MEPBM Games presents

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



GAME # 143



Rhosgobel

: 800 Victory points Victory Conditions :

To hold at game end the population center of East at 3422.

To hold at game end the artifact: Ring of Impersonation #121.

To terminate 10 characters by personal challenge or by assassination.

To see to the termination of Cagan by any means whatsoever.

To hold in stores at game end the greatest amount of Mithril.

Top 3 Free Peoples :

Rhosgobel [800] Dustbighters [750] Half-Orcs [750]

Special Nation Abilities :

#02 Scout/recon at +20 to normal skill rank.

#12 New commanders start at rank up to 40.

#21 Hire new armies at no cost.

#25 Can learn lost conjure food spell.

Game # 143 Player # Turn # Account Free Turns Security Code : 5263 Special Service :

Internet G143N09 **RON GULLON 109653** NONE NONE NONE

Rhosgobel (A Free People)

Season : Fall

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom # 4 Dustbighters # 7 Faux Meddle A #11 Galadhrim #14 Farrely #17 Heathen Kings #20 Black Numenro #23 Amun-Musa	: Tolerated army: Tolerated : Tolerated : Hated : Disliked	d # 5 Aer d # 8 Twi d #12 Dri #15 Nac #18 Vam #21 Enl #24 Dar	ithryn n Scorpio b Le Chin th Strum piric Ord ightned S	: Tole ns : Tole : Hate : Dis er : Dis hadow : Neur	erated # erated # ed # liked # liked # tral #	3 Frost M 6 Amestri 10 Half-Or 13 Ull Nav 16 Shadowb 19 Scourge 22 Fallen 25 Karamei	ans cs ala orn	: Tolerated : Tolerated : Tolerated : Disliked : Disliked : Disliked : Neutral : Neutral						
POPULATION CENTERS														
Asgrad			in Mixed F		ate is C	ool								
Size : Town	Fortifications	Fort	Loyalty:			Hidden ? :	No	Sieged ? : No						
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts							
Expected production		0	0	0	331	86	0	-						
Current stores	0	0	0	0	3	86	0	_						
Edinwode	Location	: @ 2908	in Mixed F	orest Clim	ate is C	ool								
Size : Town	Fortifications		Loyalty:			Hidden ? :	No	Sieged ? : No						
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold						
Expected production	. 0	0	0	0	173	120	0	0						
Current stores	0	0	0	0	2	120	0	_						
		- 0405		-2.1										
Erebor			in Mountai		is Cold									
Size : Camp	Fortifications		Loyalty:			Hidden ? :		Sieged ? : No						
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts							
Expected production		132	0	18	0	0	0	780						
Current stores	0	77	U	0	U	U	0	_						
Esgaroth	Location	: @ 3010	in Mixed F	orest Clim	ate is C	001								
Size : Major Town	Fortifications		Loyalty:		: Port	Hidden ? :	No	Sieged ? : No						
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	-						
Expected production	. 0	0	0	0	336	102	0	0						
Current stores	0	0	0	0	3	102	0	_						
				Ü										
Gilduin	Location	: @ 2808	in Hills &		mate is									
Gilduin Size : Village	Location Fortifications		in Hills &	Rough Cli	mate is : None		No	Sieged ? : No						
				Rough Cli		Cool	No Mounts	Sieged ? : No						
Size : Village	Fortifications : Leather	None	Loyalty:	Rough Cli 65 Docks	: None	Cool Hidden ? :		Sieged ? : No Gold						
Size : Village Surplus Product	Fortifications : Leather	None Bronze	Loyalty : Steel	Rough Cli 65 Docks Mithril	: None Food	Cool Hidden ? : Timber	Mounts	Sieged ? : No Gold						
Size : Village Surplus Product Expected production Current stores	Fortifications: Leather 0 0	None Bronze 0 0	Loyalty: Steel 40 0	Rough Cli 65 Docks Mithril 0	Food 0 0	Cool Hidden ? : Timber 109 109	Mounts 0	Sieged ? : No Gold 1300						
Size : Village Surplus Product Expected production Current stores Iron Keep	Fortifications Leather 0 0 Location	None Bronze 0 0 : @ 3506	Loyalty: Steel 40 0 in Hills &	Rough Cli 65 Docks Mithril 0 0	: None Food 0 0	Cool Hidden ? : Timber 109 109	Mounts 0 0	Sieged ? : No Gold 1300						
Size : Village Surplus Product Expected production Current stores Iron Keep Size : Village	Fortifications Leather 0 0 Location Fortifications	None Bronze 0 0 : @ 3506	Loyalty: Steel 40 0 in Hills & Loyalty:	Rough Cli 65 Docks Mithril 0 0 Rough Cli 32 Docks	Food 0 0 mate is	Cool Hidden ? : Timber 109 109 Cold Hidden ? :	Mounts 0 0	Sieged ? : No Gold 1300 - Sieged ? : No						
