MEPBM Games
presents

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

☆✩☾ ✩☆✩☆✩☆

GAME # 141

Sapphic Enclave

Victory points   : 975
Victory Conditions :
            To hold at game end the artifact: Gurthdur #17.
            To see to the termination of Guarmath by any means whatsoever.
            To see to the termination of Valacar by any means whatsoever.
            To hold in stores at game end the greatest amount of Mithril.
            To terminate 10 characters by personal challenge or by assassination.

Top 3 Free Peoples :

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

Special Nation Abilities :
            #10 New mages start at rank up to 40.
            #14 All new troop recruits start at training 25.
            #21 Hire new armies at no cost.
            #24 Can learn lost conjure mounts spell.

Sapphic Enclave

(A Free People)

Season : Spring

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom : Neutral	# 2 South Kingdom : Disliked	# 3 Wise Council : Tolerated
# 4 Acadians : Tolerated	# 5 Silent Assembly : Tolerated	# 6 Thorinar : Tolerated
# 8 Nameless : Tolerated	# 9 Ground Pounders : Tolerated	#10 Sundered : Tolerated
#11 Lohmai'gwaith : Tolerated	#12 Sheri-Urk : Disliked	#13 Red Witches : Disliked
#14 Dark Feast : Disliked	#15 Twilight Hammer : Disliked	#16 Sh'iar Empire : Disliked
#17 Great Trollusk : Disliked	#18 Benîm an Pharazôn: Disliked	#19 RhunLandChattelCo : Disliked
#20 Tribes of Angmar : Disliked	#21 Lands : Neutral	#22 Sing a Song : Neutral
#23 Once Upon a Time : Neutral	#24 Plane : Neutral	#25 Alvernus : Neutral

POPULATION CENTERS

Location : @ 3729 in Hills & Rough   Climate is Hot

Size : Camp	Fortifications : None		Loyalty : 30	Docks : None	Hidden ? : No		Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	104	120	0	0	0	0	1040
Current stores	0	208	720	0	0	0	0	–

A small army bearing the banner of the RhunLandChattelCo under Hero Coronado is here.

Androth (Capital)   Location : @ 3328 in Mountains   Climate is Cool

Size : City	Fortifications : Tower		Loyalty : 89	Docks : None	Hidden ? : No		Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	10	4	0	0	0	1500
Current stores	3244	1542	44	28	0	0	0	–

An army bearing the banner of the Sapphic Enclave under Commander Halbarad is here.

Aughaur   Location : @ 3530 in Mountains   Climate is Cool

Size : Major Town	Fortifications : Fort		Loyalty : 55	Docks : None	Hidden ? : No		Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	56	56	0	0	0	0	1000
Current stores	0	112	248	0	0	0	0	–

Cúarthol   Location : @ 3228 in Mountains   Climate is Cool

Size : Camp	Fortifications : None		Loyalty : 30	Docks : None	Hidden ? : No		Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	170	0	30	0	0	0	1100
Current stores	0	340	0	228	0	0	0	–

Esgalduin   Location : @ 3428 in Open Plains   Climate is Hot

Size : Village	Fortifications : Tower		Loyalty : 36	Docks : None	Hidden ? : No		Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	122	0	0	0	205	0	6	0
Current stores	122	0	0	0	0	0	6	–

Galtran   Location : @ 3427 in Open Plains   Climate is Hot

Size : Camp	Fortifications : None		Loyalty : 53	Docks : None	Hidden ? : No		Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	192	0	0	0	536	0	16	0
Current stores	192	0	0	0	0	0	16	–

Kelumë   Location : @ 3630 in Mountains   Climate is Cool

Size : Camp	Fortifications : None		Loyalty : 26	Docks : None	Hidden ? : No		Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	160	50	0	0	0	0	1500
Current stores	0	320	220	0	0	0	0	–

Ninniach   Location : @ 3829 in Hills & Rough   Climate is Hot
Size : Camp   Fortifications : None   Loyalty : 33 Docks : None   Hidden ? : No   Sieged ? : No

Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	288	0	48	0	0	0	0	1120
Current stores	288	0	288	0	0	0	0	-

