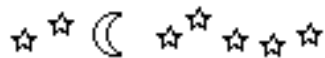


MEPBM Games
presents

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



GAME # 143



Dustbighters

Victory points : 875
 Victory Conditions :
 To hold at game end the artifact: Durin's Armor/Shield #163.
 To hold at game end the population center of Osgiliath at 3024.
 To hold at game end the artifact: Ring of Stargazing #75.
 To terminate 10 characters by personal challenge or by assassination.
 To see to the termination of Elfhelm by any means whatsoever.

Top 3 Free Peoples :

Aerithryn [892] Dustbighters [875] Frost Men [817]

Special Nation Abilities :
 #06 Armies lose no morale for force march.
 #11 New agents start at rank up to 40.
 #12 New commanders start at rank up to 40.
 #24 Can learn lost conjure mounts spell.

Internet G143N04
 GENE CHIPMAN 110239
 NONE
 NONE
 NONE

Game #	:	143
Player #	:	4
Turn #	:	6
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	7357
Special Service	:	YES

Dustbighters

(A Free People)

Season : Fall

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Neutral	# 3 Frost Men	: Tolerated
# 5 Aerithryn	: Tolerated	# 6 Amestrians	: Tolerated	# 7 Faux Meddle Army	: Tolerated
# 8 Twin Scorpions	: Tolerated	# 9 Rhosgobel	: Tolerated	#10 Half-Orcs	: Tolerated
#11 Galadhrim	: Tolerated	#12 Drib Le Chin	: Hated	#13 Ull Navala	: Hated
#14 Farrelly	: Disliked	#15 Nacth Strum	: Hated	#16 Shadowborn	: Disliked
#17 Heathen Kings	: Disliked	#18 Vampiric Order	: Disliked	#19 Scourge	: Hated
#20 Black Numenroans	: Disliked	#21 Enlightned Shadow	: Neutral	#22 Fallen	: Neutral
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karamaikos	: Neutral

POPULATION CENTERS

Coimaas Location : @ 3113 in Mixed Forest Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 23	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	912	352	0	0
Current stores	0	0	0	0	1106	1100	0	-

Dry Rut Location : @ 3213 in Open Plains Climate is Cool

Size : Town	Fortifications : Tower	Loyalty : 24	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	110	0	0	0	312	0	5	0
Current stores	110	0	0	0	448	0	20	-

Drú Dôr Location : @ 3114 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 21	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	630	144	0	0
Current stores	0	0	0	0	693	288	0	-

Dunwedh Location : @ 4015 in Hills & Rough Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 22	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	300	0	0	0	0	8	1100
Current stores	0	300	0	0	0	0	34	-

Eastpost Location : @ 3416 in Open Plains Climate is Mild

Size : Village	Fortifications : Tower	Loyalty : 29	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	173	0	0	0	389	0	7	0
Current stores	173	0	0	0	600	0	36	-

Erkassë Location : @ 3817 in Open Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 31	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	180	0	0	0	655	0	22	0
Current stores	225	0	0	0	901	0	54	-

Mudflat Landing Location : @ 3112 in Shore/Plains Climate is Cool

Size : Major Town	Fortifications : None	Loyalty : 34	Docks : Port	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	32	0	0	0	96	0	10	0
Current stores	32	0	0	0	138	0	31	-

A navy bearing the banner of the Dustbighters under Captain Dernwyn is here.

Ochrefort (Capital) Location : @ 3214 in Open Plains Climate is Mild

Size : Major Town	Fortifications : Fort	Loyalty : 70	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	72	0	0	0	151	0	4	0
Current stores	2345	0	0	0	216	0	121	-

An army bearing the banner of the Dustbighters under Captain Ir Pan is here.

A small army bearing the banner of the Dustbighters under Captain Suri Sackstomper is here.

