

MEPBM Games
presents

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141



Lands

Victory points : 1283
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 :

Sing a Song [1317] Lands [1283] Alvernus [1275]

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 # : 14
Account : \$ 0.00
Free Turns : 0
Security Code : 7412
Special Service : YES

(A Free People)

Season : Spring

RELATIONS WITH OTHER NATIONS

| | | | | | |
|-----------------------|-------------|----------------------|-------------|-----------------------|-------------|
| # 1 North Kingdom | : Tolerated | # 2 South Kingdom | : Disliked | # 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 Benîm 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 : 57 | 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 | 0 | 0 | 225 | - |

| | | | | | | | | |
|---------------------|------------------------------------|--------|--------------|----------------|---------------|--------|---------------|------|
| Darthir | Location : @ 2537 in Hills & Rough | | | Climate is Hot | | | | |
| Size : Village | Fortifications : None | | Loyalty : 58 | Docks : None | Hidden ? : No | | Sieged ? : No | |
| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
| Expected production | 0 | 109 | 0 | 0 | 0 | 0 | 13 | 800 |
| Current stores | 0 | 0 | 0 | 0 | 0 | 0 | 104 | - |

| | | | | | | | | | |
|---------------------|-----------------------|------------------------------------|--------------|-----------------|---------------|--------|---------------|------|--|
| Deldúwath | | Location : @ 2435 in Hills & Rough | | Climate is Warm | | | | | |
| Size : Camp | Fortifications : None | | Loyalty : 28 | 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 | 444 | 0 | 0 | 0 | 0 | 608 | 84 | - | |

| | | | | | | | | | |
|---------------------|---|--------|--------------|---------|--------------|--------|---------------|------|---------------|
| Desert | Location : @ 2236 in Hills & Rough Climate is Warm | | | | | | | | |
| Size : Camp | Fortifications : Tower | | Loyalty : 60 | | 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 | 1600 | 0 | 120 | 0 | 0 | 456 | 0 | - | |

| | | | | | | | | |
|------------------------|-----------------------------------|--------|--------------|-----------------|---------------|--------|---------------|------|
| Hills (Capital) | Location : @ 2137 in Mixed Forest | | | Climate is Warm | | | | |
| Size : City | Fortifications : Fort | | Loyalty : 79 | 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 | 1616 | 0 | 0 | 0 | 0 | 228 | 1700 | - |

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

| | | | | | | | | |
|---|-----------------------|--------|--------------|--------------|---------------|--------|---------------|------|
| Korondë | | | | | | | | |
| Location : @ 2235 in Hills & Rough Climate is Warm | | | | | | | | |
| Size : Town | Fortifications : None | | Loyalty : 38 | 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 | 0 | 0 | 0 | 0 | 524 | 0 | - |

| | | | | | | | | |
|---------------------|--|--------|--------------|---------|--------------|---------------|--------|---------------|
| Lámina | Location : @ 2935 in Hills & Rough Climate is Warm | | | | | | | |
| Size : Camp | Fortifications : None | | Loyalty : 79 | | 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 | 78 | - |

| | | | | | | | | | |
|--|-----------------------|--------|--------------|---------|--------------|--------|---------------|------|---------------|
| MPEG-2 | | | | | | | | | |
| Location : @ 3336 in Hills & Rough Climate is Hot | | | | | | | | | |
| Size : Camp | Fortifications : None | | Loyalty : 50 | | 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 | 816 | 0 | 0 | 0 | 0 | 480 | 24 | - | |

Mae Govannon Location : @ 2536 in Hills & Rough Climate is Hot
 Size : Village Fortifications : None Loyalty : 47 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 0 0 0 0 0 0 -

Mountains Location : @ 2136 in Mixed Forest Climate is Warm
 Size : Village Fortifications : None Loyalty : 56 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 0 334 0 -

Mukatana Location : @ 2634 in Hills & Rough Climate is Warm
 Size : Camp Fortifications : None Loyalty : 41 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 1511 0 0 0 0 0 0 -

Nargelion Location : @ 2135 in Mixed Forest Climate is Warm
 Size : Camp Fortifications : None Loyalty : 37 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 1406 0 -

Plains Location : @ 2337 in Shore/Plains Climate is Warm
 Size : Town Fortifications : Tower Loyalty : 34 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 987 0 0 0 0 0 48 -