Size: Village Surplus Product Expected production Current stores Iron Keep Size: Village Surplus Product	Fortifications: Leather 0 0 Location Fortifications: Leather	None Bronze 0 0 1: @ 3506 None Bronze	Loyalty: Steel 40 0 in Hills & Loyalty: Steel	Rough Cli 65 Docks Mithril 0 0 Rough Cli 32 Docks Mithril	Food mate is None Food	Cool Hidden ?: Timber 109 109 Cold Hidden ?: Timber	Mounts 0 0 No Mounts	Sieged ? : No Gold 1300 - Sieged ? : No Gold						
Size: Village Surplus Product Expected production Current stores Iron Keep Size: Village Surplus Product Expected production	Fortifications: Leather 0 0 Location Fortifications: Leather 0	None Bronze 0 0 0 : @ 3506 None Bronze 0	Loyalty: Steel 40 0 in Hills & Loyalty: Steel 62	Rough Cli 65 Docks Mithril 0 0 Rough Cli 32 Docks Mithril 0	Food 0 0 mate is None Food 0	Cool Hidden ?: Timber 109 109 Cold Hidden ?: Timber 0	Mounts 0 0 No Mounts 7	Sieged ? : No Gold 1300 - Sieged ? : No Gold						
Size: Village Surplus Product Expected production Current stores Iron Keep Size: Village Surplus Product	Fortifications: Leather 0 0 Location Fortifications: Leather	None Bronze 0 0 1: @ 3506 None Bronze	Loyalty: Steel 40 0 in Hills & Loyalty: Steel	Rough Cli 65 Docks Mithril 0 0 Rough Cli 32 Docks Mithril	Food mate is None Food	Cool Hidden ?: Timber 109 109 Cold Hidden ?: Timber	Mounts 0 0 No Mounts	Sieged ? : No Gold 1300 - Sieged ? : No Gold						
Size: Village Surplus Product Expected production Current stores Iron Keep Size: Village Surplus Product Expected production	Fortifications Leather 0 0 Location Fortifications Leather 0 0	None Bronze 0 0 0 : @ 3506 None Bronze 0 0	Loyalty: Steel 40 0 in Hills & Loyalty: Steel 62 0	Rough Cli 65 Docks Mithril 0 0 Rough Cli 32 Docks Mithril 0 0	Food 0 0 mate is None Food 0	Cool Hidden ?: Timber 109 109 Cold Hidden ?: Timber 0	Mounts 0 0 No Mounts 7	Sieged ? : No Gold 1300 - Sieged ? : No Gold						
Size: Village Surplus Product Expected production Current stores Iron Keep Size: Village Surplus Product Expected production Current stores	Fortifications Leather 0 0 Location Fortifications Leather 0 0	None Bronze 0 0 0 : @ 3506 None Bronze 0 0 : @ 2708	Loyalty: Steel 40 0 in Hills & Loyalty: Steel 62	Rough Cli 65 Docks Mithril 0 0 Rough Cli 32 Docks Mithril 0 0 Rough Cli	Food mate is None Food 0 0 mate is	Cool Hidden ?: Timber 109 109 Cold Hidden ?: Timber 0	Mounts 0 0 No Mounts 7 78	Sieged ? : No Gold 1300 - Sieged ? : No Gold						
Size: Village Surplus Product Expected production Current stores Iron Keep Size: Village Surplus Product Expected production Current stores Paleduin	Fortifications Leather 0 0 Location Fortifications Leather 0 0 Location	None Bronze 0 0 0 : @ 3506 None Bronze 0 0 : @ 2708	Loyalty: Steel 40 0 in Hills & Loyalty: Steel 62 0 in Hills &	Rough Cli 65 Docks Mithril 0 0 Rough Cli 32 Docks Mithril 0 0 Rough Cli	Food mate is None Food 0 0 mate is	Cool Hidden ?: Timber 109 109 Cold Hidden ?: Timber 0 0	Mounts 0 0 No Mounts 7 78	Sieged ?: No Gold 1300 - Sieged ?: No Gold 780 - Sieged ?: No						
Size: Village Surplus Product Expected production Current stores Iron Keep Size: Village Surplus Product Expected production Current stores Paleduin Size: Village	Fortifications Leather 0 0 Location Fortifications Leather 0 0 Location Fortifications Leather	None Bronze 0 0 0 : @ 3506 None Bronze 0 0 : @ 2708	Loyalty: Steel 40 0 in Hills & Loyalty: Steel 62 0 in Hills & Loyalty:	Rough Cli 65 Docks Mithril 0 0 Rough Cli 32 Docks Mithril 0 0 Rough Cli 75 Docks	: None Food 0 0 mate is : None Food 0 0 mate is : None	Cool Hidden ?: Timber 109 109 Cold Hidden ?: Timber 0 0 Cool Hidden ?:	Mounts 0 0 No Mounts 7 78	Sieged ?: No Gold 1300 - Sieged ?: No Gold 780 - Sieged ?: No Gold						
Size: Village Surplus Product Expected production Current stores Iron Keep Size: Village Surplus Product Expected production Current stores Paleduin Size: Village Surplus Product	Fortifications Leather 0 0 Location Fortifications Leather 0 0 Location Fortifications Leather	None Bronze 0 0 0 : @ 3506 None Bronze 0 0 1: @ 2708 None Bronze	Loyalty: Steel 40 0 in Hills & Loyalty: Steel 62 0 in Hills & Loyalty: Steel:	Rough Cli 65 Docks Mithril 0 0 Rough Cli 32 Docks Mithril 0 0 Rough Cli 75 Docks Mithril	Food mate is None Food 0 0 mate is None Food The state is None Food The state is	Cool Hidden ?: Timber 109 109 Cold Hidden ?: Timber 0 0 Cool Hidden ?: Timber	Mounts 0 0 No Mounts 7 78 No Mounts	Sieged ?: No Gold 1300 - Sieged ?: No Gold 780 - Sieged ?: No Gold 0						
