

**MEPBM Games**  
**presents**

# Middle-earth Play-By-Mail™

## Fourth Age, circa 1000



GAME # 141



### Ground Pounders

Victory points : 400  
 Victory Conditions :  
     To hold in stores at game end the greatest amount of Mithril.  
     To hold at game end the artifact: Bow of Thunder and Bone #62.  
     To hold at game end the population center of Mîkhibil at 2732.  
     To hold at game end the artifact: Snow Hammer #40.  
     To hold at game end the greatest amount of artifacts.

Top 3 Free Peoples :

**Alvernus [ 1325 ]   Sing a Song [ 1300 ]   Once Upon a Time [ 1050 ]**

Special Nation Abilities :  
     #06 Armies lose no morale for force march.  
     #21 Hire new armies at no cost.  
     #25 Can learn lost conjure food spell.

Internet G141N09  
 PAUL MAHONEY 110713  
 NONE  
 NONE  
 NONE

Game #	:	141
Player #	:	9
Turn #	:	28
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	2734
Special Service	:	YES

# Ground Pounders

(A Free People)

Season : Fall

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Disliked	# 2 South Kingdom	: Hated	# 3 Wise Council	: Tolerated
# 4 Acadians	: Tolerated	# 5 Silent Assembly	: Tolerated	# 6 Thorinar	: Tolerated
# 7 Sapphic Enclave	: Tolerated	# 8 Nameless	: Tolerated	#10 Sundered	: Tolerated
#11 Lohmai'gwaith	: Tolerated	#12 Sheri-Urk	: Disliked	#13 Red Witches	: Disliked
#14 Dark Feast	: Hated	#15 Twilight Hammer	: Disliked	#16 Sh'iar Empire	: Hated
#17 Great Trollusk	: Disliked	#18 Bením an Pharazôn	: Hated	#19 RhunLandChattelCo	: Hated
#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

**Dol Amroth** Location : @ 2227 in Shore/Plains Climate is Warm

Size : Town	Fortifications : Tower	Loyalty : 42	Docks : Harbor	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	234	0	0	0	1104	0	18	0
Current stores	0	0	0	0	1116	0	228	-

*A small army bearing the banner of the Red Witches under Captain Edrikhos is here.*

*A small army bearing the banner of the Red Witches under Commander Gauvinos is here.*

**Elmgrove** Location : @ 3022 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 19	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	423	405	0	0
Current stores	0	0	0	0	122	405	0	-

**Field of Dreams (Capital)** Location : @ 3520 in Open Plains Climate is Hot

Size : City	Fortifications : Tower	Loyalty : 47	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	45	0	0	0	109	0	5	0
Current stores	0	0	0	41	110	0	35	-

*A small army bearing the banner of the Ground Pounders under Hero Duinhir is here.*

*A small army bearing the banner of the Ground Pounders under Regent Malantur is here.*

**Ginglith** Location : @ 3718 in Open Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	209	0	0	0	655	0	7	0
Current stores	0	0	0	0	663	0	53	-

**Grassland** Location : @ 3320 in Open Plains Climate is Hot

Size : Village	Fortifications : Tower	Loyalty : 23	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	205	0	0	0	781	0	19	0
Current stores	0	0	0	0	790	0	133	-

**Highpoint** Location : @ 3722 in Mountains Climate is Cool

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	60	10	0	0	0	1000
Current stores	0	0	720	131	0	0	0	-

**Infield** Location : @ 3620 in Open Plains Climate is Hot

Size : Village	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	141	0	0	0	262	0	13	0
Current stores	0	0	0	0	265	0	91	-

**Jakhirai** Location : @ 2423 in Mountains Climate is Cold  
 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 67 29 14 0 0 0 0  
 Current stores 0 67 58 28 0 0 0 -

**Maranwë** Location : @ 3110 in Shore/Plains Climate is Cool  
 Size : Town Fortifications : None Loyalty : 39 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 48 0 0 0 130 0 14 0  
 Current stores 0 0 0 0 132 0 130 -

**Oakton** Location : @ 2622 in Mixed Forest Climate is Mild  
 Size : Village Fortifications : None Loyalty : 52 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 821 281 0 0  
 Current stores 0 0 0 0 830 281 0 -

**Our Town** Location : @ 3319 in Open Plains Climate is Mild  
 Size : Major Town Fortifications : Fort Loyalty : 25 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 79 0 0 0 317 0 7 0  
 Current stores 0 0 0 0 321 0 53 -

An army bearing the banner of the Ground Pounders under Commander Dúnhere is here.

