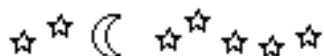


MEPBM Games
presents

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141



Lands

Victory points : 1000

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 [1533] Sing a Song [1250] Wise Council [1025]

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 # : 26
Account : \$ 0.00
Free Turns : 0
Security Code : 7539
Special Service : YES

Lands

(A Free People)

Season : Fall

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 : Disliked	#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 : Camp	Fortifications : None	Loyalty : 48	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	470	0	30	1200
Current stores	0	0	0	0	0	0	30	-

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

Size : Camp	Fortifications : None	Loyalty : 16	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	0	0	0	0	0	0	10	-

Foreign characters reported in the hex : **Quellious.**

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

Size : Camp	Fortifications : Tower	Loyalty : 35	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	0	0	0	0	0	0	0	-

Herenya Location : @ 2834 in Hills & Rough Climate is Warm

Size : Village	Fortifications : None	Loyalty : 12	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	160	0	0	632	0	0	1400
Current stores	0	384	0	0	0	0	0	-

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

Size : City	Fortifications : Fort	Loyalty : 50	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	0	0	0	0	11207	0	0	-

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

Size : Camp	Fortifications : None	Loyalty : 44	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	0	0	10	-

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

Size : Camp	Fortifications : None	Loyalty : 21	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	0	0	0	0	0	0	8	-

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

Size : Camp	Fortifications : None	Loyalty : 47	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	240	0	0	216	0	0	880
Current stores	0	240	0	0	0	0	0	-

Melyanna Location : @ 2537 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : None Loyalty : 28 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 136 0 0 0 0 16 800
 Current stores 0 136 0 0 0 0 16 -
 Foreign characters reported in the hex : **Inoruuk**.

Mountains Location : @ 2136 in Mixed Forest Climate is Warm
 Size : Village Fortifications : None Loyalty : 33 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 0 0 0 -

Mukatana Location : @ 2634 in Hills & Rough Climate is Warm
 Size : Camp Fortifications : None Loyalty : 31 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 0 210 0 0 0 0 0 -

Nargelion Location : @ 2135 in Mixed Forest Climate is Warm
 Size : Camp Fortifications : None Loyalty : 8 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 0 0 0 -

Of Fear Location : @ 2734 in Hills & Rough Climate is Warm
 Size : Village Fortifications : Tower Loyalty : 17 Docks : None Hidden ? : No Sieged ? : YES
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 88 0 0 0 0 136 0 1200
 Current stores 36 0 0 0 0 164 0 -
 A small army bearing the banner of the Lands under Regent Dark is here.

Swamp Location : @ 2335 in Hills & Rough Climate is Warm
 Size : Camp Fortifications : Tower Loyalty : 19 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 0 0 0 0 0 -

Thargelion Location : @ 2437 in Hills & Rough 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 160 0 0 0 1250 150 0 0
 Current stores 0 0 0 0 0 0 0 -

ARMIES AND NAVIES

Army Commander : Regent Dark Location : @ 2734 in Hills & Rough Climate is Warm
 Army morale : 39 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan horsemen w/broadswords 30 10 35 136 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0
 The Village/Tower of Of Fear flying the flag of the Lands is here.

Army Commander : Warlord Fire Location : @ 2636 in Hills & Rough Climate is Hot
 Army morale : 1 Warships : 0 Transports : 0 (5) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan horsemen w/broadswords 22 10 40 628 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 21

The City/Fort of Falassë flying the flag of the Plane is here.

An army bearing the banner of the Lands under Lord Null is here.

Army Commander : Lord Null Location : @ 2636 in Hills & Rough Climate is Hot
 Army morale : 87 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan horsemen w/broadswords 30 10 35 548 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0

The City/Fort of Falassë flying the flag of the Plane is here.