Osteluir Location : @ 3421 in Mountains Climate is Cool
 Size : Village Fortifications : None Loyalty : 19 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 176 48 0 0 0 0 1300
 Current stores 0 220 240 0 0 0 0 -

Passwater Location : @ 3212 in Shore/Plains Climate is Cool
 Size : Town Fortifications : Tower Loyalty : 26 Docks : Harbor Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 154 0 0 0 187 0 5 0
 Current stores 154 0 0 0 269 0 20 -

Sawmill Location : @ 3111 in Shore/Plains Climate is Cool
 Size : Village Fortifications : Tower Loyalty : 18 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 154 0 0 0 378 0 13 0
 Current stores 154 0 0 0 543 0 54 -

Short Stand Location : @ 3116 in Open Plains Climate is Mild
 Size : Camp Fortifications : Tower Loyalty : 26 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 225 0 0 0 936 0 9 0
 Current stores 225 0 0 0 1342 0 38 -

Tyarretta Location : @ 3017 in Open Plains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 23 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 279 0 0 0 819 0 27 0
 Current stores 279 0 0 0 992 0 84 -

West Ditch Location : @ 3012 in Open Plains Climate is Cool
 Size : Town Fortifications : Tower Loyalty : 19 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 163 0 0 0 403 0 10 0
 Current stores 163 0 0 0 579 0 42 -

A huge army bearing the banner of the Drib Le Chin under Captain Fearbolg is here.

Yáressê Location : @ 3011 in Mixed Forest 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 0 0 0 992 80 0 0
 Current stores 0 0 0 0 1091 160 0 -

ARMIES AND NAVIES

Army Commander : Regent Dain Ironrod Location : @ 4319 in Open Plains Climate is Hot
 Army morale : 59 Warships : 0 Transports : 0 (11) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Dwarven ponyriders w/war hammers 16 11 1 1568 Heavy Cavalry
 Dwarven ponyriders w/battle axes 72 60 60 37 Light Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 5
 Characters traveling with army : - Falin Blackeye.
An army bearing the banner of the Scourge under Captain Jamugha is here.
An army bearing the banner of the Half-Orcs under Captain Morzug Bloodaxe is here.
A small army bearing the banner of the Ull Navala under Captain Regvuld is here.
A small army bearing the banner of the Ull Navala under Commander Ringvel is here.
An army bearing the banner of the Frost Men under Captain Spear Fist is here.

Army Commander : Captain Ir Pan Location : @ 3214 in Open Plains Climate is Mild
 Army morale : 30 Warships : 0 Transports : 0 (6) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Dwarven ponyriders w/war hammers 11 10 0 800 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 52 Low Supplies !!
 War machines 0
 The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.
 A small army bearing the banner of the Dustbighters under Captain Suri Sackstomper is here.

Army Commander : Captain Suri Sackstomper Location : @ 3214 in Open Plains Climate is Mild
 Army morale : 35 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Dwarven ponyriders w/battle axes 61 60 60 100 Light Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 7 Low Supplies !!
 War machines 0
 Characters traveling with army : - Frami - Uri the Wright.
 The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.
 An army bearing the banner of the Dustbighters under Captain Ir Pan is here.

Navy Commander : Captain Dernwyn Location : @ 3112 in Shore/Plains Climate is Cool
 Army morale : 36 Warships : 4 Transports : 8 (6) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Dwarven ponyriders w/battle axes 60 60 60 100 Light Cavalry
 Dwarven footsoldiers w/war hammers 10 10 0 1200 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 37 Low Supplies !!
 War machines 0
 The Major Town of Mudflat Landing flying the flag of the Dustbighters is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	20726	17845	316	2961	154698	8967	2573
Purchase at market price/unit	2	2	9	15	2	4	9
Sell to market price/unit	1	1	6	9	1	2	6

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 20319	Leather	3860	1542
Pop Centers : 4750	Bronze	520	476
Characters : 15960	Steel	240	48
	Mithril	0	0
Total : 41029	Food	8918	6860
	Timber	1548	576
Current Tax rate : 73%	Mounts	534	120
Revenue expected next turn : 31600 (-9429)			
Current Gold reserve : 16285			

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:

Sul Hjorn of the Ull Navala is held by Frami at 3214 - No Gold ransom demanded at this time.
Ugusin Ordu of the Scourge is held by Frami at 3214 - No Gold ransom demanded at this time.