Rough Location : @ 2139 in Hills & Rough Climate is Warm
 Size : Major Town Fortifications : Tower Loyalty : 39 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 0 0 0 0 0 25123 0 -

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

Shore Location : @ 2339 in Hills & Rough Climate is Warm
 Size : Town Fortifications : Tower Loyalty : 46 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 150 36 0 0 0 0 1000
 Current stores 0 0 36 0 0 0 0 -

Swamp Location : @ 2335 in Hills & Rough Climate is Warm
 Size : Camp Fortifications : Tower Loyalty : 37 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 70 0 0 456 0 -

Thargelion Location : @ 2437 in Hills & Rough Climate is Warm
 Size : Village Fortifications : None Loyalty : 69 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 128 0 0 0 1000 120 0 0
 Current stores 563 0 0 0 0 456 0 -

ARMIES AND NAVIES

Army Commander : Regent Fire Location : @ 2139 in Hills & Rough Climate is Warm
 Army morale : 10 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan mercenaries w/broadswords 10 30 10 100 Men-at-Arms
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 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 : Commander Null Location : @ 2137 in Mixed Forest Climate is Warm
 Army morale : 78 Warships : 0 Transports : 0 (5) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan horsemen w/broadswords 10 10 0 500 Heavy Cavalry
 Lesser Dúnadan mercenaries w/broadswords 77 30 10 200 Men-at-Arms
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 900 Low Supplies !!
 War machines 0
 Characters traveling with army : - Dark .
 The City/Fort of Hills flying the flag of the Lands is here.

Navy Commander : Lord Sound Location : @ 2134 in Coastal Waters Climate is Mild
 Army morale : 13 Warships : 4 Transports : 1 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan mercenaries w/broadswords 10 30 10 100 Men-at-Arms
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0

COMPANY COMMANDERS :

Commander Earth Location : @ 2734 Traveling with him are : Light - Water - Wind .

MARKET PRICES

| Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts |
|-------------------------------|---------|--------|-------|---------|--------|--------|--------|
| Market units available | 32411 | 21956 | 10562 | 0 | 231447 | 22605 | 6052 |
| Purchase at market price/unit | 3 | 3 | 3 | 92 | 2 | 3 | 6 |
| Sell to market price/unit | 2 | 2 | 2 | 65 | 1 | 2 | 4 |

MISCELLANEOUS

| Maintenance Costs expected next turn are: | Totals for Nation: | Stores | Production |
|--|--------------------|--------|------------|
| Armies/Navies : 3650 | Leather | 7537 | 1422 |
| Pop Centers : 4250 | Bronze | 0 | 829 |
| Characters : 24240 | Steel | 226 | 226 |
| | Mithril | 0 | 0 |
| Total : 32140 | Food | 0 | 4063 |
| | Timber | 30071 | 1452 |
| | Mounts | 2263 | 71 |
| Current Tax rate : 39% | | | |
| Revenue expected next turn : 27530 (-4610) | | | |
| Current Gold reserve : 20619 | | | |

Ritual character terminations: 0

Ships have been left anchored at the following locations:

None

You have the following double agents:

None

You have the following hostages:

Browgue of the Sh'iar Empire is held by Cinard at 2834 - No Gold ransom demanded at this time.
Blister of the Sh'iar Empire is held by Kalatar at 3024 - 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 Malendur and Lorgan at 3022.
There are rumors of a theft attempt involving Xanth at 3022.*

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 morning hours under an overcast sky.

At the head of a rebellious army rode **Regent Shatterstar** of the nation of the Sh'iar Empire. The mount on which he rode moved with trepidation to the center of the battle lines. Behind him the forming ranks were filled with:

| Troops | Weapons | Armor | Formations |
|---|---------------|----------------|--------------|
| 1252 Mixed Mannish horsemen w/shortswords | wooden/bronze | leather/bronze | ragged ranks |

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

After the battle.... Sound's forces found no enemy armies to fight. Shatterstar'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.... Shatterstar's army survived the attack on the Major Town, but suffered minor losses. Shatterstar appeared to have survived. The Major Town has been reduced to a Town. The Tower has not been affected. The Town has been under siege/attack this turn. The Town now flies the flag of the Sh'iar Empire.