Size: Village Surplus Product Expected production Current stores Iron Keep Size: Village Surplus Product Expected production Current stores Paleduin Size: Village Surplus Product Expected product Current stores	Fortifications Leather 0 0 Location Fortifications Leather 0 0 Location Fortifications Leather 166 0	None Bronze 0 0 0 3506 None Bronze 0 0 1: @ 2708 None Bronze 136 99	Loyalty: Steel 40 0 in Hills & Loyalty: Steel 62 0 in Hills & Loyalty: Steel 72 0	Rough Cli 65 Docks Mithril 0 0 Rough Cli 32 Docks Mithril 0 0 Rough Cli 75 Docks Mithril 0 0 0	Food Tood Tood	Cool Hidden ?: Timber 109 109 Cold Hidden ?: Timber 0 0 Cool Hidden ?: Timber 0 0	Mounts 0 0 No Mounts 7 78 No Mounts 0	Sieged ?: No Gold 1300 - Sieged ?: No Gold 780 - Sieged ?: No Gold 0						
Size: Village Surplus Product Expected production Current stores Iron Keep Size: Village Surplus Product Expected production Current stores Paleduin Size: Village Surplus Product Expected product Current stores Passage	Fortifications Leather 0 0 Location Fortifications Leather 0 0 Location Fortifications Leather 166 0 Location	None Bronze 0 0 0 : @ 3506 None Bronze 0 0 : @ 2708 None Bronze 136 99 : @ 3805	Loyalty: Steel 40 0 in Hills & Loyalty: Steel 62 0 in Hills & Loyalty: Steel 72 0 in Open Pl	Rough Cli 65 Docks Mithril 0 0 Rough Cli 32 Docks Mithril 0 0 Rough Cli 75 Docks Mithril 0 0 ains Clima	: None Food 0 0 mate is : None Food 0 mate is : None Food 0 te is Co	Cool Hidden ?: Timber 109 109 Cold Hidden ?: Timber 0 0 Cool Hidden ?: Timber 0 1	Mounts 7 78 No Mounts 0 0 0 0	Sieged ?: No						
Size: Village Surplus Product Expected production Current stores Iron Keep Size: Village Surplus Product Expected production Current stores Paleduin Size: Village Surplus Product Expected product Current stores Passage Size: Town	Fortifications Leather 0 0 Location Fortifications Leather 0 0 Location Fortifications Leather 166 0 Location Fortifications	None Bronze 0 0 0 : @ 3506 None Bronze 0 0 : @ 2708 None Bronze 136 99 : @ 3805 Tower	Loyalty: Steel 40 0 in Hills & Loyalty: Steel 62 0 in Hills & Loyalty: Steel 72 0 in Open Pl Loyalty:	Rough Cli 65 Docks Mithril 0 0 Rough Cli 32 Docks Mithril 0 0 Rough Cli 75 Docks Mithril 0 0 ains Clima 44 Docks	: None Food 0 0 mate is : None Food 0 0 mate is : None Food 0 0 te is Co : None	Cool Hidden ?: Timber 109 109 Cold Hidden ?: Timber 0 0 Cool Hidden ?: Timber 0 0	Mounts 7 78 No Mounts 0 0 No No No No No No	Sieged ? : No						
Size: Village Surplus Product Expected production Current stores Iron Keep Size: Village Surplus Product Expected production Current stores Paleduin Size: Village Surplus Product Expected production Current stores Passage Size: Town Surplus Product	Fortifications Leather 0 0 Location Fortifications Leather 0 Location Fortifications Leather 166 0 Location Fortifications Leather Leather 166 Leather Location Leather	None Bronze 0 0 0 3506 None Bronze 0 0 1: @ 2708 None Bronze 136 99 1: @ 3805 Tower Bronze	Loyalty: Steel 40 0 in Hills & Loyalty: Steel 62 0 in Hills & Loyalty: Steel 72 0 in Open Pl Loyalty: Steel	Rough Cli 65 Docks Mithril 0 0 Rough Cli 32 Docks Mithril 0 0 Rough Cli 75 Docks Mithril 0 0 ains Clima 44 Docks Mithril	: None Food 0 0 mate is : None Food 0 0 mate is : None Food 0 0 te is Co : None Food	Cool Hidden ?: Timber 109 109 Cold Hidden ?: Timber 0 0 Cool Hidden ?: Timber 0 0	Mounts 0 0 No Mounts 7 78 No Mounts 0 0 No Mounts	Sieged ?: No Gold 1300 - Sieged ?: No Gold 780 - Sieged ?: No Gold 0 - Sieged ?: No Gold						
Size: Village Surplus Product Expected production Current stores Iron Keep Size: Village Surplus Product Expected production Current stores Paleduin Size: Village Surplus Product Expected product Current stores Passage Size: Town	Fortifications Leather 0 0 Location Fortifications Leather 0 Location Fortifications Leather 166 0 Location Fortifications Leather Leather 166 Leather Location Leather	None Bronze 0 0 0 : @ 3506 None Bronze 0 0 : @ 2708 None Bronze 136 99 : @ 3805 Tower	Loyalty: Steel 40 0 in Hills & Loyalty: Steel 62 0 in Hills & Loyalty: Steel 72 0 in Open Pl Loyalty:	Rough Cli 65 Docks Mithril 0 0 Rough Cli 32 Docks Mithril 0 0 Rough Cli 75 Docks Mithril 0 0 ains Clima 44 Docks	: None Food 0 0 mate is : None Food 0 0 mate is : None Food 0 0 te is Co : None	Cool Hidden ?: Timber 109 109 Cold Hidden ?: Timber 0 0 Cool Hidden ?: Timber 0 0	Mounts 7 78 No Mounts 0 0 No No No No No No	Sieged ?: No						