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

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	27612	29031	15348	4527	314207	25678	4822
Purchase at market price/unit	3	3	3	9	2	3	6
Sell to market price/unit	2	2	2	6	1	2	4

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 7872	Leather	36	1320
Pop Centers : 2500	Bronze	970	746
Characters : 23860	Steel	0	190
	Mithril	0	0
Total : 34232	Food	11207	4794
	Timber	164	1364
	Mounts	74	74
Current Tax rate : 78%			
Revenue expected next turn : 19380 (-14852)			
Current Gold reserve : 15446			

Ritual character terminations: 9

Ships have been left anchored at the following locations:

None

You have the following double agents:

Brell Serilis of the Plane @ 2636

Double agent Brell Serilis reports he was ordered to scout the population center. A scout of the population center was attempted. City named Falassë - owned by the Plane . Refer to Population Center section. Foreign armies present: - Lands.

Double agent Brell Serilis reports he was ordered to scout for any characters. A scout for characters was attempted. Found: Lord Null - Lands. Warlord Fire - Lands. An unknown Free People Male. One or more reports may be incorrect. Nothing else was reported at this time.

Ordun Halbor of the Plane @ 2438

Double agent Ordun Halbor reports he was ordered to move. He accepted the movement orders.

Double agent Ordun Halbor reports he was ordered to scout an army. A scout of the army was attempted. Commander Pon Acark of the Benîm an Pharazôn is located in the Hills & Rough at 2438 Travel mode is Normal. Morale is 80. Troops: Heavy Cavalry: 2685 . War machines: 49. Scouted army movement to new location at 2438.

Padrey of the Plane @ 2438

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

Double agent Padrey reports he was ordered to scout an army. A scout of the army was attempted. Commander Pon Acark of the Benîm an Pharazôn is located in the Hills & Rough at 2438 Travel mode is Normal. Morale is 80. Troops: Heavy Cavalry: 2685 . War machines: 49. Scouted army movement to new location at 2438.

You have the following hostages:

Naidine of the Sheri-Urk is held by Qesset at 2837 - No Gold ransom demanded at this time.

Volog of the South Kingdom is held by Qesset at 2837 - No Gold ransom demanded at this time.

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Ring of Curufin	Ring	55	Yes	None	Increases Agent Rank by 35.
Stinging Tongue	Bow	85	No	Evil	COMBAT - Increases damage by 500 points.
Sulhelka	Sword	91	No	None	COMBAT - Increases damage by 1000 points.
Miramarth	Jewel	108	Yes	Evil	Increases Agent Rank by 10.
Calris	Sword	111	No	Evil	COMBAT - Increases damage by 750 points.
Helm of the Dark	Helm	117	Yes	Evil	Increases Command Rank by 10.
Cuiviegurth	Whip	162	No	Evil	COMBAT - Increases damage by 750 points.

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of an armed conflict involving the North Kingdom at 2611.

The tax rate was increased to avoid going bankrupt! Loyalty has been affected.

There are rumors of an assassination attempt involving Huyna and Khamul.

There are rumors of a kidnap attempt involving Angelimar and Fremont.

There are rumors of a theft attempt involving Marhwini at Lagna Sa.

There are rumors of a theft attempt involving Torennis at Khiranos.

There are rumors of a theft attempt involving Iarless at Saghamor.

5253 Gold was transported from the Once Upon a Time to Hills.

11207 Food transported from the Once Upon a Time to Hills.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 2734

In the Warm climate of the Hills & Rough of 2734, a conflict took place in the early hours of the evening under a omen-filled sky.

At the head of a loud and exuberant army rode **Lord 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
--------	---------	-------	------------

749 Lesser Dúnadan horsemen w/broadswords	wooden	bronze/steel	a mob
---	--------	--------------	-------

At the head of a calm army rode **Regent Dark** of the nation of the Lands. 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
--------	---------	-------	------------

186 Lesser Dúnadan horsemen w/broadswords	wooden	bronze/steel	ragged ranks
---	--------	--------------	--------------

The Town of Of Fear flying the flag of the Benîm an Pharazôn is situated in the Hills & Rough here. It is fortified by a Tower, and it is under siege or attack.

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

The battle for Of Fear 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.... Null 's army survived the attack on the Town, but suffered some losses. Null appeared to have survived. Dark 's army survived the attack on the Town, but suffered some losses. Dark 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 Lands.