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 | 947 | NatTran | 2137 mi 25 |
| Aldhelm Demuret | 325 | NatSell | br 100 |
| Cinard | 620 | Kidnap | browg |
| Cinard | 810 | MovChar | 2834 |
| Dark | 185 | DnStNat | 16 |
| Dark | 948 | TranCar | 2137 2915 mi 200 |
| Earth | 745 | CreCmpy | |
| Earth | 820 | MovCmpy | 2734 |
| Fire | 948 | TranCar | 2139 2239 mi 300 |
| Fire | 315 | PrchCar | mi 900 |
| Kalatar | 620 | Kidnap | blist |
| Kalatar | 810 | MovChar | 3024 |
| Klú Relortin | 905 | ScoArmy | tarik y |
| Klú Relortin | 915 | ScoHex | |
| Light | 525 | InfOthr | |
| Light | 755 | JnCmpy | earth |
| Null | 185 | DnStNat | 16 |
| Null | 325 | NatSell | fo 100 |
| Qesset | 690 | StlGold | |
| Qesset | 810 | MovChar | 2224 |
| Sound | 215 | RfsPers | |
| Sound | 830 | MovNavy | nw w w sw w w w ^ ^ ^ ^ ^ ^ no |
| Tabaya Kas | 690 | StlGold | |
| Tabaya Kas | 810 | MovChar | 3024 |
| Tartas Izain | 690 | StlGold | |
| Tartas Izain | 810 | MovChar | 2927 |
| Water | 525 | InfOthr | |
| Water | 755 | JnCmpy | earth |
| Wind | 525 | InfOthr | |
| Wind | 755 | JnCmpy | earth |

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. 2312 Bronze were sold for 5549 Gold.

He was ordered to have the nation transport by the caravans. No Mithril was available to transport to Hills.

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 100 Stealth 0 Challenge 53
 Artifacts : None
 Spells (+0) : None

Cinard was located in the Hills & Rough at 3135.

He was ordered to kidnap a character. Browgue was kidnaped.

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

He is currently in the Hills & Rough at 2834. The Town of Herenya flying the flag of the Sh'iar Empire 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(88) #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 Sh'iar Empire were downgraded.

He was ordered to transport by the caravans. The transport was changed because there was insufficient Mithril. 36 Mithril (+10%) transported from Hills to Aredol.

He is traveling with Null 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 84 Mage 0
 Health 100 Stealth 0 Challenge 49
 Artifacts : None
 Spells (+0) : None

Earth was located in the Hills & Rough at 2631.

He was ordered to create a company. A company was created.

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

He commands a company in the Hills & Rough at 2734. The Town/Tower of Of Fear flying the flag of the Sh'iar Empire 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 2139.

He was ordered to purchase from the caravans. The product bought was changed because the amount was more than market levels. No Mithril could be bought.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to transport by the caravans. The transport was changed because there was insufficient Mithril. No Mithril was transported.

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 3135.

He was ordered to kidnap a character. Blister was kidnaped.

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

He is currently in the Shore/Plains at 3024. The Major Town/Tower of Osgiliath flying the flag of the South Kingdom 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 2535.

He was ordered to scout an army. A scout of the army was attempted. Warlord Tarikmagân of the Benîm an Pharazôn is located in the Hills & Rough at 2636 near Falassê. Travel mode is Normal. Morale is 62. Troops: Heavy Cavalry: 944 Light Cavalry: 110 . War machines: 1. Scouted army movement to new location at 2636.

He was ordered to scout the hex. A scout of the hex was attempted. Terrain is Hills & Rough. Climate is Hot. A Village named Falassê is here and Falassê is owned by the Benîm an Pharazôn and the hex has production of - Leather: 300 Bronze: 150 Gold: 1200 . Foreign forces present: - Tarikmagân of the Benîm an Pharazôn.

He is currently in the Hills & Rough at 2636. The Village of Falassê flying the flag of the Benîm an Pharazôn is here.

Light



Ranks : Command 0 Agent 0 Emissary 62 Mage 0
 Health 100 Stealth 0 Challenge 31
 Artifacts : None
 Spells (+0) : None

Light was located in the Hills & Rough at 2631.

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

He was ordered to join a company. He joined the company commanded by Earth.

He moved with the company to 2734.