**Outfield** Location : @ 3720 in Open Plains Climate is Hot  
 Size : Camp Fortifications : None Loyalty : 43 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 88 0 0 0 264 0 8 0  
 Current stores 0 0 0 0 264 0 44 -

**Petticoat Junct'n** Location : @ 3716 in Open Plains Climate is Mild  
 Size : Village Fortifications : None Loyalty : 35 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 252 0 0 0 446 0 14 0  
 Current stores 0 0 0 0 451 0 106 -

**Rockfall** Location : @ 3522 in Mountains Climate is Cool  
 Size : Camp Fortifications : None Loyalty : 25 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 270 0 30 0 0 0 1300  
 Current stores 0 1415 0 392 0 0 0 -

**Zug-Sa** Location : @ 3607 in Hills & Rough Climate is Cold  
 Size : Village Fortifications : None Loyalty : 37 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 29 0 0 0 72 0 0 600  
 Current stores 0 0 0 0 73 0 0 -

## ARMIES AND NAVIES

**Army Commander : Hero Duinhir** Location : @ 3520 in Open Plains Climate is Hot  
 Army morale : 24 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Plainsman footmen w/broadswords 10 21 16 100 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 1 Low Supplies !!  
 War machines 0

The City/Tower of Field of Dreams flying the flag of the Ground Pounders is here.

A small army bearing the banner of the Ground Pounders under Regent Malantur is here.

**Army Commander : Commander Dúnhere** Location : @ 3319 in Open Plains Climate is Mild  
 Army morale : 24 Warships : 0 Transports : 0 (4) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Plainsman footmen w/broadswords 10 21 16 1000 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 9 Low Supplies !!  
 War machines 0  
 The Major Town/Fort of Our Town flying the flag of the Ground Pounders is here.

**Army Commander : Commander Guthláf** Location : @ 3120 in Open Plains Climate is Hot  
 Army morale : 10 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Plainsman footmen w/broadswords 10 10 30 400 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0

**Army Commander : Captain Hathaldir** Location : @ 3024 in Shore/Plains Climate is Mild  
 Army morale : 17 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Plainsman footmen w/broadswords 19 10 0 385 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0  
 The Town/Tower of Osgiliath flying the flag of the Sapphic Enclave is here.  
 A small army bearing the banner of the Sapphic Enclave under Captain Rufus is here.  
 A small army bearing the banner of the Sapphic Enclave under Regent Valandil is here.

**Army Commander : Regent Malantur** Location : @ 3520 in Open Plains Climate is Hot  
 Army morale : 11 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Plainsman footmen w/broadswords 20 30 30 500 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0  
 Characters traveling with army : - Elfhelm.  
 The City/Tower of Field of Dreams flying the flag of the Ground Pounders is here.  
 A small army bearing the banner of the Ground Pounders under Hero Duinhir is here.

**COMPANY COMMANDERS :**

None

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	32018	24426	12828	2504	315616	31303	5928
Purchase at market price/unit	2	2	4	19	2	2	6
Sell to market price/unit	1	1	2	9	1	1	3

**MISCELLANEOUS**

Maintenance Costs expected next turn are:		Totals for Nation:	Stores	Production
Armies/Navies :	9540	Leather	0	1330
Pop Centers :	2750	Bronze	1482	337
Characters :	23500	Steel	778	89
		Mithril	592	54
Total :	35790	Food	5137	5384
		Timber	686	686
Current Tax rate :	60%	Mounts	873	105
Revenue expected next turn :	29900 (-5890)			
Current Gold reserve :	0			

**Ships have been left anchored at the following locations:**

None

**You have the following double agents:**

**Oruthan of the Sapphic Enclave @ 2317**

Double agent Oruthan reports she was ordered to steal the Gold. She was not able to steal Gold because Osgiliath was of the same nation.

Double agent Oruthan reports she moved with the company to 2317.

Double agent Oruthan reports she was ordered to cast a lore spell. Locate Artifact - artifact #211, an Armor, is possessed by Mackinzie at or near 4433.