Núath   Location : @ 3329 in Mountains   Climate is Cool
Size : Village   Fortifications : None   Loyalty : 50 Docks : None   Hidden ? : No   Sieged ? : No

Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	88	0	8	0	0	0	1500
Current stores	0	176	0	68	0	0	0	-

RF   Location : @ 3533 in Hills & Rough   Climate is Hot
Size : Camp   Fortifications : Tower   Loyalty : 17 Docks : None   Hidden ? : No   Sieged ? : YES

Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	96	0	0	0	8	1120
Current stores	0	0	77	0	0	0	0	-

Thangor   Location : @ 3528 in Open Plains   Climate is Hot
Size : Camp   Fortifications : None   Loyalty : 30 Docks : None   Hidden ? : No   Sieged ? : No

Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	232	0	0	0	312	0	8	0
Current stores	232	0	0	0	0	0	8	-

Thara-pata   Location : @ 3730 in Mountains   Climate is Cool
Size : Camp   Fortifications : None   Loyalty : 40 Docks : None   Hidden ? : No   Sieged ? : No

Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	240	0	10	0	0	0	1000
Current stores	0	480	0	76	0	0	0	-

Tokeliant   Location : @ 3529 in Hills & Rough   Climate is Hot
Size : Village   Fortifications : None   Loyalty : 29 Docks : None   Hidden ? : No   Sieged ? : No

Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	0	115	13	800
Current stores	0	0	0	0	0	345	13	-

Unulló   Location : @ 3629 in Hills & Rough   Climate is Hot
Size : Camp   Fortifications : None   Loyalty : 35 Docks : None   Hidden ? : No   Sieged ? : No

Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	112	0	0	0	200	0	0	1040
Current stores	112	0	0	0	0	0	0	-

Uplink   Location : @ 3433 in Hills & Rough   Climate is Hot
Size : Major Town Fortifications : Fort   Loyalty : 50 Docks : None   Hidden ? : No   Sieged ? : No

Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	22	0	230	0	0	1200
Current stores	0	0	66	0	469	0	0	-

An army bearing the banner of the Sapphic Enclave under Commander Siane is here.

Voronwa   Location : @ 3527 in Open Plains   Climate is Hot
Size : Camp   Fortifications : None   Loyalty : 45 Docks : None   Hidden ? : No   Sieged ? : No

Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	240	0	0	0	528	0	24	0
Current stores	240	0	0	0	0	0	24	-

Wilóke   Location : @ 3426 in Mountains   Climate is Cool
Size : Town   Fortifications : Tower   Loyalty : 56 Docks : None   Hidden ? : No   Sieged ? : No

Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	174	0	6	0	0	0	1200
Current stores	0	348	0	148	0	0	0	-

An army bearing the banner of the Sapphic Enclave under Commander Haleth is here.

ARMIES AND NAVIES

Army Commander : Commander Halbarad   Location : @ 3328 in Mountains   Climate is Cool
Army morale :   12 Warships :   0 Transports :   0 (6)   Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Mixed Elven horseriders w/broadswords	25	10	27	875	Heavy Cavalry

Baggage Train	Leather	Bronze	Steel	Mithril
Weapons	–	0	0	0
Armor	0	0	0	0
Food	1	Low Supplies !!		
War machines	0			

The City/Tower of Androth flying the flag of the Sapphic Enclave is here.

Army Commander : Commander Haleth   Location : @ 3426 in Mountains   Climate is Cool
Army morale :   15 Warships :   0 Transports :   0 (4)   Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords	25	10	0	900	Heavy Infantry

Baggage Train	Leather	Bronze	Steel	Mithril
Weapons	–	0	0	0
Armor	0	0	0	0
Food	1	Low Supplies !!		
War machines	0			

The Town/Tower of Wilóke flying the flag of the Sapphic Enclave is here.