Pellmurthy	Location	on: @ 4312	in Mixed F	orest Clim	nate is Co	വ		
Size : Camp				31 Docks			No :	Sieged ? : No
Surplus Product		Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production		230	0	0	632	344	0	0
Current stores	0	133	0	0	6	344	0	-
Pennywool	Locati	on : @ 2710	in Mixed F	orest Clim	mate is Co	ool		
Size : Camp				31 Docks		Hidden ? :	No :	Sieged ? : No
Surplus Product	Leather	Bronze		Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	312	312	0	0
Current stores	0	0	0	0	3	312	0	-
Solnitsata (Capital	L) Location	on: @ 2909	in Mixed F	orest Clim	nate is Co	ool		
Size : City				100 Docks			No :	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	22	0	46	42	0	0
Current stores	0	304	607	0	0	42	0	-
A small army bearing	g the banner of	the Rhosgo	bel under L	ord Sunzi i	s here.			
Whitecross	Location	on : @ 4110	in Open Pl	ains Clima	ate is Coo	ol		
Size : Camp			-	31 Docks			No :	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	216	0	0	0	376	0	8	0
Current stores	0	0	0	0	4	0	32	-
		ARMI	ES AND 1	NAVIES				
Army Commander : Her	co Avicenna	Location :	@ 3112 in S	hore/Plains	Climate	e is Cool		
Army morale: 15	Warships :	0 Transpor	ts : 0	(5) Tra	vel mode	: Normal		
Troop	ps		Train	ing Weapon	Armor #	Troops	Troop Type	
Woodman footmen w	/battle axes		11	10	13	1200	Heavy Infa	ntry
Baggage Train Lea	ther	Bronze	Stee	el	Mithril			
Weapons	_	0		0	0			