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Robes of the Orc Priests	Robes	6	Yes	Evil	Increases Command Rank by 10.
Flails of Horseslaying	Flail	185	No	Evil	COMBAT - Increases damage by 500 points.

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of an armed conflict involving the Galadhrim and the Black Numenroeans at 2204.
There are rumors of a sabotage attempt involving Ancient Wight at 3612.
There are rumors of a theft attempt involving Tartas Izain at Darthir.
There are rumors of a theft attempt involving Gornak at Byndily.

ENCOUNTER MESSAGES

Encounter for Floin at 3113

Floin was startled from his night's rest by a loud pounding noise. The noise seemed alarmingly near and sounded like it was coming closer. He scarcely had time to stand and ready himself for combat before he saw an enormous man approaching his camp. "Giant" was the first thought that came to his mind as the creature reached the edge of the camp and stopped. At least three times as tall as a man it stood. An end of a tree trunk rested lightly on its shoulder, the other end being encircled by a hand the size of a barrel. The huge man said something in a deep, booming voice but it had no meaning to him.

ATTACK the Giant
OFFER food
Declare your ALLEGIANCE
REQUEST the Giant to leave
INTERROGATE the Giant for information
THROW a rock at the Giant
Say _____ (only one word)
FLEE

How will Floin react ? (Choose any reaction shown in all CAPS or provide info requested in parenthesis. If no reaction is given, he will be assumed to have chosen "FLEE".)

COMBAT MESSAGES

Battle at 4219

In the Hot climate of the Open Plains of 4219, a conflict took place in the early afternoon under a omen-filled sky.

At the head of a rebellious army rode **Captain Morzug Bloodaxe** of the nation of the Half-Orcs. 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
1129 Mixed Mannish horsemen w/lances	wooden/bronze	leather/bronze	a mob

At the head of a calm army rode **Regent Dain Ironrod** of the nation of the Dustbighters. 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
1723 Dwarven ponyriders w/war hammers	wooden/bronze	none/leather	a mob
41 Dwarven ponyriders w/battle axes	steel	steel	solid ranks

At the head of a demoralized army rode **Lord Jorhun** of the nation of the Ull Navala. The mount on which he rode stood cautiously at the rear of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
400 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a highly energetic army rode **Captain Spear Fist** of the nation of the Frost Men. The mount on which he rode cantered anxiously along the side of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1400 Northman horsemen w/battle axes	wooden/bronze	leather/bronze	a mob

Report from Dain Ironrod.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. These troops didn't need much encouragement and waved and joked with their Commanders, offering bets on who would find the best plunder. Finally the order was shouted across the battlefield.. Keep close ranks. Use standard formation. Like we practiced! The men cheered as a few boulders and some flying debris struck among the enemy troops. Against the forces of Jorhun, it was a classic attack - our standard formation against theirs.

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

Report from Dain Ironrod.....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. The troops fought very well, but more training would have raised them to great heights. They fought with great spirit. 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..

Regent Dain Ironrod: 1 Food

After the battle.... Morzug Bloodaxe's forces found no enemy armies to fight. Dain Ironrod's forces were victorious in the battle, but suffered minor losses. Dain Ironrod appeared to have survived. Jorhun's forces were destroyed/routed in the battle. Jorhun appeared to have survived. Spear Fist's forces found no enemy armies to fight.