Army Commander : Commander Siane   Location : @ 3433 in Hills & Rough   Climate is Hot
Army morale :   1 Warships :   0 Transports :   0 (4)   Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords	32	10	0	818	Heavy Infantry

Baggage Train	Leather	Bronze	Steel	Mithril
Weapons	–	0	0	0
Armor	0	0	0	0
Food	0	Out of Food !!		
War machines	0			

The Major Town/Fort of Uplink flying the flag of the Sapphic Enclave is here.

Army Commander : Lord Valandil   Location : @ 4422 in Open Plains   Climate is Hot
Army morale :   54 Warships :   0 Transports :   0 (4)   Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Mixed Elven horseriders w/broadswords	61	40	40	133	Heavy Cavalry
Wood Elf footsoldiers w/broadswords	43	10	0	576	Heavy Infantry

Baggage Train	Leather	Bronze	Steel	Mithril
Weapons	–	0	0	0
Armor	0	0	0	0
Food	0	Out of Food !!		
War machines	0			

The Town/Tower of Purgatory flying the flag of the RhunLandChattelCo is here.
A small army bearing the banner of the RhunLandChattelCo under Veteran Jeremiah Johnson is here.
A small army bearing the banner of the RhunLandChattelCo under Veteran Orellana is here.

COMPANY COMMANDERS :

Veteran Glóredhel Location : @ 3433 Traveling with her are : Gallan - Nienor - Otrane.

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:

Armies/Navies :	15224
Pop Centers :	4000
Characters :	20480
Total :	39704
Current Tax rate :	60%
Revenue expected next turn :	36500 (-3204)
Current Gold reserve :	5415

Totals for Nation:	Stores	Production
Leather	4430	1186
Bronze	3526	992
Steel	1663	402
Mithril	548	58
Food	469	2011
Timber	345	115
Mounts	67	75

Ritual character terminations: 0

Ships have been left anchored at the following locations:

>   None

You have the following double agents:

> **Hecate of the Lohmai'gwaith @ 2817**
>   Double agent Hecate reports she was ordered to assassinate a character. Berin was assassinated.
>   Double agent Hecate reports she was ordered to drop some artifacts. Dragon Helm/Armor #31 was dropped.
>
> **Lavinia of the Lohmai'gwaith @ 2915**
>   Double agent Lavinia reports she was ordered to guard a character. Garibaldi was guarded.
>   Double agent Lavinia reports she was ordered to move. She accepted the movement orders.

You have the following hostages:

>   None

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Cloak of the Heavens	Cloak	136	Yes	None	Increases Agent Rank by 10.

You have hidden the following additional artifacts:

>   None

NATION MESSAGES

There are rumors of an armed conflict involving the Plane at 3135.
The loyalty was influenced from the efforts or presence of Shelob at Cúarthol.
There are rumors of a theft attempt involving Ordun Halbor at Olekhai.

ENCOUNTER MESSAGES

Encounter for Dervorin at 3228

She turned and quietly made her way out of the cave. With frequent glances over her shoulder, she finally left the area, and with it, the dark sense of forboding which had been weighing heavily upon her mind.

Report from the town at 3426.

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

Report from the camp at 3427.

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

COMBAT MESSAGES

Battle at 3533

In the Hot climate of the Hills & Rough of 3533, a conflict took place in the early morning hours in a dense and oppressive fog.

At the head of a demoralized army rode **Commander Siane** of the nation of the Sapphic Enclave. The mount on which she rode stood cautiously at the rear of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1200 Wood Elf footsoldiers w/broadswords	wooden	none	ragged ranks

The Village of RF   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.... Siane's forces found no enemy armies to fight.

The battle for RF   was vicious and quick. Although the defending militia fought hard to stem the assault, they were outnumbered and eventually fell before the onslaught!

After the attack on the population center.... Siane's army survived the attack on the Village, but suffered some losses. Siane appeared to have survived. The Village has been reduced to a Camp. The Tower has not been affected. The Camp has been under siege/attack this turn. The Camp now flies the flag of the Sapphic Enclave.

Battle at 4422

In the Hot climate of the Open Plains of 4422, a conflict took place in the early afternoon under a omen-filled sky.