0

0

The Major Town of Mudflat Landing flying the flag of the Dustbighters is here. An army bearing the banner of the Drib Le Chin under Captain Fearbolg is here. A small army bearing the banner of the Dustbighters under Captain Frami is here. An army bearing the banner of the Dustbighters under Captain Ir Pan is here.

0

0

Low Supplies !!

0

528

0

Armor

War machines

Food

Army Commander : Captain Belesarius Location : @ 2510 in Open Plains Climate is Cool											
Army morale : 40 Wars	ships: 0 Transports	: 0 (9)) Travel mod	de : Normal							
Troops		Training	Weapon Armor	# Troops	Troop Type						
Woodman footmen w/batt	le axes	20	22 14	1697	Heavy Infantry						
Mixed Northman footmer	n w/hand axes	40	40 40	400	Light Infantry						
Baggage Train Leather	Bronze	Steel	Mithri	1							
Weapons -	0	0		0							
Armor 0	0	0		0							
Food	Out of Food !!										
War machines 5											

A huge army bearing the banner of the Farrely under Commander Alam Fakhour is here.

Army Commander : Lord	l Sunzi Location : @ 290	9 in Mixed Fo	rest Climate	is Cool	
Army morale : 6 V	Warships: 0 Transports	: 0 (3)	Travel mode	: Normal	
Troops	3	Training	Weapon Armor	# Troops	Troop Type
Woodman footmen w/k	pattle axes	11	13 3	600	Heavy Infantry
Baggage Train Leat	ner Bronze	Steel	Mithril		
Weapons	- 0	0	0		
Armor	0 0	0	0		
Food	499 Low Supplies !!				
War machines	0				
The City/Fort of Solr	itsata flying the flag of	the Rhosgobel	is here.		

COMPANY COMMANDERS :

Hero Brutus Location : @ 2409 Traveling with him are : Delano - Lugvoi.

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	29582	32434	7960	3555	226018	21817	3986
Purchase at market price/unit	2	2	4	12	2	2	7
Sell to market price/unit	1	1	2	7	1	1	4

MISCELLANEOUS

Maintenance Costs expected	next turn	are:	Totals for Nation:	Stores	Production
Armies/Navies :	15188		Leather	0	402
Pop Centers :	4000		Bronze	613	498
Characters :	14740		Steel	607	196
			Mithril	0	18
Total :	33928		Food	22	2258
			Timber	1115	1115
Current Tax rate	:	60%	Mounts	122	19
Revenue expected ne	xt turn :	26860 (-7068)			
Current Gold reserve	e :	73			

Ritual character terminations: 0

Ships have been left anchored at the following locations:

8 transports at hex 3010

You have the following double agents:

Eman Al-Obeidy of the Farrely @ 2909

Double agent Eman Al-Obeidy reports she was ordered to refuse all personal challenges. Double agent Eman Al-Obeidy reports she was ordered to assassinate a character. She was not able to complete her mission because the character was too well guarded.

You have the following hostages:

None

You possess the following artifacts:

Name of artifact Item # Latent Alignment Known Powers

Durlachiel Sword 73 No Good COMBAT - Increases damage by 750 points.