**You have the following hostages:**

**Fremont of the RhunLandChattelCo is held in Ginglith - No Gold ransom demanded at this time.**

**You possess the following artifacts:**

Name of artifact	Item	#	Latent	Alignment	Known Powers
Collohwesta	Cloak	4	Yes	None	Increases Stealth Rank by 30.
Hatred Curse	Hammer	120	No	None	COMBAT - Increases damage by 750 points.
Herugrim	Sword	153	No	Good	COMBAT - Increases damage by 1000 points.

**You have hidden the following additional artifacts:**

None

**NATION MESSAGES**

*Osgiliath is no longer under our control.*

*The loyalty was influenced/reduced at Morannon.*

*The loyalty was influenced/reduced at Morannon.*

*Morannon is no longer under our control.*

*There are rumors of an assassination attempt involving JF Breau and Achilles.*

*There are rumors of a theft attempt involving Elio at 4432.*

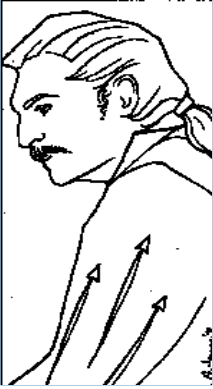
*1252 Gold was stolen at Oakton.*

*There are rumors of a theft attempt involving Azzurro at Uplink.*

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES



### Challenge from Forthain at 2527

In the Hills & Rough of 2527 a ritual duel began. A large circle was drawn on the paving stones near the market. As the residents of Linhir gathered around, Forthain, a healthy warrior stepped forth and called challenge. In his hands was borne the glowing Javelin called Sauron's Javelin. In answer, Zymraan, a healthy agent stepped forth. Those watching calculated the odds at roughly even. The fight began with Zymraan taking the initiative. Zymraan threw a hidden dagger at his foe while Forthain ducked, parried and counterthrust. Suddenly, Forthain slew Zymraan with a swift feint and thrust, but suffered minor wounds.

### Battle at 3024

In the Mild climate of the Shore/Plains of 3024, a conflict took place in the early hours of the evening in high winds.

At the head of a demoralized army rode **Regent Valandil** 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
289 Mixed Elven horseriders w/broadswords	wooden	none	ragged ranks

At the head of a demoralized army rode **Commander Hathaldir** of the nation of the Ground Pounders. 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
830 Plainsman footmen w/broadswords	wooden	none	a mob

The Major Town of Osgiliath flying the flag of the South Kingdom is situated in the Shore/Plains here. It is fortified by a Tower, and it is under siege or attack.

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

The battle for Osgiliath 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.... Valandil's army survived the attack on the Major Town, but suffered severe losses. Valandil appeared to have survived. Hathaldir's army survived the attack on the Major Town, but suffered severe losses. Hathaldir 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 Ground Pounders.

### Battle at 2527

In the Warm climate of the Hills & Rough of 2527, a conflict took place in the early morning hours under a clear sky.

At the head of a rebellious army rode **Lord Urthel** of the nation of the Ground Pounders. In her hands was borne the glowing Sword called Herugrim. The mount on which she rode moved with trepidation to the center of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
482 Plainsman footmen w/broadswords	wooden/bronze	leather/bronze	a mob
At the head of a calm army rode <b>Commander Gauvinos</b> of the nation of the Red Witches. 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
500 Mixed Mannish horsemen w/shortswords	wooden	steel	a mob
At the head of a calm army rode <b>Veteran Marya the Red</b> of the nation of the Red Witches. 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
681 Mixed Mannish footmen w/battle axes	wooden	bronze	a mob

The Major Town of Linhir flying the flag of the South Kingdom is situated in the Hills & Rough here. It is fortified by a Tower.

Report from Urthel.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. The troops needed this encouragement because many feared that they would die in the battle. Finally the order was passed down the ranks.. Keep close ranks. Use standard formation. Like we practiced!

Against the forces of Marya the Red, they charged our standard formation and hit us hard.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Urthel** fought side by side with the troops and diverted many a blade during the pitched battle with her glowing Sword.

Report from Urthel.....Our foot soldiers struggled up and down the slopes in order to engage the enemy lines. The troops tried to fight well, but they needed much more training. They fought very poorly. Although we fought hard, and although the battle lasted many days, we were defeated..

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

Veteran Marya the Red: 54 Food

After the battle.... Urthel's forces were destroyed/routed in the battle. Urthel appeared to have survived but suffers from light wounds. Gauvinos's forces found no enemy armies to fight. Marya the Red's forces were victorious in the battle, but suffered severe losses. Marya the Red appeared to have survived.

