

**MEPBM Games**

**presents**

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



GAME # 47



**Deepwood Rangers**

Victory points : 825

Victory Conditions :

To hold at game end the artifact: Fonhrad #213.

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

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

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

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

Top 3 Neutrals :

**North Kingdom [ 1900 ] Riverlands [ 1350 ] Shadow Crew [ 1300 ]**

Special Nation Abilities :

#05 Stealth rank bonus more likely for new characters.

#06 Armies lose no morale for force march.

#16 All new MA recruits start at training 25.

#21 Hire new armies at no cost.

Internet G047N25  
ERNEST HAKEY 109238  
NONE  
NONE  
NONE

Game #	:	47
Player #	:	25
Turn #	:	33
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	9369
Special Service	:	YES

# Deepwood Rangers

(A Neutral)

Season : Winter

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Tolerated	# 2 South Kingdom	: Friendly	# 3 Duaron	: Disliked
# 4 Stonekeep's Watch	: Disliked	# 5 Wardens	: Hated	# 6 Nurn Freeholders	: Hated
# 7 Daloriennes	: Neutral	# 8 Vallian	: Disliked	# 9 Esgal Edhel	: Hated
#10 Beogrim	: Hated	#11 Dothraki	: Disliked	#12 Hastily Patient	: Disliked
#13 Haven's Bane	: Neutral	#14 Unseeing Eye	: Neutral	#15 Gondimarim	: Disliked
#16 Isteroth Kingdom	: Disliked	#17 Clavero	: Disliked	#18 Cechove	: Disliked
#19 Tsalagi	: Disliked	#20 Corsairs	: Disliked	#21 Nothraman	: Disliked
#22 Eriadorian	: Tolerated	#23 Shadow Crew	: Tolerated	#24 Riverlands	: Tolerated

## POPULATION CENTERS

**Ardhenath (Capital)** Location : @ 2314 in Mixed Forest Climate is Warm

Size : City	Fortifications : Fort	Loyalty : 95	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 0 0 0 186 82 0 0				
Current stores	110 4 100 1 457 1245 0 -				

Foreign characters reported in the hex : - **Anastrial - Calcawe - Slorf - Taerin.**

**A large army bearing the banner of the North Kingdom under Regent Andamundo is here.**

A small army bearing the banner of the Deepwood Rangers under Captain Padraic is here.

**Bree** Location : @ 1409 in Mixed Forest Climate is Mild

Size : Major Town	Fortifications : Tower	Loyalty : 66	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 0 0 0 144 202 0 0				
Current stores	0 0 0 0 291 0 0 -				

**Canastaur** Location : @ 2216 in Mixed Forest Climate is Cold

Size : Town	Fortifications : None	Loyalty : 43	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 0 50 0 142 67 0 0				
Current stores	0 0 436 0 293 0 0 -				

**Dolendyr** Location : @ 2315 in Open Plains Climate is Cold

Size : Major Town	Fortifications : None	Loyalty : 70	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	12 0 0 0 53 0 1 0				
Current stores	74 0 0 0 109 0 18 -				

**A small army bearing the banner of the Beogrim under Captain Beodred is here.**

An army bearing the banner of the Deepwood Rangers under Commander Lamronos is here.

A small army bearing the banner of the Deepwood Rangers under Warlord Sarah Redblade is here.

**Entwhine** Location : @ 1814 in Open Plains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 48	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	207 0 0 0 270 0 9 0				
Current stores	207 0 0 0 270 0 9 -				

**Farothhand** Location : @ 2415 in Open Plains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 36	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	41 0 0 0 245 0 2 0				
Current stores	83 0 0 0 505 0 4 -				

**Galadhir** Location : @ 2516 in Open Plains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 24	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	94 0 0 0 110 0 7 0				
Current stores	581 0 0 0 227 0 102 -				

**Imcelon** Location : @ 2414 in Mixed Forest Climate is Warm  
 Size : Village Fortifications : Tower Loyalty : 29 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 608 336 0 0  
 Current stores 0 0 0 0 1228 0 0 -

*An army bearing the banner of the Beogrim under Warlord Warmog is here.*

**Judgement** Location : @ 2908 in Mixed Forest Climate is Cold  
 Size : Major Town Fortifications : None Loyalty : 35 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 22 0 32 25 0 0  
 Current stores 0 0 260 0 66 0 0 -