You have hidden the following additional artifacts:

Name of artifact # Location

Maikarama 211 Fawkes has hidden it in the City of Solnitsata at 2909

NATION MESSAGES

There are rumors of an armed conflict involving the Galadhrim at 2203. There are rumors of a theft attempt involving Gemetzel at Sargortheb. There are rumors of a theft attempt involving Kelrond at Abbasgholozadeh. There are rumors of an encounter involving A Fire Drake at 2928.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

None

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								
Avicenna	408	HvInfan	400 ^ ^								
Avicenna	860	ForcMar	se se se nw se nw ^ ^ ^ ^ ^ ^ no								
Belesarius	430	TrpsMan	hi								
Belesarius	850	MovArmy	nw w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no								
Brutus	731	NamAgen	Shi Jianqiao f								
Brutus	820	MovCmpy	2409								
Cato the Younger	550	ImprPop									
Cato the Younger	810	MovChar	3107								
Delano	325	NatSell	mi 100								
Delano	325	NatSell	fo 99								
Fawkes	185	DnStNat	1								
Fawkes	605	GrdLoc									
Lugvoi	610	GrdChar	sunzi								
Lugvoi	796	PickArt	73 75 77 79 81 83								
Nobel	215	RfsPers									
Nobel	810	MovChar	2908								
Ptolemy	325	NatSell	le 100								
Ptolemy	325	NatSell	br 71								
Slim	728	NamComm	Jean the Hatchet f								
Slim	810	MovChar	3010								
Sunzi	408	HvInfan	500 ^ ^								
Sunzi	947	NatTran	2909 st 100								

Avicenna

Ranks : Command 25 Agent 0 Health 100 Stealth 0

Emissary 0 Mage 32 Challenge 38

Artifacts : None

Spells (+0): #104 Resistances(78) #108 Blessings(60) #510 Conjure Food(81)

Avicenna was located in the Mixed Forest at 3010.

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

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

Movement was stopped by non-(friendly/tolerant) forces.

She commands an army in the Shore/Plains at 3112. The Major Town of Mudflat Landing flying the flag of the Dustbighters is here.

Belesarius

Ranks : Command 49 Agent 0 Emissary 0 Mage 0 Health 100 Stealth 0 Challenge 49

Artifacts : None

Spells (+0) : None

Belesarius was located in the Mixed Forest at 2711.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

She was ordered to move the army. She accepted the army movement orders. She commands an army in the Open Plains at 2510.

Brutus

Ranks : Command 21 Agent 50 Emissary 0 Mage 0

Health 100 Stealth 10 Challenge 42

Artifacts : None

Spells (+0) : None



Brutus was located in the Mixed Forest at 2909.

He was ordered to name a new agent. A new agent named Shi Jianqiao was available.

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

He commands a company in the Mountains at 2409. The Camp of Herenya flying the flag of the Farrely is here.

Cato the Younger



: Command 0 Emissary 50 Ranks Agent 0 Mage 0

Health 100 Stealth 0 Challenge 25

Spells (+0) : None

: None

Artifacts

Cato the Younger was located in the Hills & Rough at 2708.

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

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

He is currently in the Mountains at 3107. The Camp of Erebor flying the flag of the Rhosgobel is here.

Delano



: Command 0

Health 100

Agent 0

Emissary 75

Stealth 0 Challenge 37

Mage 0

Artifacts

Spells (+0) : None



Delano was located in the Mixed Forest at 2909.

She was ordered to have the nation sell to the caravans. 280 Mithril were sold for 7560 Gold.

She was ordered to have the nation sell to the caravans. 2284 Food were sold for 2284 Gold.

She moved with the company to 2409.

She is traveling with Brutus in the Mountains at 2409. The Camp of Herenya flying the flag of the Farrely is here.

Fawkes



Ranks : Command 30 Health 98

Agent 22 Stealth 0 Emissary 53

Challenge 40

Mage 0

Artifacts

Spells (+0) : None



Fawkes was located in the Mixed Forest at 2909.

He was ordered to downgrade our relations. Our relations with the North Kingdom were downgraded.

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

He is currently in the Mixed Forest at 2909. The City/Fort of Solnitsata flying the flag of the Rhosgobel is here.

Jean the Hatchet



Ranks : Command 40 Agent 0 Emissary 0 Mage 0 Health 100 Stealth 0

Artifacts : None

Challenge 40

Spells (+0) : None

She is currently in the Mixed Forest at 2909. The City/Fort of Solnitsata flying the flag of the Rhosgobel is here.