## 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

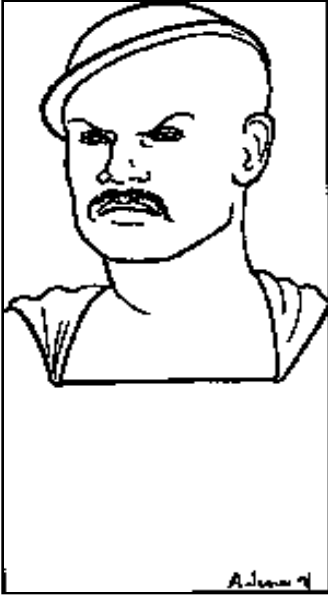
This is to let you know that we have started an ME-PBM forum on our web site. The address for the web site is [www.MiddleEarthGames.com](http://www.MiddleEarthGames.com). From there, you can go to links that allow you to log into the message board and to subscribe to the mailing list.

## ORDERS GIVEN

Character	Order #	Order Code	Additional Information.....
Aerandir	525	InfOthr	
Aerandir	810	MovChar	2413
Angelimar	635	Interr	fremo
Angelimar	645	Imprsn	fremo
Arantar	315	PrchCar	br 855
Arantar	810	MovChar	3221
Brytta	525	InfOthr	
Brytta	810	MovChar	2212
Duinhir	408	HvInfan	500 br br
Duinhir	765	SplArmy	dunhe ^ ^ 1000 ^ ^ ^
Dúnhere	325	NatSell	le 100
Dúnhere	860	ForcMar	w w nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Elfhelm	605	GrdLoc	
Elfhelm	430	TrpsMan	hi
Finarfin	585	Uncover	
Finarfin	810	MovChar	3822
Guthláf	340	TrPo2Ar	301
Guthláf	850	MovArmy	ne ne se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Hathaldir	215	RfsPers	
Hathaldir	255	CptrPop	fl
Malantur	435	ArmyMan	
Malantur	850	MovArmy	w w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Rían	525	InfOthr	
Rían	810	MovChar	2212
Targon	520	InfYour	
Targon	810	MovChar	3718
Trallor	215	RfsPers	
Trallor	620	Kidnap	gullp
Urthel	215	RfsPers	
Urthel	810	MovChar	2227
Valacar	525	InfOthr	
Valacar	810	MovChar	2212
Zymraan	500	Double	marya
Zymraan	620	Kidnap	forth



Aerandir



Ranks : Command 0 Agent 0 Emissary 74 Mage 0  
 Health 100 Stealth 0 Challenge 37  
 Artifacts : None  
 Spells (+0) : None

Aerandir was located in the Mountains at 2114.

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

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

***He is currently in the Mixed Forest at 2413. The Village of Timber Town flying the flag of the Wise Council is here.***

Angelimar



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

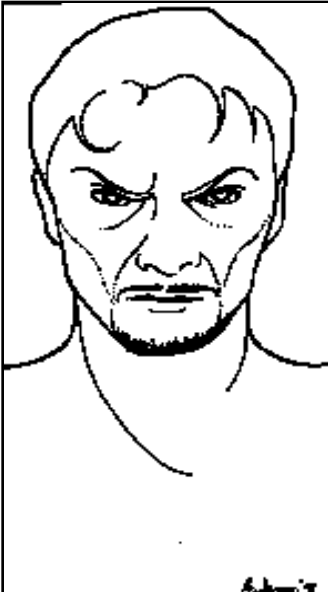
Angelimar was located in the Open Plains at 3718.

She was ordered to interrogate a hostage. Fremont was successfully interrogated. Interrogation report - Hero Fremont - RhunLandChattelCo. He revealed that the capital of the RhunLandChattelCo is at 4432. He revealed that the nation of the RhunLandChattelCo seeks to hold the artifact: a Boots, #143 - seeks to hold the artifact: a Rod, #64 - seeks to terminate 10 characters by personal challenge or by assassination - seeks to hold the greatest amount of artifacts - seeks to hold the artifact: an Amulet, #163. He revealed that the nation of the RhunLandChattelCo possesses Special Nation Ability #25. Nothing else revealed at this time.

She was ordered to imprison a hostage. Fremont was imprisoned at Ginglith.