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.....
Brand	690	StlGold	
Brand	810	MovChar	3729
Bumbur Snotbeard	330	CstCjSp	508 ^
Bumbur Snotbeard	710	PrenMgy	
Dain Ironrod	230	AttEnemy	st
Dain Ironrod	860	ForcMar	e e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Dernwyn	320	SellCar	mi 400
Dernwyn	408	HvInfan	400 ^ ^
Drami	550	ImprPop	
Drami	810	MovChar	3214
Falin Blackeye	230	AttEnemy	st
Falin Blackeye	860	ForcMar	e e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Floin	550	ImprPop	
Floin	810	MovChar	3113
Frami	728	NamComm	Ir Pan ^
Frami	731	NamAgen	^ ^
Groin	550	ImprPop	
Groin	810	MovChar	3114
Suri Sackstomper	185	DnStNat	15
Suri Sackstomper	765	SplArmy	ir pa 800 ^ ^ ^ ^ ^
Targon	690	StlGold	
Targon	810	MovChar	4319
Uri the Wright	400	HvCvlyr	400 ^ ^
Uri the Wright	330	CstCjSp	508 ^

Brand



Ranks : Command 0 Agent 58 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 43
 Artifacts : None
 Spells (+0) : None

Brand was located in the Open Plains at 4326.

He was ordered to steal the Gold. 2500 Gold was stolen at Thousand Spears.

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

He is currently in the Hills & Rough at 3729. The Major Town/Fort of Tal De Todes flying the flag of the Nacth Strum is here.

Bumbur Snotbeard



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

Spells (+0) : #412 Research Artifact(72) #413 Scry Population Center(81)
 #415 Scry Area(56) #508 Conjure Mounts(76)

Bumbur Snotbeard was located in the Open Plains at 3214.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 210 Mounts were conjured.

He was ordered to prentice magery. The prentice magery was successful and his Mage rank has been improved.

He is currently in the Open Plains at 3214. The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.

Dain Ironrod



Ranks : Command 68 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 68
 Artifacts : #6 Robes of the Orc Priests #185 Flails of Horseslaying
 Spells (+0) : None

Dain Ironrod was located in the Open Plains at 4219.

He was ordered to have his army attack all of his enemies. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to force march the army. He accepted the forced march orders. Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

He commands an army in the Open Plains at 4319.

Dernwyn



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

Dernwyn was located in the Shore/Plains at 3112.

He was ordered to sell to the caravans. 400 Mithril were sold for 20000 Gold.

He was ordered to recruit some heavy infantry. 400 Heavy Infantry w/Wood weapons and No armor were recruited.

He commands a navy offshore at 3112. The Major Town of Mudflat Landing flying the flag of the Dustbighters is here.

Drami



Ranks : Command 0 Agent 0 Emissary 56 Mage 30
 Health 100 Stealth 0 Challenge 37
 Artifacts : None

Spells (+0) : #302 Long Stride(75) #412 Research Artifact(94)
 #508 Conjure Mounts(100)

Drami was located in the Mixed Forest at 3011.

He was ordered to improve the population center size. He was not able to complete the improvement of the population center size because the populace did not support it. Continued efforts may succeed.

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

He is currently in the Open Plains at 3214. The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.

Falin Blackeye



Ranks : Command 33 Agent 10 Emissary 0 Mage 0
 Health 78 Stealth 0 Challenge 34
 Artifacts : None
 Spells (+0) : None

Falin Blackeye was located in the Open Plains at 4219.

He attempted to give attack orders, but he was not the army/navy commander.

Falin Blackeye was wounded during combat.

He was ordered to force march the army. He was not able to force march the army because he does not command an army.

He moved with the army to 4319.

He is traveling with Dain Ironrod in the Open Plains at 4319.

Floin



Ranks : Command 0 Agent 0 Emissary 60 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : None

Floin was located in the Open Plains at 3817.

He was ordered to improve the population center size. Erkassë was improved to a Village.

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

He had a special encounter. See Encounter Messages.

He is currently in the Mixed Forest at 3113. The Camp of Coimaas flying the flag of the Dustbighters is here.

Frami



Ranks : Command 42 Agent 42 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 49
 Artifacts : None
 Spells (+0) : None

Frami was located in the Open Plains at 3214.

He was ordered to name a new commander. A new commander named Ir Pan was available.

He was ordered to name a new agent. No character name was provided. A new agent named Malantur was available.

He is traveling with Suri Sackstomper in the Open Plains at 3214. The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.