Lugvoi

Ranks

: Command 0

Health 100

Agent 61

Emissary 0 Mage 34

Stealth 10 Challenge 68

: #73 Durlachiel√ Artifacts

Spells (+0) : #406 Divine Army(78) #419 Divine Nation Forces(64)

#510 Conjure Food(53)

Lugvoi was located in the Mixed Forest at 2909.

She was ordered to guard a character. Sunzi was guarded. She captured Nishantha Kumara and thwarted her assassination mission. She spotted Eman Al-Obeidy while performing her guarding.

Nishantha Kumara escaped from being held hostage.

She was ordered to pick up some artifacts. Durlachiel #73 . Not all artifacts could be picked up at 2909.

She moved with the company to 2409.

She is traveling with Brutus in the Mountains at 2409. The Camp of Herenya flying the flag of the Farrely is here.

Ranks

: Command 12 Health 98

Agent 0 Stealth 0

Mage 30 Emissary 0

Challenge 33

Artifacts

Spells (+0): #210 Words of Calm(100) #220 Words of Agony(75)

#510 Conjure Food(68)

Nobel was located in the Open Plains at 2615.

He was ordered to refuse all personal challenges.

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

He is currently in the Mixed Forest at 2908. The Town of Edinwode flying the flag of the Rhosgobel is here.



Ptolemy

Agent 0 Ranks : Command 0 Emissary 0 Mage 33

Health 100 Stealth 0 Challenge 33

Artifacts : None

Spells (+0): #413 Scry Population Center(95) #415 Scry Area(91)

#510 Conjure Food(59)

Ptolemy was located in the Mixed Forest at 2909.

He was ordered to have the nation sell to the caravans. 1458 Leather were sold for 2916 Gold.

He was ordered to have the nation sell to the caravans. 1498 Bronze were sold for 4494 Gold.

He is currently in the Mixed Forest at 2909. The City/Fort of Solnitsata flying the flag of the Rhosgobel is here.

Shi Jianqiao

Ranks

: Command 0

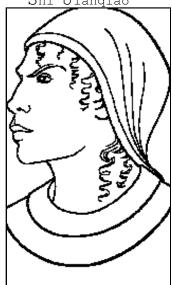
Health 100

Agent 30 Stealth 0 Emissary 0 Mage 0

Challenge 22

Artifacts

Spells (+0) : None



She is currently in the Mixed Forest at 2909. The City/Fort of Solnitsata flying the flag of the Rhosgobel is here.

Slim

Ranks

: Command 40 Health 100 Agent 0

Mage 0 Emissary 0

Stealth 0 Challenge 40

Artifacts



Slim was located in the Mixed Forest at 2909.

He was ordered to name a new commander. A new commander named Jean the Hatchet was available.

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

He is currently in the Mixed Forest at 3010. The Major Town/Fort of Esgaroth flying the flag of the Rhosgobel is here.

11/12/2013 Game 143 Player 9 Turn 8 Page 10

Sunzi

Ranks : Command 50 Agent 0 Emissary 0 Mage 0 Health 100 Stealth 0 Challenge 50

Artifacts : None

Spells (+0) : None

Sunzi was located in the Mixed Forest at 2909.

He was ordered to recruit some heavy infantry. 500 Heavy Infantry w/Wood weapons and No armor were recruited.

He was ordered to have the nation transport by the caravans. $541\ \text{Steel}\ (+10\%)$ transported to Solnitsata.

He commands an army in the Mixed Forest at 2909. The City/Fort of Solnitsata flying the flag of the Rhosgobel is here.

		\wedge		/2013 Gaille	/ Flayer	9 Turn 8 Pa
2603 2703 2803	2903	3003	3103	3203	3303	3403
2604 2704	804 29 1		04 31	320	330	04
2605 2705 2805	2905	3005	3105	3205	3305	3405
2606 2706 2	29	30	06 31	320	330	0.6
2607 2707 2807	2907	3007	3107	3207	3307	3407
	808 29		08 31	08 320	08 330	
2609 2709 2809	2909	3009	3109	3209	3309	3409
	810 29	10 30	10 31	321	10 33:	10
2611 2711 2811	2911	3011	3111	3211	3311	3411
2612 2712 2	812 29	30	12 31	12 321		12
2613 2713 2813	2913	3013	3113	3213	3313	3413
2614 2714 2	814 29	14 30	14 31 <u>^</u>	ليمن	<u>ጎ</u>	14
2615 2715 2815	2915	3015	3115	3215	3315	3415