He is traveling with Earth in the Hills & Rough at 2734. The Town/Tower of Of Fear flying the flag of the Sh'iar Empire is here.

Null



Ranks : Command 38 Agent 0 Emissary 0 Mage 48
 Health 100 Stealth 0 Challenge 57
 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)

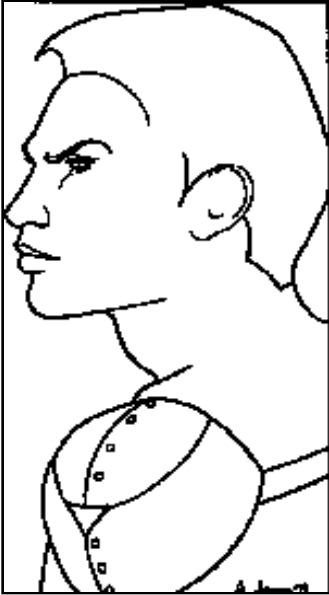
Null was located in the Mixed Forest at 2137.

He was ordered to downgrade our relations. Our relations with the Sh'iar Empire were downgraded.

He was ordered to have the nation sell to the caravans. 8126 Food were sold for 9750 Gold.

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

Qesset



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

Qesset was located in the Shore/Plains at 3028.

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

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

He is currently in the Hills & Rough at 2224. The Town of Amon Arlog flying the flag of the Great Trollusk is here.

Sound



Ranks : Command 56 Agent 0 Emissary 0 Mage 48
 Health 100 Stealth 0 Challenge 68
 Artifacts : None

Spells (+0) : #412 Research Artifact(100) #413 Scry Population Center(97)
 #415 Scry Area(74) #418 Locate Artifact(60) #510 Conjure Food(77)

Sound was located in the Hills & Rough at 2734.

He was ordered to refuse all personal challenges.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

He commands a navy in the Coastal Waters at 2134.

Tabaya Kas



Ranks : Command 0 Agent 68 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 51
 Artifacts : None
 Spells (+0) : None

Tabaya Kas was located in the Shore/Plains at 2828.

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

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

He is currently in the Shore/Plains at 3024. The Major Town/Tower of Osgiliath flying the flag of the South Kingdom is here.

Tartas Izain



Ranks : Command 0 Agent 67 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 50
 Artifacts : None
 Spells (+0) : None

Tartas Izain was located in the Hills & Rough at 3037.

He was ordered to steal the Gold. 2145 Gold was stolen at Of Mischief.

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

He is currently in the Shore/Plains at 2927. The Major Town/Tower of Pelargir flying the flag of the Dark Feast is here.

Water



Ranks : Command 0 Agent 0 Emissary 77 Mage 0
 Health 100 Stealth 0 Challenge 38
 Artifacts : None
 Spells (+0) : None

Water was located in the Hills & Rough at 2631.

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 join a company. He joined the company commanded by Earth.

He moved with the company to 2734.

He is traveling with Earth in the Hills & Rough at 2734. The Town/Tower of Of Fear flying the flag of the Sh'iar Empire is here.

