Docks Mithril 0 0 0	: None Food 384 0 imate is : None Food 0 imate is : None Food Ro is he imate is : None Food o contact is he contact is co	Hidden ?: Timber 0 0 Warm Hidden ?: Timber 240 720 Warm Hidden ?: Timber 116 348 ere. re. Warm Hidden ?: Timber 300	Mounts 8 60 No Mounts 10 76 No Mounts 0 1150 No Mounts 0 0 10 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Gold 0 - Sieged ? : No Gold 1100 - Sieged ? : No Gold 1400 -
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 A small army bearing Selen Size: Camp Surplus Product	Fortifications: Leather 296 0 Location Fortifications: Leather 0 Location Fortifications: Leather 0 3421 g the banner of the b	Tower Bronze 0 0 0 : @ 2934 None Bronze 0 0 : @ 2139 Tower Bronze 108 432 the Plane the Plane : @ 2535 None Bronze	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 in Hills & Loyalty: Steel 0 3045 under Comma under Warlo in Hills & Loyalty: Steel in Hills & Steel Steel	39 Docks Mithril 0 0 Rough Cl 24 Docks Mithril 0 230 Rough Cl 42 Docks Mithril 0 230 nder Riadeerd Solusek Rough Cl 29 Docks Mithril	: None Food 384 0 imate is : None Food 0 imate is : None Food Ro is he imate is : None Food Food Ro is he imate is : None Food	Hidden ?: Timber 0 0 Warm Hidden ?: Timber 240 720 Warm Hidden ?: Timber 116 348 ere. re. Warm Hidden ?: Timber	Mounts 8 60 No Mounts 10 76 No Mounts 0 1150 No Mounts	Gold 0 - Sieged ?: No Gold 1100 - Sieged ?: No Gold 1400 - Sieged ?: No Gold
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 A small army bearing Selen Size: Camp Surplus Product Expected product Expected product	Fortifications: Leather 296 0 Location Fortifications: Leather 0 Location Fortifications: Leather 0 3421 g the banner of the banner Location Fortifications: Leather 0 0 0	Tower Bronze 0 0 0 : @ 2934 None Bronze 0 0 : @ 2139 Tower Bronze 108 432 the Plane the Plane : @ 2535 None Bronze 0 0	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 in Hills & Loyalty: Steel 0 3045 under Comma under Warlo in Hills & Loyalty: Steel 60 0	39 Docks Mithril 0 0 Rough Cl 24 Docks Mithril 0 0 Rough Cl 42 Docks Mithril 0 230 nder Riadeerd Solusek Rough Cl 29 Docks Mithril 0 0 0	: None Food 384 0 imate is : None Food 0 imate is : None Food 0 egha is he imate is : None Food 0 o egha is he imate is : None Food 0 0 0 0 0	Hidden ?: Timber 0 0 Warm Hidden ?: Timber 240 720 Warm Hidden ?: Timber 116 348 ere. re. Warm Hidden ?: Timber 300 900	Mounts 8 60 No Mounts 10 76 No Mounts 0 1150 No Mounts 0 0 10 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Gold 0 - Sieged ?: No Gold 1100 - Sieged ?: No Gold 1400 - Sieged ?: No Gold
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 A small army bearing Selen Size : Camp Surplus Product Expected product Expected product Expected product	Fortifications: Leather 296 0 Location Fortifications: Leather 0 Location Fortifications: Leather 0 3421 g the banner of the banner Location Fortifications: Leather 0 0 0	Tower Bronze 0 0 0 : @ 2934 None Bronze 0 0 : @ 2139 Tower Bronze 108 432 the Plane the Plane : @ 2535 None Bronze 0 0 : @ 2339	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 in Hills & Loyalty: Steel 0 3045 under Comma under Warlo in Hills & Loyalty: Steel 60 0	39 