**Jusot** Location : @ 3010 in Mixed Forest Climate is Cold  
 Size : Village Fortifications : None Loyalty : 16 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 266 110 0 0  
 Current stores 0 0 0 0 546 0 0 -

**Kirandol** Location : @ 2116 in Mountains Climate is Severe  
 Size : Major Town Fortifications : None Loyalty : 55 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 19 24 5 0 0 0 0  
 Current stores 0 183 192 6 0 0 0 -

**Labothdol** Location : @ 1508 in Hills & Rough Climate is Cold  
 Size : Town Fortifications : None Loyalty : 39 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 45 58 0 0 0 40 0 0  
 Current stores 258 404 0 13 0 0 0 -

**Maranwë** Location : @ 2416 in Mixed Forest Climate is Cold  
 Size : Camp Fortifications : None Loyalty : 14 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 213 78 0 0  
 Current stores 0 0 0 0 724 0 0 -

**Nornorsa** Location : @ 3009 in Mixed Forest Climate is Cold  
 Size : Village Fortifications : None Loyalty : 22 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 48 0 0 0 142 72 0 0  
 Current stores 275 0 0 0 292 0 0 -

**Orniath** Location : @ 2513 in Mixed Forest Climate is Warm  
 Size : Village Fortifications : None Loyalty : 26 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 912 344 0 0  
 Current stores 0 0 0 0 1842 0 0 -

**Panalar** Location : @ 1411 in Hills & Rough Climate is Mild  
 Size : Town Fortifications : None Loyalty : 3 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 486 103 0 1100  
 Current stores 0 0 0 0 982 0 0 -

**Phaelin** Location : @ 2817 in Hills & Rough Climate is Cold  
 Size : Camp Fortifications : None Loyalty : 26 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 0 90 6 840  
 Current stores 0 0 0 0 0 0 27 -

*A small army bearing the banner of the Stonekeep's Watch under Warlord Obsidian is here.*

**Quenlos** Location : @ 2421 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 202 0 0 0 662 0 14 0  
 Current stores 687 0 0 0 1337 0 84 -

**Razaria** Location : @ 2512 in Open Plains Climate is Cold  
 Size : Village Fortifications : None Loyalty : 38 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 72 0 0 0 163 0 2 0  
 Current stores 457 0 0 0 336 0 34 -

**Stronhold** Location : @ 2907 in Mixed Forest Climate is Severe  
 Size : Town Fortifications : Tower Loyalty : 21 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 109 43 4 0  
 Current stores 0 0 0 0 221 0 28 -  
 Foreign characters reported in the hex : - **Gamling**.

**Unseen** Location : @ 0412 in Mixed Forest Climate is Mild  
 Size : Major Town 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 0 234 151 0 0  
 Current stores 0 0 0 0 473 0 0 -

**Valdenost** Location : @ 2917 in Open Plains Climate is Cold  
 Size : Camp Fortifications : None Loyalty : 39 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 39 0 0 0 210 0 3 0  
 Current stores 242 0 0 0 433 0 42 -

## ARMIES AND NAVIES

**Army Commander : Commander Lamronos** Location : @ 2315 in Open Plains Climate is Cold  
 Army morale : 32 Warships : 0 Transports : 0 (6) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Woodman footmen w/battle axes 14 10 2 1500 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 43 Low Supplies !!  
 War machines 0

The Major Town of Dolendyr flying the flag of the Deepwood Rangers is here.

**A small army bearing the banner of the Beogrim under Captain Beodred is here.**

A small army bearing the banner of the Deepwood Rangers under Warlord Sarah Redblade is here.

**Army Commander : Captain Padraic** Location : @ 2314 in Mixed Forest Climate is Warm  
 Army morale : 41 Warships : 0 Transports : 0 (3) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Woodman footmen w/battle axes 12 10 0 600 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 3 Low Supplies !!  
 War machines 0

Characters traveling with army : - Harodh Clubfoot.

The City/Fort of Ardhenath flying the flag of the Deepwood Rangers is here.

**A large army bearing the banner of the North Kingdom under Regent Andamundo is here.**

**Army Commander : Warlord Sarah Redblade** Location : @ 2315 in Open Plains Climate is Cold  
 Army morale : 73 Warships : 0 Transports : 0 (3) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Woodman footmen w/battle axes 14 10 3 493 Heavy Infantry  
 Mixed Northman mercenaries w/maces 40 30 10 29 Men-at-Arms  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 140 Low Supplies !!  
 War machines 4

Characters traveling with army : - Ferdh Feyheart.