Groin



Ranks : Command 0 Agent 0 Emissary 65 Mage 0
 Health 100 Stealth 0 Challenge 32
 Artifacts : None
 Spells (+0) : None

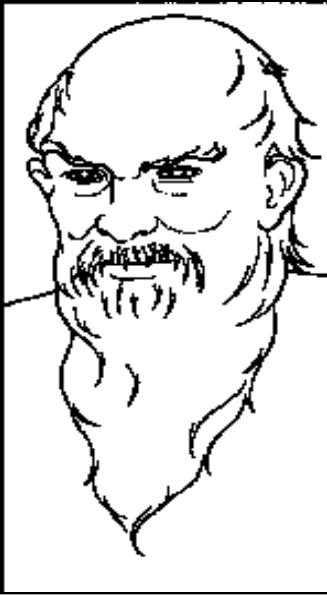
Groin was located in the Mountains at 3421.

He was ordered to improve the population center size. Osteluir was improved to a Village.

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

He is currently in the Mixed Forest at 3114. The Camp of Drú Dôr flying the flag of the Dustbighters is here.

Ir Pan



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

He commands an army in the Open Plains at 3214. The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.

Malantur



Ranks : Command 0 Agent 40 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : None

He is currently in the Open Plains at 3214. The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.

Suri Sackstomper



Ranks : Command 49 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 49
 Artifacts : None
 Spells (+0) : None

Suri Sackstomper was located in the Open Plains at 3214.

She was ordered to downgrade our relations. Our relations with the Nacth Strum were downgraded.

She was ordered to split the army. The army was split. 52 Food was transfered.
She commands an army in the Open Plains at 3214. The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.

Targon



Ranks : Command 0 Agent 54 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 40
 Artifacts : None
 Spells (+0) : None

Targon was located in the Mountains at 4215.

She was ordered to steal the Gold. 450 Gold was stolen at Hinterland.

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

She is currently in the Open Plains at 4319.

Uri the Wright



Ranks : Command 15 Agent 0 Emissary 0 Mage 45
 Health 100 Stealth 0 Challenge 48
 Artifacts : None