At the head of a calm army rode **Lord Valandil** of the nation of the Sapphic Enclave. The mount on which she rode moved calmly to the front of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
146 Mixed Elven horseriders w/broadswords	bronze/steel	bronze/steel	solid ranks
633 Wood Elf footsoldiers w/broadswords	wooden	none	ragged ranks

At the head of a calm army rode **Veteran Ledyard** of the nation of the RhunLandChattelCo. 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
12 Mixed Mannish horsemen w/shortswords	wooden/bronze	leather/bronze	a mob
93 Mixed Mannish footmen w/battle axes	bronze	bronze	a mob
25 Lesser Mannish archers w/short bows	arrows	none	a mob

The Town of Purgatory flying the flag of the RhunLandChattelCo is situated in the Open Plains here. It is fortified by a Tower.

Report from Valandil.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. Some of the troops needed this encouragement but others were checking the readiness of their weapons. Finally the order was shouted across the battlefield.. Charge!! Charge!!
Against the forces of Ledyard, when we charged, they attempted to surround us.

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

Report from Valandil.....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. Our foot soldiers engaged the other troops in the open and took the battle to them. The troops fought well, but they could have been better trained. They fought as if uninspired. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

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

Lord Valandil: 23 Food

After the battle.... Valandil's forces were victorious in the battle, but suffered minor losses. Valandil appeared to have survived but suffers from serious wounds. Ledyard's forces were destroyed/routed in the battle. Ledyard appeared to have survived but suffers from serious wounds.

Battle at 3825

In the Hot climate of the Shore/Plains of 3825, a conflict took place in the early afternoon during a driving storm.

At the head of a rebellious army rode **Hero Coronado** of the nation of the RhunLandChattelCo. 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
139 Mixed Mannish horsemen w/shortswords	steel	steel	a mob
1 Lesser Mannish horsemen w/scimitars	bronze/steel	bronze/steel	solid ranks

The Camp of Akhúlsa flying the flag of the Sapphic Enclave is situated in the Shore/Plains here.

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

The battle for Akhúlsa 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.... Coronado's army survived the attack on the Camp, but suffered

minor losses. Coronado appeared to have survived. The Camp has been reduced to a Ruins. The Ruins of Akhúlsa now flies no known flag.

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........
Dervorin	520	InfYour	
Dervorin	810	MovChar	3825
Gallan	525	InfOthr	
Gallan	215	RfsPers	
Glóredhel	690	StlGold	
Glóredhel	215	RfsPers	
Gorlim	185	DnStNat	2
Gorlim	325	NatSell	le 50
Halbarad	315	PrchCar	fo 1
Halbarad	400	HvCvlry	500 ^ br
Haleth	408	HvInfan	300 ^ ^
Haleth	310	BidCar	mi 100 26
Marach	330	CstCjSp	508 500
Marach	325	NatSell	fo 100
Nienor	525	InfOthr	
Nienor	940	CstLoSp	415 3433
Oruthan	728	NamComm	Batby m
Oruthan	737	NamMage	Grieta f
Otrane	525	InfOthr	
Otrane	215	RfsPers	
Siane	255	CptrPop	ch
Siane	850	MovArmy	w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Ulbar	520	InfYour	
Ulbar	810	MovChar	3829
Valandil	925	Recon	
Valandil	230	AttEnmy	ch

Batby

```
Ranks        : Command 36    Agent 0      Emissary 0     Mage 0
               Health 100     Stealth 0     Challenge 36
Artifacts    : None

Spells (+0) : None
```

Batby has a special ability. He has a bonus to his Command rank.
He is currently in the Mountains at 3328. The City/Tower of Androth flying the flag of the Sapphic Enclave is here.

Dervorin

```
Ranks        : Command 0     Agent 0      Emissary 59     Mage 0
               Health 100     Stealth 0     Challenge 29
Artifacts    : None

Spells (+0) : None
```

Dervorin was located in the Mountains at 3228.
  She was forced to flee the encounter. See Encounter messages.
  She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Cúarthol.
  She was ordered to move. She accepted the movement orders.
She is currently in the Shore/Plains at 3825. The un-owned Ruins of Akhúlsa is here.