Wind



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

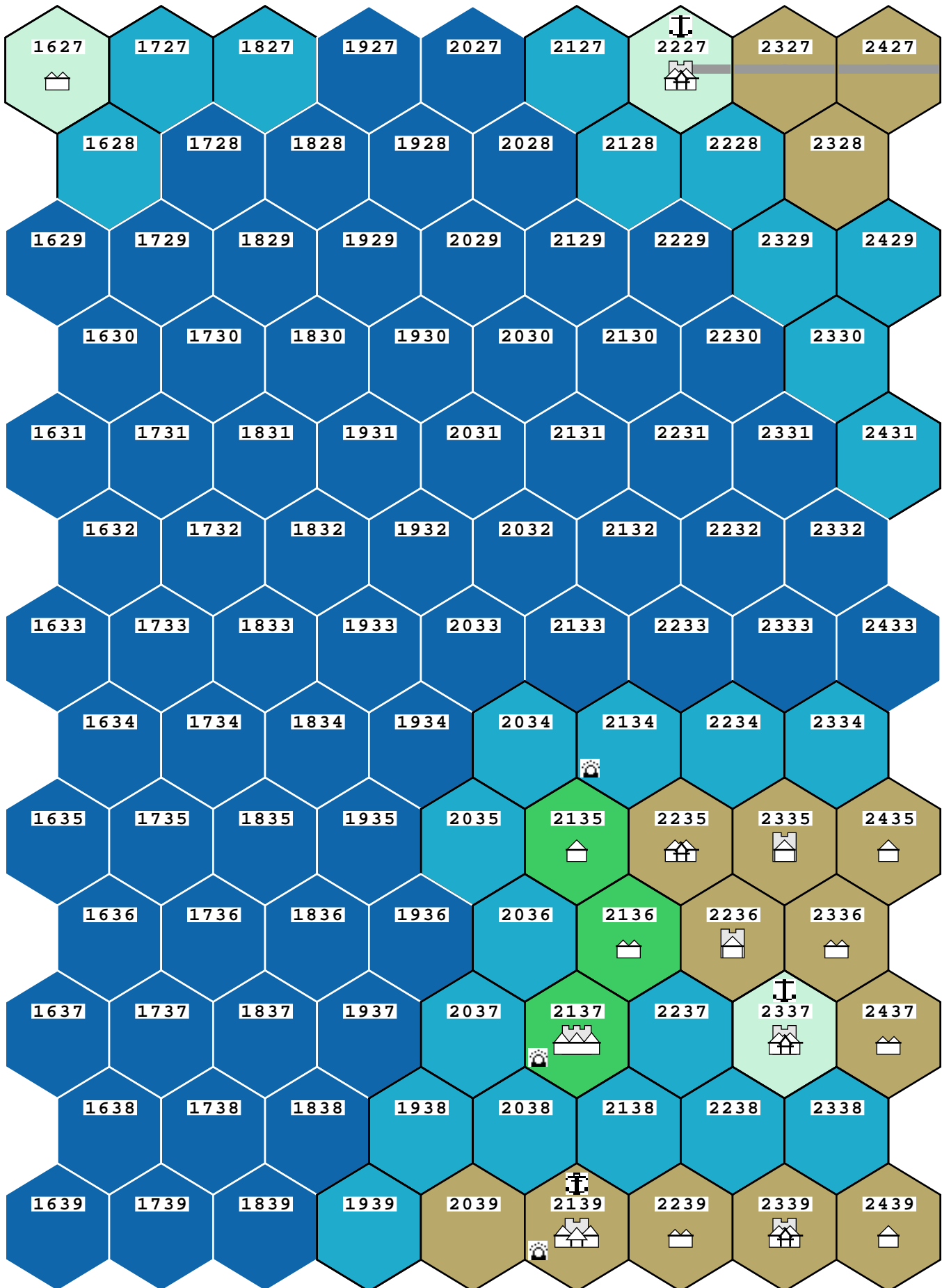
Wind was located in the Hills & Rough at 2631.

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 join a company. He joined the company commanded by Earth.

He moved with the company to 2734.

He is traveling with Earth in the Hills & Rough at 2734. The Town/Tower of Of Fear flying the flag of the Sh'iar Empire is here.



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Game #      : 141
Player #    : 21
Turn #      : 15
Security #  : 7412
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Daytime Phone #:

Order -> # _____ Code _____ Type _____ Order -> # _____ Code _____ Type _____

Required _____
Information _____

Required _____
Information _____

Order -> # Code Type Order -> # Code Type

Required _____
Information _____

Required _____
Information _____

Order -> # _____ Code _____ Type _____ Order -> # _____ Code _____ Type _____

Required _____
Information _____

Required _____
Information _____

Earth (ID: earth) @ 2734 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) @ 3024 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) @ 2734 Emissary

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

Null (ID: null) @ 2137 Command Mage

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

Qesset (ID: qesse) @ 2224 Agent

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

Sound (ID: sound) @ 2134 Command Mage

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

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

Tabaya Kas (ID: tabay) @ 3024 Agent

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

Tartas Izain (ID: tarta) @ 2927 Agent

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

Water (ID: water) @ 2734 Emissary

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

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Wind (ID: wind ) @ 2734 Emissary
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| | | | | | | | | | |
|-------------|----|---|------|------|-------------|----|---|------|------|
| Order | -> | # | Code | Type | Order | -> | # | Code | Type |
| Required | | | | | Required | | | | |
| Information | | | | | Information | | | | |