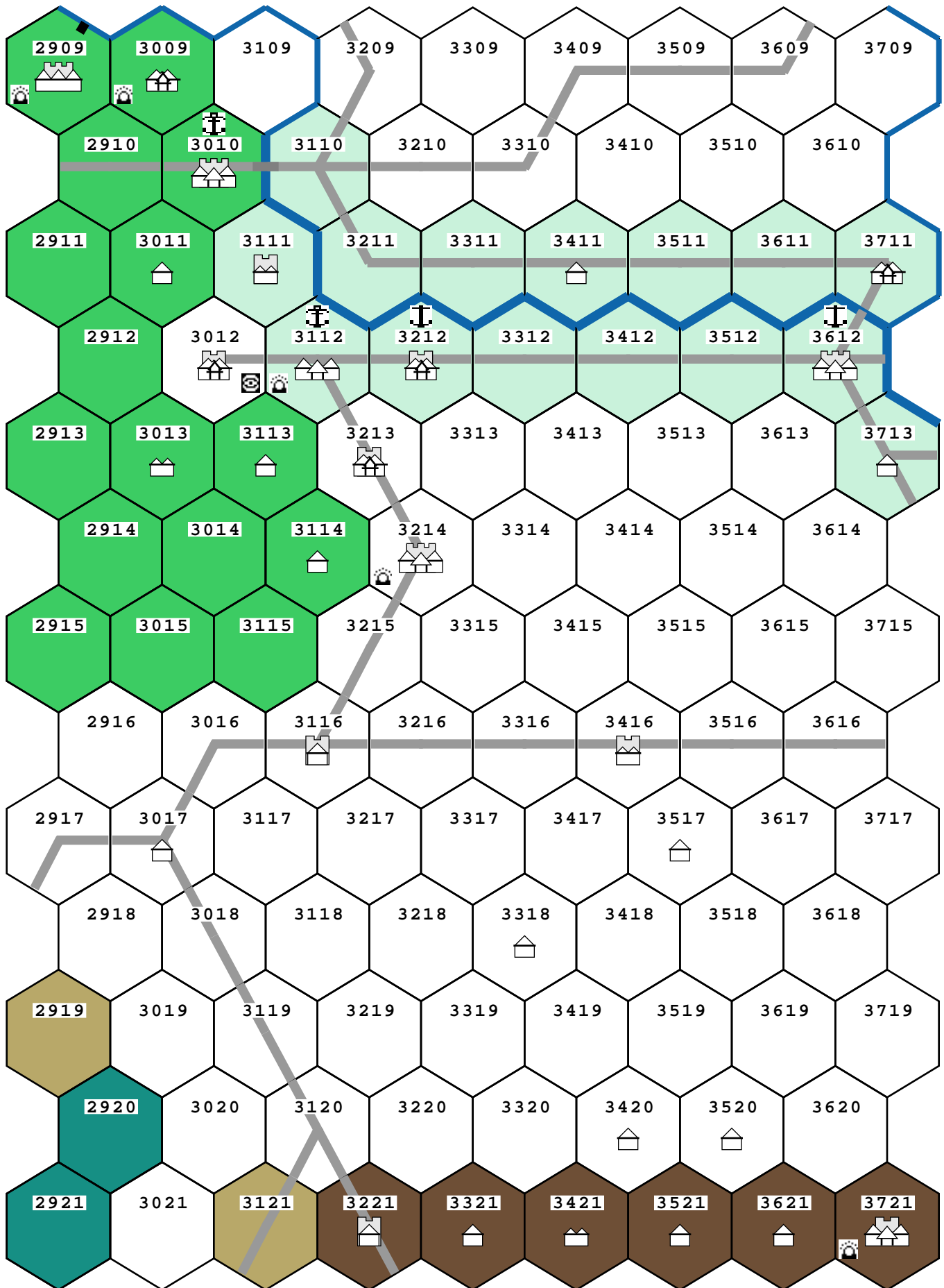
Spells (+0) : #412 Research Artifact(90) #418 Locate Artifact(73)
 #428 Locate Artifact True(66) #508 Conjure Mounts(79)

Uri the Wright was located in the Open Plains at 3214.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 225 Mounts were conjured.

He was ordered to recruit some heavy cavalry. 400 Heavy Cavalry w/Wood weapons and No armor were recruited.

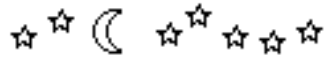
He is traveling with Suri Sackstomper in the Open Plains at 3214. The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.



MEPBM Games
Middle-earth Play-By-Mail™
Fourth Age, circa 1000

Dustbighters

URNSHEET



Game # 143



GENE CHIPMAN 110239
 NONE
 NONE
 NONE

Game # : 143
 Player # : 4
 Turn # : 7
 Security # : 7357

Return this turnsheet before OCTOBER 28 2013

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

Daytime Phone #: _____

Brand (ID: brand) @ 3729 Agent

<p>Order -> # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -> # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
--	--

Bumbur Snotbeard (ID: bumbu) @ 3214 Mage

<p>Order -> # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -> # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
--	--

Dain Ironrod (ID: dain) @ 4319 Command

<p>Order -> # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -> # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
--	--

Dernwyn (ID: dernw) @ 3112 Command

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

Drami (ID: drami) @ 3214 Emissary Mage

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

Falin Blackeye (ID: falin) @ 4319 Command Agent

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

Floin (ID: floin) @ 3113 Emissary

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

Frami (ID: frami) @ 3214 Command Agent

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

Groin (ID: groin) @ 3114 Emissary

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

Ir Pan (ID: ir pa) @ 3214 Command

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

Malantur (ID: malan) @ 3214 Agent

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

Suri Sackstomper (ID: suri) @ 3214 Command

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

Targon (ID: targo) @ 4319 Agent

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

Uri the Wright (ID: uri t) @ 3214 Command Mage

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