Gallan

```
Ranks        : Command 0     Agent 0      Emissary 62     Mage 0
               Health 100     Stealth 0     Challenge 31
Artifacts    : None

Spells (+0) : None
```

Gallan was located in the Hills & Rough at 3433.
  She was ordered to refuse all personal challenges.
  She was ordered to influence their population center loyalty. She was not able to influence/reduce the population center loyalty because Uplink was of the same nation.
She is traveling with Glóredhel in the Hills & Rough at 3433. The Major Town/Fort of Uplink flying the flag of the Sapphic Enclave is here.

Gl redhel

Ranks   : Command 10   Agent 50   Emissary 0   Mage 15
               Health 100   Stealth 0   Challenge 43
Artifacts   : None

Spells (+0) : #302 Long Stride(49)

Glóredhel was located in the Hills & Rough at 3433.
  She was ordered to refuse all personal challenges.
  She was ordered to steal the Gold. She was not able to steal Gold because Uplink was of the same nation.
She commands a company in the Hills & Rough at 3433. The Major Town/Fort of Uplink flying the flag of the Sapphic Enclave is here.

Gorlim

Ranks   : Command 59   Agent 0   Emissary 0   Mage 33
               Health 100   Stealth 0   Challenge 67
Artifacts   : None

Spells (+0) : #4 Major Heal(85) #302 Long Stride(96) #412 Research Artifact(59)

Gorlim was located in the Mountains at 3328.
  She was ordered to downgrade our relations. Our relations with the South Kingdom were downgraded.
  She was ordered to have the nation sell to the caravans. 4980 Leather were sold for 9960 Gold.
She is currently in the Mountains at 3328. The City/Tower of Androth flying the flag of the Sapphic Enclave is here.

Grieta

Ranks   : Command 0   Agent 0   Emissary 0   Mage 40
               Health 100   Stealth 0   Challenge 40
Artifacts   : None

Spells (+0) : #104 Resistances(85) #214 Call Winds(88) #308 Capital Return(63)
 #414 Scry Hex(72)

She is currently in the Mountains at 3328. The City/Tower of Androth flying the flag of the Sapphic Enclave is here.

Halbarad

```
Ranks       : Command 30    Agent 0     Emissary 0    Mage 0
              Health 100     Stealth 0    Challenge 30
Artifacts   : None

Spells (+0) : None
```

Halbarad was located in the Mountains at 3328.
   She was ordered to purchase from the caravans. 1 Food were bought for 2 Gold.
   She was ordered to recruit some heavy cavalry. The troop recruitment was changed because of insufficient mounts. 275 Heavy Cavalry w/Wood weapons and Bronze armor were recruited.
She commands an army in the Mountains at 3328. The City/Tower of Androth flying the flag of the Sapphic Enclave is here.

Haleth

```
Ranks       : Command 30    Agent 0     Emissary 0    Mage 0
              Health 100     Stealth 0    Challenge 30
Artifacts   : None

Spells (+0) : None
```

Haleth was located in the Mountains at 3426.
   She was ordered to bid from the caravans. 100 Mithril was bought for 2600 Gold.
   She was ordered to recruit some heavy infantry. 300 Heavy Infantry w/Wood weapons and No armor were recruited.
She commands an army in the Mountains at 3426. The Town/Tower of Wilóke flying the flag of the Sapphic Enclave is here.

Marach

```
Ranks       : Command 0     Agent 0     Emissary 0    Mage 55
              Health 100     Stealth 0    Challenge 55
Artifacts   : None

Spells (+0) : #102 Barriers(94) #210 Words of Calm(84) #302 Long Stride(100)
  #406 Divine Army(80) #508 Conjure Mounts(78)
```

Marach was located in the Mountains at 3328.
   She was ordered to have the nation sell to the caravans. 4987 Food were sold for 4987 Gold.
   She was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 275 Mounts were conjured.
She is currently in the Mountains at 3328. The City/Tower of Androth flying the flag of the Sapphic Enclave is here.