Docks Mithril 0 0 Rough Cl 24 Docks Mithril 0 0 Rough Cl 42 Docks Mithril 230 nder Riadeerd Solusek Rough Cl 29 Docks Mithril 0 0 Rough Cl Cl Rough Cl	: None Food 384 0 imate is : None Food 0 imate is : None Food 0 egha is he imate is : None Food 0 o egha is he imate is : None Food 0 0 0 0 0	Hidden ?: Timber 0 0 Warm Hidden ?: Timber 240 720 Warm Hidden ?: Timber 116 348 ere. re. Warm Hidden ?: Timber 300 900	Mounts 8 60 No Mounts 10 76 No Mounts 0 1150 No Mounts 0 0 0	Gold 0 - Sieged ?: No Gold 1100 - Sieged ?: No Gold 1400 - Sieged ?: No Gold
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 A small army bearing Selen Size: Camp Surplus Product Expected product Expected product Current stores Selen Size: Camp Surplus Product Expected product Expected production Current stores	Fortifications: Leather 296 0 Location Fortifications: Leather 0 0 Location Fortifications: Leather 0 3421 g the banner of the banner Location Fortifications: Leather 0 0 Location Location Leather 0 0 Location	Tower Bronze 0 0 0 : @ 2934 None Bronze 0 0 : @ 2139 Tower Bronze 108 432 the Plane the Plane : @ 2535 None Bronze 0 0 : @ 2339	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 in Hills & Loyalty: Steel 0 3045 under Comma under Warlo in Hills & Loyalty: Steel 60 0 in Hills & in Hills &	39 Docks Mithril 0 0 Rough Cl 24 Docks Mithril 0 0 Rough Cl 42 Docks Mithril 230 nder Riadeerd Solusek Rough Cl 29 Docks Mithril 0 0 Rough Cl Cl Rough Cl	: None Food 384 0 imate is : None Food 0 imate is : None Food 0 egha is he Ro is he : None Food 0 o imate is imate is : None food 0 imate is	Hidden ?: Timber 0 0 Warm Hidden ?: Timber 240 720 Warm Hidden ?: Timber 116 348 ere. re. Warm Hidden ?: Timber 300 900 Warm Hidden ?:	Mounts 8 60 No Mounts 10 76 No Mounts 0 1150 No Mounts 0 0 0	Gold 0 - Sieged ?: No Gold 1100 - Sieged ?: No Gold 1400 - Sieged ?: 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 Surplus Product Expected production Current stores A small army bearing A small army bearing Selen Size : Camp Surplus Product Expected production Current stores A small army bearing Selen Size : Camp Surplus Product Expected production Current stores Shore Size : Village	Fortifications: Leather 296 0 Location Fortifications: Leather 0 Location Fortifications: Leather 0 3421 g the banner of the b	Tower Bronze 0 0 0 : @ 2934 None Bronze 0 0 : @ 2139 Tower Bronze 108 432 the Plane the Plane : @ 2535 None Bronze 0 0 : @ 2339 Tower	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 in Hills & Loyalty: Steel 0 3045 under Comma under Warlo in Hills & Loyalty: Steel 60 0 in Hills & Loyalty: Steel 60 0	39 Docks Mithril 0 0 0 Rough Cl 24 Docks Mithril 0 0 Rough Cl 42 Docks Mithril 0 230 nder Riadeerd Solusek Rough Cl 29 Docks Mithril 0 0 Rough Cl 31 Docks	: None Food 384 0 imate is : None Food 0 imate is : None Food 0 egha is he imate is : None Food 0 o imate is : None Food 0 imate is : None	Hidden ? : Timber 0 0 Warm Hidden ? : Timber 240 720 Warm Hidden ? : Timber 116 348 ere. re. Warm Hidden ? : Timber 300 900 Warm Hidden ? :	Mounts 8 60 No Mounts 10 76 No Mounts 0 1150 No Mounts 0 0 0 No No Mounts	Gold 0 - Sieged ?: No Gold 1100 - Sieged ?: No Gold 1400 - Sieged ?: No Gold 1100 - Sieged ?: No