The Major Town of Dolendyr flying the flag of the Deepwood Rangers is here.

**A small army bearing the banner of the Beogrim under Captain Beodred is here.**

An army bearing the banner of the Deepwood Rangers under Commander Lamronos is here.

#### COMPANY COMMANDERS :

None

#### MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	15226	22726	3747	0	62743	21798	2955
Purchase at market price/unit	3	3	7	105	2	3	9
Sell to market price/unit	1	1	3	49	1	1	4

#### MISCELLANEOUS

Maintenance Costs expected next turn are:		Totals for Nation:	Stores	Production
Armies/Navies :	10401	Leather	2974	760
Pop Centers :	2500	Bronze	591	77
Characters :	24080	Steel	988	96
		Mithril	20	5
Total :	36981	Food	10632	5187
		Timber	1245	1743
Current Tax rate :	60%	Mounts	348	48
Revenue expected next turn :	54440 (+17459)			
Current Gold reserve :	20323			

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

None

#### You have the following double agents:

##### Gundor of the Dothraki @ 2927

Double agent Gundor reports he was ordered to refuse all personal challenges.

Double agent Gundor reports he was ordered to assassinate a character. He was not able to assassinate the character because of tight security.

Double agent Gundor reports he moved with the company to 2927.

#### You have the following hostages:

None

#### You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Helm of Shadow	Helm	92	Yes	None	Increases Stealth Rank by 10.

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

None

## NATION MESSAGES

The loyalty was influenced from the efforts or presence of Radagast the Brown at Dolendyr.  
 The loyalty was influenced/reduced at Orod thoron.  
 Orod thoron is no longer under our control.  
 Local militia spotted Gundor at Farothhand and thwarted his mission.  
 There are rumors of an assassination attempt involving Rathulf and Yazmina Blackhand.  
 1475 Gold was stolen at Imcelon.

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES

### Battle at 2415

In the Cold climate of the Open Plains of 2415, a conflict took place in the early afternoon under a clear sky.

At the head of a rebellious army rode **Lord Lothar** of the nation of the North Kingdom. 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
1600 Dúnadan footmen w/broadswords	wooden	none	a mob

At the head of a demoralized army rode **Lord Widfara** of the nation of the Dothraki. 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
680 Mixed Easterling chariotmen w/spears	wooden	none/leather	ragged ranks

At the head of a rebellious army rode **Captain Beodred** of the nation of the Beogrim. 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
1345 Mixed Easterling chariotmen w/spears	bronze/steel	bronze/steel	a mob

At the head of a demoralized army rode **Veteran Glanyssa** of the nation of the Deepwood Rangers. The mount on which she rode stood cautiously at the rear of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1200 Woodman footmen w/battle axes	wooden	none	a mob

The Village of Farothhand flying the flag of the Deepwood Rangers is situated in the Open Plains here.

Report from Glanyssa.....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 given by the clear voice of their Commander.. Head straight for them and then strike the left flank...the left flank!

Against the forces of Widfara, they charged but we veered off and hit their flank.

Against the forces of Beodred, we hit their flank and they stayed with their standard formation.

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

Report from Glanyssa.....Our foot soldiers engaged the other troops in the open and took the battle to them. 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..

Lord Widfara: 15 Food

Captain Beodred: 33 Food

After the battle.... Lothar's forces were destroyed/routed in the battle. Lothar appeared to have survived but suffers from serious wounds. Widfara's forces were victorious in the battle, but suffered severe losses. Widfara appeared to have survived. Beodred's forces were victorious in the battle, but suffered some losses. Beodred appeared to have survived. Glanyssa's forces were destroyed/routed in the battle. Glanyssa appeared to have survived but suffers from deadly wounds.

#### Battle at 2818

In the Cold climate of the Open Plains of 2818, a conflict took place in the early afternoon under an overcast sky.

At the head of a demoralized army rode **Lord Targon** of the nation of the Dothraki. 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
1400 Mixed Easterling chariotmen w/spears	bronze	bronze	a mob

At the head of a calm army rode **Lord Melani Goldeye** of the nation of the Deepwood Rangers. 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
308 Woodman horsemen w/maces	wooden	bronze/steel	a mob

At the head of a demoralized army rode **Commander Inga the Gay** of the nation of the Deepwood Rangers. 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
721 Woodman footmen w/battle axes	wooden	none	a mob

The Town of Daggerford flying the flag of the Nurn Freeholders is situated in the Open Plains here. It is fortified by a Tower.