Nienor

```
Ranks        : Command 0     Agent 0     Emissary 77     Mage 60
                 Health 100     Stealth 0     Challenge 69
Artifacts    : None

Spells (+0) : #412 Research Artifact(94) #413 Scry Population Center(96)
 #415 Scry Area(82) #418 Locate Artifact(95) #428 Locate Artifact True(69)
 #508 Conjure Mounts(83)
```

Nienor was located in the Hills & Rough at 3433.
  She was ordered to influence their population center loyalty. The loyalty was
influenced/reduced at Uplink. Uplink is now under our control.
  She was ordered to cast a lore spell. Scry Area - Foreign armies identified: -
AzrubÍn of the Benîm an Pharazôn with about 1500 troops at 3333. See report below.
She is traveling with Glóredhel in the Hills & Rough at 3433. The Major Town/Fort of
Uplink flying the flag of the Sapphic Enclave is here.

Oruthan

```
Ranks        : Command 33    Agent 63 (73)    Emissary 0     Mage 42
                 Health 100     Stealth 0     Challenge 72
Artifacts    :  #136 Cloak of the Heavens
Spells (+0) : #104 Resistances(86) #412 Research Artifact(99)
 #418 Locate Artifact(55) #508 Conjure Mounts(90)
```

Oruthan was located in the Mountains at 3328.
  She was ordered to name a new commander. A new commander named Batby was available.
  She was ordered to name a new mage. A new mage named Grieta was available.
She is currently in the Mountains at 3328. The City/Tower of Androth flying the flag of
the Sapphic Enclave is here.

Otrane

```
Ranks        : Command 0     Agent 0     Emissary 66     Mage 0
                 Health 100     Stealth 0     Challenge 33
Artifacts    : None

Spells (+0) : None
```

Otrane was located in the Hills & Rough at 3433.
  She was ordered to refuse all personal challenges.
  She was ordered to influence their population center loyalty. The loyalty was
influenced/reduced at Uplink. Current loyalty is perceived to be rebellious.
She is traveling with Glóredhel in the Hills & Rough at 3433. The Major Town/Fort of
Uplink flying the flag of the Sapphic Enclave is here.

Siane

```
Ranks       : Command 39    Agent 0     Emissary 0     Mage 33
              Health 100    Stealth 0    Challenge 47
Artifacts   : None

Spells (+0) : #104 Resistances(80) #416 Reveal Production(80)
 #508 Conjure Mounts(64)
```

Siane was located in the Hills & Rough at 3533.
  She was ordered to capture the Village of RF   . See Combat Messages.
  Lack of Food may have affected army movement.
  Lack of Food restricted the army morale.
  She was ordered to move the army. She accepted the army movement orders.
She commands an army in the Hills & Rough at 3433. The Major Town/Fort of Uplink flying the flag of the Sapphic Enclave is here.

Ulbar

```
Ranks       : Command 0     Agent 0     Emissary 60    Mage 15
              Health 100    Stealth 0    Challenge 33
Artifacts   : None

Spells (+0) : #416 Reveal Production(99)
```

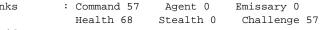Ulbar was located in the Mountains at 3228.
  She was ordered to influence the population center loyalty. The loyalty was
influenced/improved at Cúarthol.
  She was ordered to move. She accepted the movement orders.
She is currently in the Hills & Rough at 3829. The Camp of Ninniach flying the flag of the Sapphic Enclave is here.

Valandil

```
Ranks       : Command 57    Agent 0     Emissary 0     Mage 0
              Health 68     Stealth 0    Challenge 57
Artifacts   : None

Spells (+0) : None
```

Valandil was located in the Open Plains at 4422.
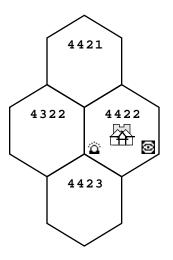 She was ordered to have her army attack all of her enemies. See Combat Messages.
  Lack of Food may have affected army movement.
  Lack of Food restricted the army morale.
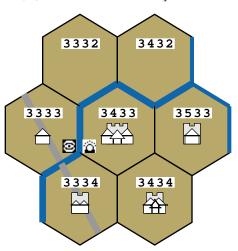 She was ordered to recon the area. A recon of the area was attempted. Foreign armies
identified: - Jeremiah Johnson of the RhunLandChattelCo with about 500 troops at 4422 -
Orellana of the RhunLandChattelCo with about 400 troops at 4422. See report below.
She commands an army in the Open Plains at 4422. The Town/Tower of Purgatory flying the flag of the RhunLandChattelCo is here.