Location: @ 2039 in Hills & Rough Climate is Warm ications: None Loyalty: 46 Docks: None Hide Veassë

Size : Camp	Fortlilcations	: None	Loyalty :	46 DOCKS	: None	Hidden ? :	NO	Siegea ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	150	210	0	0	0	0	0	1500
Current stores	0	0	0	0	0	0	0	_

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

Troops Training Weapon Armor # Troops Troop Type Southron mercenaries w/scimitars 10 30 10 100 ... 10 30 10 100 Men-at-Arms Mithril Baggage Train Leather Bronze Steel
 Weapons
 0

 Armor
 0
 0
 0 0 0 Ω Out of Food!! Food War machines 0

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

Army Commander : Commander Riadeegha Location : @ 2139 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 30 10 Troop Type 10 30 10 100 Steel Mithril Baggage Train Leather Bronze
Weapons - 0 0 0 0 Weapons 0 0 0 Armor Food 0 Out of Food !!

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

A small army bearing the banner of the Plane under Warlord Solusek Ro 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
Haradan footmen w/broadswords Troop Type 10 10 0 200 Heavy Infantry Mithril Baggage Train Leather Bronze Steel 0 0 Weapons 0 0 O Out of Food !!

War machines 0 Armor 0 Λ Λ

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

A small army bearing the banner of the Plane under Commander Riadeegha is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	19131	29442	11830	2721	273972	22967	3936
Purchase at market price/unit	3	3	4	16	2	3	8
Sell to market price/unit	2	2	2	9	1	2	5

MISCELLANEOUS

Maintenance Costs expected n	ext turr	are:	Totals for Nation:	Stores	Production
Armies/Navies :	1000		Leather	3421	1525
Pop Centers :	4000		Bronze	4946	1422
Characters :	26920		Steel	3045	562
			Mithril	230	0
Total :	31920		Food	0	3619
			Timber	4740	1554
Current Tax rate	:	56%	Mounts	2845	99
Revenue expected nex	t turn :	40520 (+8600)			
Current Gold reserve	:	53			

Ships have been left anchored at the following locations:

None

You have the following double agents:

Aldhelm Demuret of the Lands @ 3433

Double agent Aldhelm Demuret reports he was ordered to steal the Gold. 5093 Gold was stolen at Linhir. Double agent Aldhelm Demuret reports he was ordered to move. He accepted the movement orders.

Cinard of the Lands @ 3433

Double agent Cinard reports he was ordered to interrogate a hostage. Silion was successfully interrogated. Interrogation report - Footpad Silion - Benîm an Pharazôn. She revealed that the capital of the Benîm an Pharazôn is at 2630. She revealed that the nation of the Benîm an Pharazôn seeks to hold the population center of Pelargir at 2927 - seeks to hold the artifact: a Sword, #58 - seeks to hold the population center of Urukhamo at 2220 - seeks to terminate 10 characters by personal challenge or by assassination. She revealed that the nation of the Benîm an Pharazôn possesses Special Nation Ability #13. Nothing else revealed at this time.

Double agent Cinard reports he was ordered to execute a hostage. Silion was executed. Double agent Cinard reports he moved with the company to 3433.

Cjaiin of the Wise Council @ 3706

Double agent Cjaiin reports he was ordered to capture the Town of Lagna Sa.

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

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

Double agent Cjaiin reports he was ordered to cast a lore spell. Research Artifact - Aracu #96 is a Bow - allegiance: Good - increases combat damage by 1500 pts.

Qesset of the Lands @ 3433

Double agent Qesset reports he was ordered to transfer some artifacts to a character. Ring of Curufin #55 was transfered. Sulhelka #91 was transfered. Miramarth #108 was transfered.

Double agent Qesset reports he was ordered to sabotage the harbor/port. He was not able to sabotage the Harbor because of tight security. He was injured by local militia while performing his sabotage mission. Double agent Qesset reports he moved with the company to 3433.

You have the following hostages:

Gimlan of the Benîm an Pharazôn is held by Brell Serilis at 3433 - 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.
Ring of Curufin	Ring 55	Yes	None	Increases Agent Rank by 35.
Kirrauko	Axe 82	No	Good	COMBAT - Increases damage by 1250 points.
Sulhelka	Sword 91	No	None	COMBAT - Increases damage by 1000 points.
Miramarth	Jewel 108	Yes	Evil	Increases Agent Rank by 10.