Report from Melani Goldeye.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. Some of the troops needed this encouragement but others were checking the readiness of their weapons. Finally the order was shouted across the battlefield.. Charge!! Charge!!

Against the forces of Targon, they met our charge with one of their own.

Report from Inga the Gay.....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.. Head straight for them and then strike the left flank...the left flank!

Against the forces of Targon, they charged but we veered off and hit their flank.

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

Report from Melani Goldeye.....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. The troops fought well, but they could have been better trained. They fought as if uninspired. Although we fought hard, and although the battle lasted many days, we were defeated..

Report from Inga the Gay.....Our foot soldiers engaged the other troops in the open and took the battle to them. 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..

After the battle.... Targon's forces were victorious in the battle, but suffered some losses. Targon

appeared to have survived. Melani Goldeye's forces were destroyed/routed in the battle. Melani Goldeye appeared to have survived. Inga the Gay's forces were destroyed/routed in the battle. Inga the Gay appeared to have survived.

### Battle at 2413

In the Warm climate of the Mixed Forest of 2413, a conflict took place in the early morning hours during a driving storm.

At the head of a rebellious army rode **Regent Yazmina Blackhand** of the nation of the Deepwood Rangers. 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
487 Woodman horsemen w/maces	wooden/bronze	leather/bronze	ragged ranks
2650 Woodman footmen w/battle axes	wooden	leather/bronze	ragged ranks

At the head of a calm army rode **Regent Warmog** of the nation of the Beogrim. 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
2808 Mixed Easterling chariotmen w/spears	bronze/steel	bronze/steel	a mob

The Town of Hadronim flying the flag of the South Kingdom is situated in the Mixed Forest here.

Report from Yazmina Blackhand.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. Some of the troops needed this encouragement but others were checking the readiness of their weapons. Finally the order was given by the clear voice of their Commander.. Charge!! Charge!!

Against the forces of Warmog, they met our charge with their standard formation.

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

Report from Yazmina Blackhand.....Our cavalry were severely hindered by the dense woods in accomplishing their objectives. Our foot soldiers fought around every bush and tree, always trying to push through the underbrush. The troops fought well, but they could have been better trained. They fought as if uninspired. Although we fought hard, and although the battle lasted many days, we were defeated..

After the battle.... Yazmina Blackhand's forces were destroyed/routed in the battle. Yazmina Blackhand was captured. Warmog's forces were victorious in the battle, but suffered severe losses. Warmog 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.....
Allek the Kind	810	MovChar	2314
Allek the Kind	930	ScoChar	
Belladara	408	HvInfan	400 ^ ^
Belladara	650	Execute	feor
Carla Darkeye	215	RfsPers	
Carla Darkeye	948	TranCar	2314 3001 ti 4000
Ferdh Feyheart	215	RfsPers	
Ferdh Feyheart	610	GrdChar	sarah
Glanyssa	215	RfsPers	
Glanyssa	230	AttEnmy	fl
Harodh Clubfoot	215	RfsPers	
Harodh Clubfoot	408	HvInfan	500 ^ ^
Inga the Gay	215	RfsPers	
Inga the Gay	235	AttNat	11 fl
Jalik Macehand	215	RfsPers	
Jalik Macehand	947	NatTran	2314 ti 91
Lamronos	430	TrpsMan	hi
Lamronos	850	MovArmy	h sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Melani Goldeye	215	RfsPers	
Melani Goldeye	235	AttNat	11 ch
Narya the Red	215	RfsPers	
Narya the Red	810	MovChar	2116
Padraic	435	ArmyMan	
Padraic	948	TranCar	2314 2210 ti 4000
Quargala	215	RfsPers	
Quargala	630	Rescue	ezkor y
Sarah Redblade	408	HvInfan	400 ^ ^
Sarah Redblade	850	MovArmy	h ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Valden the Fat	780	TrComm	bella n
Valden the Fat	810	MovChar	2309
Xandros the Fair	215	RfsPers	
Xandros the Fair	500	Double	gamli
Yazmina Blackhand	215	RfsPers	
Yazmina Blackhand	230	AttEnmy	ch
Zelik the Mad	215	RfsPers	
Zelik the Mad	630	Rescue	koneb y