***She is currently in the Open Plains at 3718. The Village of Ginglith flying the flag of the Ground Pounders is here.***

Arantar



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

Arantar was located in the Open Plains at 3520.

He was ordered to purchase from the caravans. 855 Bronze were bought for 1710 Gold.

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

***He is currently in the Mountains at 3221. The Major Town/Tower of Morannon flying the flag of the South Kingdom is here.***

Brand



Ranks : Command 0 Agent 0 Emissary 0 Mage 35  
 Health 100 Stealth 0 Challenge 35  
 Artifacts : None

Spells (+0) : #102 Barriers(63) #106 Deflections(85) #302 Long Stride(55)  
 #406 Divine Army(64)

Brand was located in an unknown location.

Brand could not escape from being held hostage.

**He is currently being held hostage. Location unknown. No Gold ransom demanded at this time.**

Brytta



Ranks : Command 0 Agent 0 Emissary 90 Mage 0  
 Health 100 Stealth 0 Challenge 45  
 Artifacts : None

Spells (+0) : None

Brytta was located in the Open Plains at 2119.

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

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

**He is currently in the Mountains at 2212. The Major Town/Tower of Moria flying the flag of the Dark Feast is here.**

Duinhir



Ranks : Command 20 Agent 0 Emissary 0 Mage 61  
 Health 100 Stealth 0 Challenge 66  
 Artifacts : None

Spells (+0) : #412 Research Artifact(78) #413 Scry Population Center(89)  
 #415 Scry Area(98) #416 Reveal Production(88) #420 Reveal Character(78)  
 #510 Conjure Food(83)

Duinhir was located in the Open Plains at 3520.

He was ordered to recruit some heavy infantry. 500 Heavy Infantry w/Bronze weapons and Bronze armor were recruited.

He was ordered to split the army. The army was split. 9 Food was transferred.

**He commands an army in the Open Plains at 3520. The City/Tower of Field of Dreams flying the flag of the Ground Pounders is here.**

Dúnhere



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

Dúnhere was located in the Open Plains at 3520.

He was ordered to have the nation sell to the caravans. 5317 Leather were sold for 5317 Gold.

He was ordered to force march the army. He accepted the forced march orders.

***He commands an army in the Open Plains at 3319. The Major Town/Fort of Our Town flying the flag of the Ground Pounders is here.***

Elfhelm



Ranks : Command 34 Agent 39 Emissary 0 Mage 0  
 Health 56 Stealth 0 Challenge 41  
 Artifacts : None  
 Spells (+0) : None

Elfhelm was located in the Open Plains at 3720.

He was ordered to put some troops on maneuvers. The maneuvers for the Heavy Infantry were completed.

He was ordered to guard the location. Outfield was guarded.

He moved with the army to 3520.

***He is traveling with Malantur in the Open Plains at 3520. The City/Tower of Field of Dreams flying the flag of the Ground Pounders is here.***

Finarfin



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

Finarfin was located in the Hills & Rough at 3723.

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Dark Feast seeks to hold the artifact: a Sword, #102 - uncovered that the nation of the Twilight Hammer seeks to hold the population center of First Fork at 2314 - uncovered that the nation of the Sapphic Enclave seeks to hold the artifact: a Sword, #17. - uncovered that the nation of the Sapphic Enclave possesses Special Nation Ability #21. It was also uncovered that the Sapphic Enclave capital is at 3328.

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

***She is currently in the Mountains at 3822. The Camp of Estolad flying the flag of the RhunLandChattelCo is here.***

Guthláf



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

Guthláf was located in the Mixed Forest at 3022.

He was ordered to transfer some Food from the population center to the army. 301 Food was transferred.

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. Movement was stopped because the terrain restricted movement.

*He commands an army in the Open Plains at 3120.*

Hathaldir



Ranks : Command 40 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 40  
 Artifacts : None  
 Spells (+0) : None

Hathaldir was located in the Shore/Plains at 3024.

She was ordered to refuse all personal challenges.

She was ordered to capture the Major Town of Osgiliath. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

*She commands an army in the Shore/Plains at 3024. The Town/Tower of Osgiliath flying the flag of the Sapphic Enclave is here.*

Malantur



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

Malantur was located in the Open Plains at 3720.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to put the army on maneuvers. The maneuvers for the army were completed.