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 a theft attempt involving Aldhelm Demuret at Linhir. 994 Mounts transported from the Lands to Havens Of Umbar.

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	325	NatSell	fo 100
Adeyn	947	NatTran	2139 le 100
Angbor	520	InfYour	
Angbor	605	GrdLoc	
Bertoxxulous	755	JnCmpy	earth
Bertoxxulous	525	InfOthr	
Brell Serilis	915	ScoHex	
Brell Serilis	930	ScoChar	
Bristlebane	550	ImprPop	
Bristlebane	810	MovChar	2630
Inoruuk	500	Double	aldhe
Inoruuk	810	MovChar	2630
Ordun Halbor	690	StlGold	
Ordun Halbor	810	MovChar	3433
Padrey	810	MovChar	2139
Padrey	947	NatTran	2139 st 100
Ouellious	555	CreCmp	^
Ouellious	810	MovChar	2630
Rallos Zek	215	RfsPers	
Rallos Zek	930	ScoChar	
Riadeegha	520	InfYour	
Riadeegha	860	ForcMar	w w ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Samaub	690	StlGold	
Samaub	810	MovChar	3433
~			

Shadow Walker	930	ScoChar						
Shadow Walker	810	MovChar	2630					
Solusek Ro	725	NamChar	Or Kesulos	m	10	10	10	^
Solusek Ro	315	PrchCar	mo 1150					
Tigon	690	StlGold						
Tigon	810	MovChar	2139					

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 have the nation sell to the caravans. 6365 Food were sold for 7639 Gold.

He was ordered to have the nation transport by the caravans. 3421 Leather (+10%) transported to Rough.

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 25

Emissary 23 Mage 0

Health 100 Stealth 0 Challenge 29

Artifacts : None

Spells (+0) : None

Angbor was located in the Hills & Rough at 2438.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Havens Of Umbar.

He was ordered to guard the location. Havens Of Umbar was guarded.

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 88 Mage 0

Health 100 Stealth 0 Challenge 44

Artifacts : None

Spells (+0) : None



Bertoxxulous was located in the Hills & Rough at 2730.

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

He was ordered to join a company. He joined the company commanded by Earth of Lands. He moved with the company to 2630.

He is traveling with Earth of the Lands in the Hills & Rough at 2630. The Major Town/Fort of Balakazra flying the flag of the Benîm an Pharazôn is here. Brell Serilis

Ranks : Command 0 Agent 83 (118) Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 113

Artifacts : #55 Ring of Curufin #82 Kirrauko√ #91 Sulhelka #108 Miramarth

Spells (+0) : None

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

Artifact(s) were received.

He moved with the company to 3433.

He was ordered to scout the hex. A scout of the hex was attempted. Terrain is Hills & Rough. Climate is Hot. A Major Town named Uplink is here and fortified with a Fort and Uplink is owned by the Sh'iar Empire and the hex has production of - Food: 720 Gold: 1500 Steel: 70 . Foreign forces present: - Blister of the Sh'iar Empire. Anchored ships reported: None.

He was ordered to scout for any characters. A scout for characters was attempted. Found: Mage Frequency - Unknown. Regent Dark - Lands. Warlord Blister - Sh'iar Empire. Spy Aldhelm Demuret - Lands. Thief Tartas Izain - Lands. Thief Cinard - Lands. Thief Klú Relortin - Lands. Thief Qesset - Lands. One or more reports may be incorrect. Nothing else was reported at this time.

He is traveling with Dark of the Lands in the Hills & Rough at 3433. The Major

Bristlebane

Town/Fort of Uplink flying the flag of the Sh'iar Empire is here.

Ranks : Command 0 Agent 0 Emissary 94 Mage 0

Health 100 Stealth 0 Challenge 47

Artifacts : None

Spells (+0) : None



Bristlebane was located in the Hills & Rough at 3036.

He was ordered to improve the population center size. Of Valor was improved to a ${
m Village}$.

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

He is currently in the Hills & Rough at 2630. The Major Town/Fort of Balakazra flying the flag of the Benîm an Pharazôn is here.