4421

4322   4422

4423

3332   3432

3333   3433   3533

3334   3434

MEPBM Games
Middle-earth Play-By-Mail"
Fourth Age, circa 1000
Sapphic Enclave
TURNSHEET

☆ ☆ ☾ ☆ ☆ ☆ ☆ ☆

Game # 141

🌳 🌳 🌳 🌳 🌳 🌳 🌳 🌳 🌳 🌳

RICHARD THOMAS 109334   Game #   : 141
NONE   Player #   :   7
NONE   Turn #   :   15
NONE   Security # : 3324

Return this turnsheet before APRIL 21 2013

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

Daytime Phone #:_____

Batby   **(ID: batby) @ 3328 Command**
  Order   -> # _____ Code _____ Type _____   Order   -> # _____ Code _____ Type _____

                 _____   _____
Required   _____   Required   _____
Information   _____   Information   _____
                 _____   _____

Dervorin   **(ID: dervo) @ 3825 Emissary**
  Order   -> # _____ Code _____ Type _____   Order   -> # _____ Code _____ Type _____

                 _____   _____
Required   _____   Required   _____
Information   _____   Information   _____
                 _____   _____

Gallan   **(ID: galla) @ 3433 Emissary**
  Order   -> # _____ Code _____ Type _____   Order   -> # _____ Code _____ Type _____

                 _____   _____
Required   _____   Required   _____
Information   _____   Information   _____
                 _____   _____

Glóredhel   **(ID: glore) @ 3433 Command Agent Mage**

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

_____   _____

Required   _____   Required   _____

Information _____   Information _____

_____   _____

_____   _____

Gorlim   **(ID: gorli) @ 3328 Command Mage**

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

_____   _____

Required   _____   Required   _____

Information _____   Information _____

_____   _____

_____   _____

Grieta   **(ID: griet) @ 3328 Mage**

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

_____   _____

Required   _____   Required   _____

Information _____   Information _____

_____   _____

_____   _____

Halbarad   **(ID: halba) @ 3328 Command**

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

_____   _____

Required   _____   Required   _____

Information _____   Information _____

_____   _____

_____   _____

Haleth   **(ID: halet) @ 3426 Command**

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

_____   _____

Required   _____   Required   _____

Information _____   Information _____

_____   _____

_____   _____

Marach   **(ID: marac) @ 3328 Mage**

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

_____   _____

Required   _____   Required   _____

Information _____   Information _____

_____   _____

_____   Game 141 Player 7 Turn 14 _____

Nienor   **(ID: nieno) @ 3433 Emissary Mage**

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

             _____   _____

Required   _____   Required   _____

Information   _____   Information   _____

             _____   _____

             _____   _____

Oruthan   **(ID: oruth) @ 3328 Command Agent Mage**

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

             _____   _____

Required   _____   Required   _____

Information   _____   Information   _____

             _____   _____

             _____   _____

Otrane   **(ID: otran) @ 3433 Emissary**

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

             _____   _____

Required   _____   Required   _____

Information   _____   Information   _____

             _____   _____

             _____   _____

Siane   **(ID: siane) @ 3433 Command Mage**

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

             _____   _____

Required   _____   Required   _____

Information   _____   Information   _____

             _____   _____

             _____   _____

Ulbar   **(ID: ulbar) @ 3829 Emissary Mage**

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

             _____   _____

Required   _____   Required   _____

Information   _____   Information   _____

             _____   _____

             _____   _____

Valandil   **(ID: valan) @ 4422 Command**

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

             _____   _____

Required   _____   Required   _____

Information   _____   Information   _____

             _____   _____

                                                  _____