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

*He commands an army in the Open Plains at 3520. The City/Tower of Field of Dreams flying the flag of the Ground Pounders is here.*

R an



Ranks : Command 0 Agent 0 Emissary 84 Mage 0  
 Health 100 Stealth 0 Challenge 42  
 Artifacts : None  
 Spells (+0) : None

Rían was located in the Open Plains at 2119.

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

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

**He is currently in the Mountains at 2212. The Major Town/Tower of Moria flying the flag of the Dark Feast is here.**

Targon



Ranks : Command 10 Agent 30 Emissary 33 Mage 0  
 Health 100 Stealth 0 Challenge 28  
 Artifacts : None  
 Spells (+0) : None

Targon was located in the Open Plains at 3716.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Petticoat Junct'n.

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

**She is currently in the Open Plains at 3718. The Village of Ginglith flying the flag of the Ground Pounders is here.**

Trallor



Ranks : Command 0 Agent 66 Emissary 0 Mage 53  
 Health 100 Stealth 0 (30) Challenge 80  
 Artifacts : #4 Collohwesta #120 Hatred Curse  
 Spells (+0) : #4 Major Heal(100) #104 Resistances(78)  
 #413 Scry Population Center(76) #415 Scry Area(80) #510 Conjure Food(100)

Trallor was located in the Hills & Rough at 4233.

He was ordered to refuse all personal challenges.

He was ordered to kidnap a character. He was not able to kidnap the character because of tight security.

**He is currently in the Hills & Rough at 4233. The Major Town/Tower of The Aerie flying the flag of the Dark Feast is here.**

Urthel



Ranks : Command 56 Agent 0 Emissary 0 Mage 0  
 Health 81 Stealth 0 Challenge 76  
 Artifacts : #153 Herugrim/  
 Spells (+0) : None

Urthel was located in the Hills & Rough at 2527.

She was ordered to refuse all personal challenges.

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

*She is currently in the Shore/Plains at 2227. The Town/Tower of Dol Amroth flying the flag of the Ground Pounders is here.*

Valacar



Ranks : Command 0 Agent 0 Emissary 96 Mage 0  
 Health 100 Stealth 0 Challenge 48  
 Artifacts : None  
 Spells (+0) : None

Valacar was located in the Open Plains at 2119.

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

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

*He is currently in the Mountains at 2212. The Major Town/Tower of Moria flying the flag of the Dark Feast is here.*

Wilwarin



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

Wilwarin was located in an unknown location.

Wilwarin could not escape from being held hostage.

*She is currently being held hostage. Location unknown. No Gold ransom demanded at this time.*