Inoruuk

Ranks : Command 0 Agent 0 Emissary 91 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 recruit a double agent. Aldhelm Demuret is now our double agent. He was ordered to move. He accepted the movement orders.

He is currently in the Hills & Rough at 2630. The Major Town/Fort of Balakazra flying the flag of the Benîm an Pharazôn is here.

Or Kesulos

Ranks : Command 10 Agent 10 Emissary 10 Mage 0

> Health 100 Stealth 0 Challenge 13

Spells (+0) : None

: None

Artifacts

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





Ranks : Command 0 Agent 85 Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 63

Artifacts

Spells (+0) : None

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

He was ordered to steal the Gold. He was not able to steal Gold because of tight security.

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

He is currently in the Hills & Rough at 3433. The Major Town/Fort of Uplink flying the flag of the Sh'iar Empire is here.



Ranks Agent 83 Mage 0 : Command 0 Emissary 0

Health 100 Stealth 0 Challenge 62

: #38 Ring of Barahir Artifacts

Spells (+0) : None

Padrey was located in the Hills & Rough at 2527.

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

He was ordered to have the nation transport by the caravans. 2782 Steel (+10%) transported to Rough.

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

Quellious

Ranks : Command 40 Agent 0 Emissary 93 Mage 0

Health 100 Stealth 0 Challenge 56

Artifacts : None

Spells (+0) : None

Quellious was located in the Hills & Rough at 2039.

She was ordered to create a camp. No population center name was provided. A camp named Veassë was created.

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

She is currently in the Hills & Rough at 2630. The Major Town/Fort of Balakazra flying the flag of the Benîm an Pharazôn is here.

Mage 0

Rallos Zek

Ranks : Command 0 Agent 68 Emissary 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 was ordered to scout for any characters. A scout for characters was attempted.
Found: Assassin Azzurro - Once Upon a Time. Ulbar - Free People Male. An unknown Free
People Male. One or more reports may be incorrect. Nothing else was reported at this

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.

Ranks : Command 39 Agent 0 Emissary 42 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.

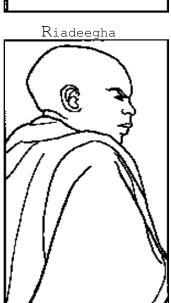
Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

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 Plane is here.



Samaub

Ranks : Command 0 Agent 87 Emissary 0 Mage 15
Health 100 Stealth 0 Challenge 68

Artifacts : None

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

Samaub was located in the Hills & Rough at 2527.

He was ordered to steal the Gold. No Gold was found in the treasury at Linhir.

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

He is currently in the Hills & Rough at 3433. The Major Town/Fort of Uplink flying the flag of the Sh'iar Empire is here.

Shadow Walker

Ranks : Command 0 Agent 70 Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 52

Artifacts : None

Spells (+0) : None

Shadow Walker was located in the Hills & Rough at 2527.

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: Curate Light - Lands. Legate Earth - Lands. Proclamator Wind - Lands. Legate Water - Lands. Nothing else was reported at this time.

He is currently in the Hills & Rough at 2630. The Major Town/Fort of Balakazra flying the flag of the Benîm an Pharazôn is here.

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 purchase from the caravans. 1150 Mounts were bought for 5520 Gold.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to name a new character. A new character named Or Kesulos was

available.

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



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Tigon

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

Health 100 Stealth 0
Artifacts : None

Spells (+0) : None

Tigon was located in the Hills & Rough at 2730.

He was ordered to steal the Gold. No Gold was found in the treasury at Kadarêth. He was ordered to move. He accepted the movement orders.

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

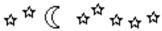
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MEPBM Games

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

Plane

TURNSHEET



Game # 141



GALEN KEENE 110759

NONE NONE Game # : 141 Player # : 24 Turn # : 32 Security # : 6952

Return this turnsheet before DECEMBER 15 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) @ 2630 Emissary Order -> # ____ Code ____ Type ___ -> # ____ Code ____ Type __ Order Required Required Information Information

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Tigon				(ID:	tigon)	@ 213	9	Agent				
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