Allek the Kind



Ranks : Command 0 Agent 67 Emissary 0 Mage 0  
 Health 100 Stealth 21 Challenge 50  
 Artifacts : None  
 Spells (+0) : None

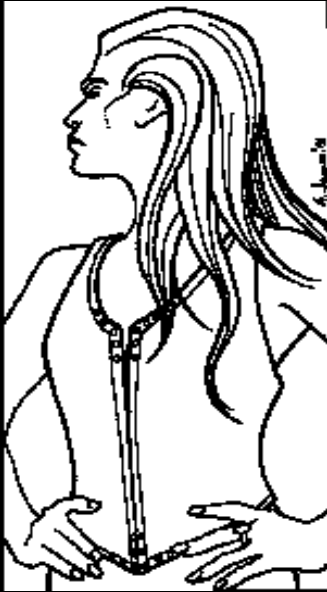
Allek the Kind was located in the Hills & Rough at 1918.

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

He was ordered to scout for any characters. A scout for characters was attempted.  
 Found: Andamundo. Nothing else was reported at this time.

***He is currently in the Mixed Forest at 2314. The City/Fort of Ardhenath flying the flag of the Deepwood Rangers is here.***

Belladara



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

Belladara was located in the Mixed Forest at 2908.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

Belladara was assassinated.

The army commanded by Belladara has been disbanded because no suitable commander was present.

She was ordered to execute a hostage. She was not permitted orders because she has died.

Carla Darkeye



Ranks : Command 0 Agent 34 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 25  
 Artifacts : None  
 Spells (+0) : None

Carla Darkeye was located in the Mixed Forest at 2314.

She was ordered to refuse all personal challenges.

She was ordered to transport by the caravans. 4000 Timber (+10%) transported from Ardhenath to Cract.

***She is currently in the Mixed Forest at 2314. The City/Fort of Ardhenath flying the flag of the Deepwood Rangers is here.***

Ezkoria



Ranks : Command 0 Agent 30 Emissary 0 Mage 0  
 Health 100 Stealth 20 Challenge 22  
 Artifacts : None  
 Spells (+0) : None

Ezkoria was located in an unknown location.

Ezkoria could not escape from being held hostage.

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

Ferdh Feyheart



Ranks : Command 0 Agent 63 Emissary 0 Mage 0  
 Health 100 Stealth 29 (39) Challenge 47  
 Artifacts : #92 Helm of Shadow  
 Spells (+0) : None

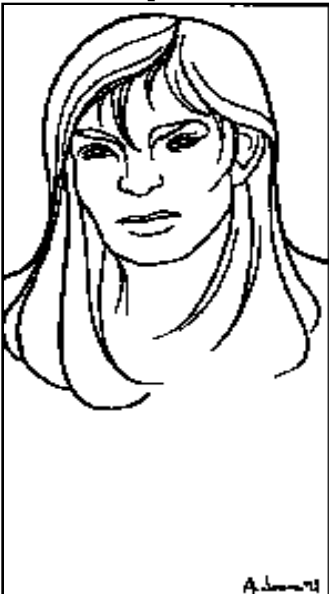
Ferdh Feyheart was located in the Open Plains at 2315.

He was ordered to refuse all personal challenges.

He was ordered to guard a character. Sarah Redblade was guarded.

***He is traveling with Sarah Redblade in the Open Plains at 2315. The Major Town of Dolendyr flying the flag of the Deepwood Rangers is here.***

Glanyssa



Ranks : Command 10 Agent 21 Emissary 12 Mage 0  
 Health 3 Stealth 20 Challenge 19  
 Artifacts : None  
 Spells (+0) : None

Glanyssa was located in the Open Plains at 2415.

She was ordered to refuse all personal challenges.

She was ordered to have her army attack all of her enemies. See Combat Messages.

Glanyssa was wounded during combat.

***She is currently in the Open Plains at 2415. The Village of Farothhand flying the flag of the Deepwood Rangers is here.***

Harodh Clubfoot



Ranks : Command 27 Agent 37 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 33  
 Artifacts : None  
 Spells (+0) : None

Harodh Clubfoot was located in the Mixed Forest at 2314.

He was ordered to refuse all personal challenges.