Zymraan



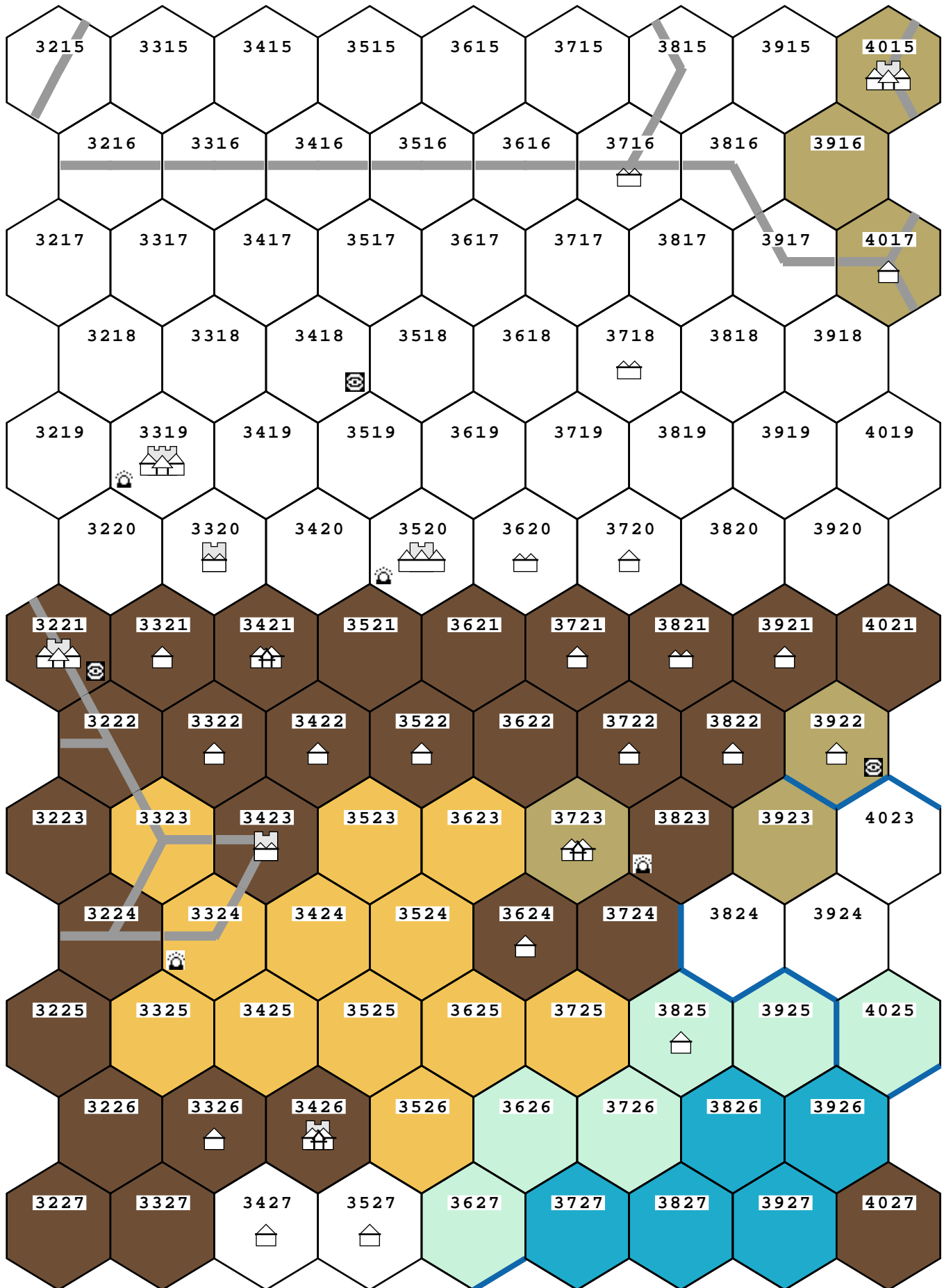
Ranks	:	Command 0	Agent 0	Emissary 0	Mage 0
		Health 0	Stealth 0	Challenge 0	
Artifacts	:	None			
Spells (+0)	:	None			

Zymraan was located in the Hills & Rough at 2527.

He was challenged by Forthain to personal combat. See Combat Messages.

He was ordered to recruit a double agent. He was not permitted orders because he has died.

He was ordered to kidnap a character. He was not permitted orders because he has died.





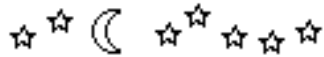
# MEPBM Games

## Middle-earth Play-By-Mail"

### Fourth Age, circa 1000

Ground Pounders

### URNSHEET



Game # 141



PAUL MAHONEY 110713  
NONE  
NONE  
NONE

Game # : 141  
Player # : 9  
Turn # : 29  
Security # : 2734

**Return this turnsheet before NOVEMBER 3 2013**

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Daytime Phone #: \_\_\_\_\_

#### Aerandir (ID: aeran) @ 2413 Emissary

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

#### Angelimar (ID: angel) @ 3718 Agent

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

#### Arantar (ID: arant) @ 3221 Command

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

**Brytta (ID: brytt) @ 2212 Emissary**

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

**Duinhir (ID: duinh) @ 3520 Command Mage**

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

**Dúnhere (ID: dunhe) @ 3319 Command**

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

**Elfhelm (ID: elfhe) @ 3520 Command Agent**

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

**Finarfin (ID: finar) @ 3822 Emissary**

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

**Guthláf (ID: guthl) @ 3120 Command**

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

**Hathaldir (ID: hatha) @ 3024 Command**

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

**Malantur (ID: malan) @ 3520 Command**

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

**Rían (ID: rian ) @ 2212 Emissary**

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

**Targon (ID: targo) @ 3718 Command Agent Emissary**

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

**Trallor (ID: trall) @ 4233 Agent Mage**

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

**Urthel (ID: urthe) @ 2227 Command**

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

## Valacar

(ID: valac) @ 2212 Emissary

Order      ->    #        Code            Type       

Required

## Information

Order      ->    #      Code      Type      \_\_\_\_\_

Required

## Information