MEPBM Games

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

Rhosgobel

TURNSHEET



Game # 143



RON GULLON 109653

NONE NONE

NONE

Game # : 143
Player # : 9
Turn # : 9
Security # : 5263

Return this turnsheet before NOVEMBER 25 2013

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

Daytime Phone #:_____

Avicenna Order ->	#	Code _					Comman Order			Code	Type _
Required						F	Required				
Information]	[nformatio	n			
D. 1			/		_	0510					
Belesarius Order ->									#	Code	Туре _
Required						F	Required				
Information						3	Informatio	n			
Brutus			(ID:	brutu)	@	2409	Comman	ıd 2	Agent		
Order ->	#	Code _		Туре		_	Order	->	#	Code	Туре
Required						F	Required				
Information]	Informatio	n			

Cato the Yo	ounger		(ID:	cato)	@	3107	Emissa	ary			
Order ->	#	Code _		Type		-	Order	->	#	Code	Туре
Required						R	equired				
Information						I	nformatio	n			
Delano			(ID:	delan)	@	2409	Emissa	ary			
Order ->	#	Code _		Type		-	Order	->	#	Code	Туре
Required						R	equired				
Information						I	nformatio	n			
Fawkes			(TD.		@	2000	Comman	. d. 7.		Emiggary	
	#	Code							_	Emissary	Type
order >	π			_ 17PC _		-	order		т	codc	19PC
Required						R	equired				
Information						I	nformatio	on			
Jean the Ha	atchet		(ID:	jean)	@	2909	Commar	nd			
Jean the Ha				_					#	Code	Type
				_		-			#	_ Code	Type
Order ->				_		- R	Order	->	#	Code	Type
Order ->				_		- R	Order equired	->	#	Code	Type
Order -> Required Information		Code		Type 		R	Order equired nformatic	-> on		_ Code	Type
Order -> Required Information Lugvoi	#	Code	(ID:	Type	@	R I 2409	Order equired nformation	-> on Mag	e		
Order -> Required Information Lugvoi		Code	(ID:	Type	@	R I 2409	Order equired nformatic	-> on Mag	e		Type
Order -> Required Information Lugvoi	#	Code	(ID:	Type	@	R I 2409	Order equired nformation	-> on Mag	e		
Order -> Required Information Lugvoi Order ->	#	Code	(ID:	Type	@	R I 2409	Order equired nformation Agent Order	-> on Mag ->	e		
Order -> Required Information Lugvoi Order -> Required	#	Code	(ID:	Type	@	R I 2409	Order equired nformation Agent Order equired	-> on Mag ->	e		
Order -> Required Information Lugvoi Order -> Required	#	Code	(ID:	Type	@	. R I	Order equired nformation Agent Order equired nformation	-> Mag ->	e #		
Order -> Required Information Lugvoi Order -> Required Information	#	Code	(ID:	Type lugvo) _ Type nobel)	@	2409 R	Order equired nformation Agent Order equired nformation	-> Mag ->	e #	_ Code	
Order -> Required Information Lugvoi Order -> Required Information	#	Code	(ID:	Type lugvo) _ Type nobel)	@	2409 . R	Order equired nformation Agent Order equired nformation	-> Mag ->	e #	_ Code	Type
Order -> Required Information Lugvoi Order -> Required Information Nobel Order ->	#	Code	(ID:	Type lugvo) _ Type nobel)	@	2409 . R	Order equired nformation Agent Order equired nformation Commar	Mag	e #	_ Code	Type

Ptolemy			(ID:	ptole)	@	2909	Mage				
Order ->	#	Code _		_ Type		-	Order	->	#	Code	Туре
Required						R	equired				_
Information						I	nformatio	on			
Shi Jianqia	.o		(ID:	shi j)	@	2909	Agent				_
Order ->	#	Code _		_ Type		-	Order	->	#	Code	Туре
Required				_		R	equired				_
Information						I	nformatio	on			_
											_
Slim			(ID:	slim)	@	3010	Comman	nd			
Order ->	#	Code _		_ Туре		-	Order	->	#	Code	Туре
Required						R	equired				_
Information						I	nformatio	on			
											_
Sunzi			(ID:	sunzi)	@	2909	Commar	nd			_
Order ->	#	Code _		_ Type		_	Order	->	#	Code	Туре
Required						R	equired				_
Information						I	nformatio	on			_