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	325	NatSell	fo 100
Aldhelm Demuret	325	NatSell	le 100
Cinard	690	StlGold	
Cinard	810	MovChar	2933
Dark	255	CptrPop	ch
Dark	940	CstLoSp	415 3136
Earth	810	MovChar	2135
Earth	775	DsbArmy	
Fire	498	Threat	
Fire	850	MovArmy	se ne w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^
Klú Relortin	690	StlGold	
Klú Relortin	810	MovChar	2731
Light	325	NatSell	ti 100
Light	325	NatSell	st 100
Null	255	CptrPop	ch
Null	850	MovArmy	sw se w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^
Qesset	215	RfsPers	
Qesset	615	Assass	xanth
Tabaya Kas	810	MovChar	2737
Tabaya Kas	905	ScoArmy	pon a y
Tartas Izain	690	StlGold	
Tartas Izain	920	ScoPop	
Water	525	InfOthr	
Water	810	MovChar	2135
Wind	525	InfOthr	
Wind	810	MovChar	2512

Aldhelm Demuret



Ranks : Command 0 Agent 70 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 52
 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. 5010 Food were sold for 6012 Gold.

He was ordered to have the nation sell to the caravans. 2272 Leather were sold for 2727 Gold.

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 82 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 61
 Artifacts : None
 Spells (+0) : None

Cinard was located in the Hills & Rough at 3034.

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

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

He is currently in the Hills & Rough at 2933. The Village of Amon Sur flying the flag of the Great Trollusk is here.

Dark



Ranks : Command 67 Agent 0 Emissary 0 Mage 45
 Health 100 Stealth 0 Challenge 78
 Artifacts : None

Spells (+0) : #406 Divine Army(98) #412 Research Artifact(100)
 #413 Scry Population Center(100) #415 Scry Area(91) #418 Locate Artifact(60)
 #428 Locate Artifact True(73)

Dark was located in the Hills & Rough at 2734.

He was ordered to capture the Town of Of Fear. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

He commands an army in the Hills & Rough at 2734. The Village/Tower of Of Fear flying the flag of the Lands is here.

Earth



Ranks : Command 41 Agent 0 Emissary 90 Mage 0
 Health 100 Stealth 0 Challenge 55
 Artifacts : None
 Spells (+0) : None

Earth was located in the Hills & Rough at 2139.
 Lack of Food may have affected army movement.
 Lack of Food restricted the army morale.
 He was ordered to disband the army.
 The army commanded by Earth has been disbanded as ordered.
 He was ordered to move. He accepted the movement orders.
He is currently in the Mixed Forest at 2135. The Camp of Nargelion flying the flag of the Lands is here.

Fire



Ranks : Command 72 Agent 53 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 81
 Artifacts : None
 Spells (+0) : None

Fire was located in the Hills & Rough at 2636.
 Lack of Food may have affected army movement.
 Lack of Food restricted the army morale.
 He was ordered to threaten the population center. Not able to threaten population center because the populace was not threatened. Continued efforts may succeed.
 He was ordered to move the army. He accepted the army movement orders.
He commands an army in the Hills & Rough at 2636. The City/Fort of Falassé flying the flag of the Plane is here.

Kl Relortin



Ranks : Command 0 Agent 78 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 58
 Artifacts : None
 Spells (+0) : None

Klú Relortin was located in the Hills & Rough at 3034.
 He was ordered to steal the Gold. No Gold was found in the treasury at Of Hate.
 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 Bením an Pharazôn is here.

Light



Ranks : Command 0 Agent 0 Emissary 73 Mage 0
 Health 100 Stealth 0 Challenge 36
 Artifacts : None
 Spells (+0) : None

Light was located in the Mixed Forest at 2137.

He was ordered to have the nation sell to the caravans. 950 Steel were sold for 2280 Gold.

He was ordered to have the nation sell to the caravans. 2242 Timber were sold for 2691 Gold.

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

Null



Ranks : Command 59 Agent 0 Emissary 0 Mage 48
 Health 100 Stealth 0 Challenge 71
 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 2734.

He was ordered to capture the Town of Of Fear. See Combat Messages.

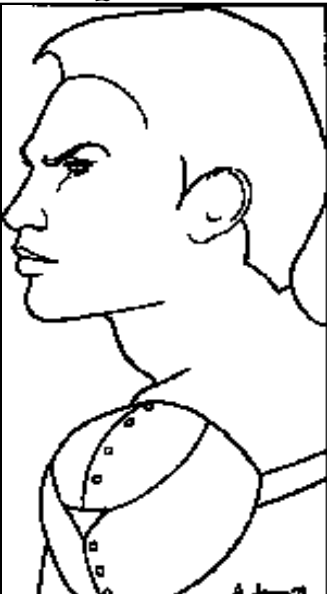
Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

He commands an army in the Hills & Rough at 2636. The City/Fort of Falassë flying the flag of the Plane is here.

Qesset



Ranks : Command 0 Agent 80 (115) Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 106
 Artifacts : #55 Ring of Curufin #85 Stinging Tongue #91 Sulhelka
 #108 Miramarth #111 Calris #117 Helm of the Dark
 Spells (+0) : None

Qesset was located in the Desert Wastes at 2837.

He was ordered to refuse all personal challenges.

He was ordered to assassinate a character. Xanth was assassinated. Artifact(s) were discovered on the body of Xanth.

He is currently in the Desert Wastes at 2837.

Tabaya Kas



Ranks : Command 0 Agent 79 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 59
 Artifacts : None
 Spells (+0) : None

Tabaya Kas was located in the Hills & Rough at 3034.

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 Pon Acark of the Benîm an Pharazôn is located in the Hills & Rough at 2438 Travel mode is Normal. Morale is 80. Troops: Heavy Cavalry: 2685 . War machines: 49. Scouted army movement to new location at 2438.

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

Tartas Izain



Ranks : Command 0 Agent 80 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 60
 Artifacts : #162 Cuiviegurth
 Spells (+0) : None

Tartas Izain was located in the Hills & Rough at 2636.

He was ordered to steal the Gold. 10193 Gold was stolen at Falassë.

He was ordered to scout the population center. A scout of the population center was attempted. City named Falassë - owned by the Plane - fortified with a Fort - loyalty = 51. Production - Leather: 300 - Bronze: 150 - Gold: 1200. Stores - Bronze: 24. Foreign armies present: None.

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

Water



Ranks : Command 0 Agent 0 Emissary 93 Mage 0
 Health 100 Stealth 0 Challenge 46
 Artifacts : None
 Spells (+0) : None

Water was located in the Hills & Rough at 2636.

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

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

He is currently in the Mixed Forest at 2135. The Camp of Nargelion flying the flag of the Lands is here.

Wind



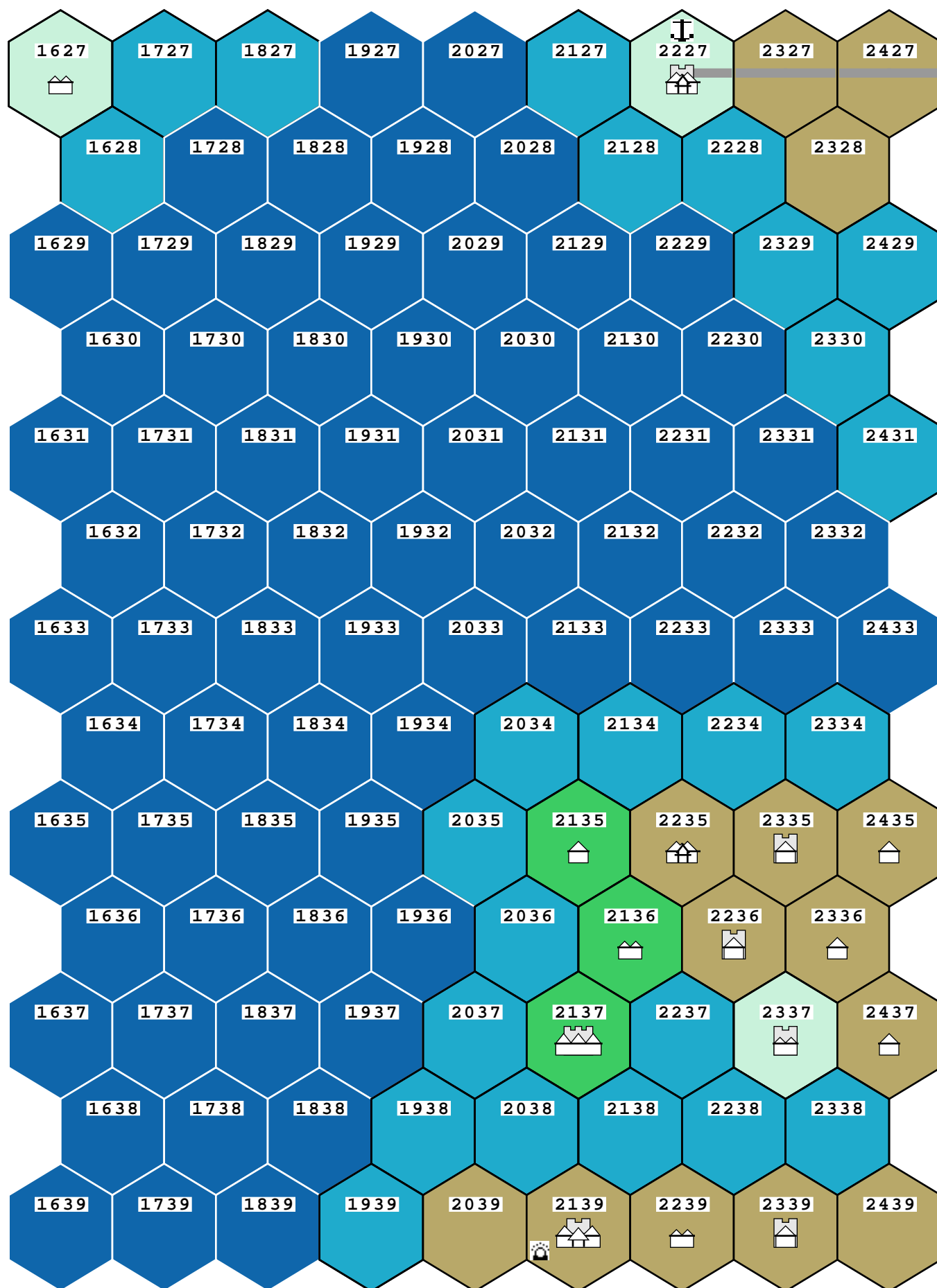
Ranks : Command 0 Agent 0 Emissary 83 Mage 0
Health 100 Stealth 0 Challenge 41
Artifacts : None
Spells (+0) : None

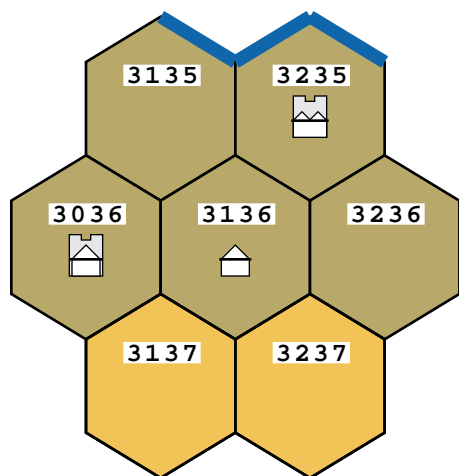
Wind was located in the Mountains at 3122.

He was ordered to influence their population center loyalty. He was not able to influence/reduce the population center loyalty because the populace was not influenced. Current loyalty is perceived to be fair. Continued efforts may succeed.

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

He is currently in the Open Plains at 2512. The Camp of Peley flying the flag of the Tribes of Angmar is here.







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Game #      : 141
Player #    : 21
Turn #      : 27
Security #  : 7539
```

Return this turnsheet before OCTOBER 6 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) @ 2933 Agent

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

Dark (ID: dark) @ 2734 Command Mage

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

Earth (ID: earth) @ 2135 Command Emissary

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

Fire (ID: fire) @ 2636 Command Agent

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

Klú Relortin (ID: klu r) @ 2731 Agent

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

Light (ID: light) @ 2137 Emissary

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

Null (ID: null) @ 2636 Command Mage

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

Qesset (ID: qesse) @ 2837 Agent

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

Tabaya Kas (ID: tabay) @ 2438 Agent

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

Tartas Izain (ID: tarta) @ 2636 Agent

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

Water (ID: water) @ 2135 Emissary

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

Wind (ID: wind) @ 2512 Emissary

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