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

*He is traveling with Padraic in the Mixed Forest at 2314. The City/Fort of Ardhenath flying the flag of the Deepwood Rangers is here.*

Inga the Gay



Ranks : Command 36 Agent 36 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 57+  
 Artifacts : None  
 Spells (+0) : None

Inga the Gay was located in the Open Plains at 2818.

She was ordered to refuse all personal challenges.

She was ordered to have her army attack all forces of the Dothraki. See Combat Messages.

*She is currently in the Open Plains at 2818. The Town/Tower of Daggerford flying the flag of the Nurn Freeholders is here.*

Jalik Macehand



Ranks : Command 0 Agent 30 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 22  
 Artifacts : None  
 Spells (+0) : None

Jalik Macehand was located in the Mixed Forest at 2314.

He was ordered to refuse all personal challenges.

He was ordered to have the nation transport by the caravans. 6502 Timber (+10%) transported to Ardhenath.

*He is currently in the Mixed Forest at 2314. The City/Fort of Ardhenath flying the flag of the Deepwood Rangers is here.*

Kirah the Knife



Ranks : Command 54 Agent 0 Emissary 0 Mage 0  
 Health 65 Stealth 29 Challenge 54  
 Artifacts : None  
 Spells (+0) : None

Kirah the Knife was located in an unknown location.

Kirah the Knife could not escape from being held hostage.

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

Lamronos



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

Lamronos was located in the Mixed Forest at 2314.

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

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

*He commands an army in the Open Plains at 2315. The Major Town of Dolendyr flying the flag of the Deepwood Rangers is here.*

Melani Goldeye



Ranks : Command 53 Agent 44 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 61  
 Artifacts : None  
 Spells (+0) : None

Melani Goldeye was located in the Open Plains at 2818.

She was ordered to refuse all personal challenges.

She was ordered to have her army attack all forces of the Dothraki. See Combat Messages.

*She is currently in the Open Plains at 2818. The Town/Tower of Daggerford flying the flag of the Nurn Freeholders is here.*

Narya the Red



Ranks : Command 10 Agent 20 Emissary 10 Mage 0  
 Health 100 Stealth 0 Challenge 18  
 Artifacts : None  
 Spells (+0) : None

Narya the Red was located in the Mixed Forest at 2314.

She was ordered to refuse all personal challenges.

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

*She is currently in the Mountains at 2116. The Major Town of Kirandol flying the flag of the Deepwood Rangers is here.*

Padraic



Ranks : Command 41 Agent 0 Emissary 20 Mage 0  
 Health 100 Stealth 0 Challenge 43  
 Artifacts : None  
 Spells (+0) : None

Padraic was located in the Mixed Forest at 2314.

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

He was ordered to transport by the caravans. 4000 Timber (+10%) transported from Ardhenath to Wen Sereg.

*He commands an army in the Mixed Forest at 2314. The City/Fort of Ardhenath flying the flag of the Deepwood Rangers is here.*

Quargala



Ranks : Command 0 Agent 35 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 26  
 Artifacts : None  
 Spells (+0) : None

Quargala was located in the Mixed Forest at 2314.

She was ordered to refuse all personal challenges.

She was ordered to rescue a hostage. She was not able to rescue the hostage because the hostage was not present.

*She is currently in the Mixed Forest at 2314. The City/Fort of Ardhenath flying the flag of the Deepwood Rangers is here.*

Sarah Redblade



Ranks : Command 76 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 76  
 Artifacts : None  
 Spells (+0) : None

Sarah Redblade was located in the Open Plains at 2315.

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

She was ordered to move the army. She accepted the army movement orders. Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

*She commands an army in the Open Plains at 2315. The Major Town of Dolendyr flying the flag of the Deepwood Rangers is here.*

Tarik the Bold



Ranks : Command 57 Agent 0 Emissary 0 Mage 61  
 Health 100 Stealth 0 Challenge 75  
 Artifacts : None

Spells (+0) : #104 Resistances(71) #412 Research Artifact(94)  
 #416 Reveal Production(100) #418 Locate Artifact(69) #420 Reveal Character(70)  
 #430 Reveal Character True(74) #434 Reveal Population Center(49)

Tarik the Bold was located in an unknown location.

Tarik the Bold could not escape from being held hostage.

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

Valden the Fat



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

Valden the Fat was located in the Mixed Forest at 2908.

He injured Arassuil of the Dothraki and thwarted his assassination mission.

Valden the Fat was assassinated.

The army commanded by Valden the Fat has been disbanded because no suitable commander was present.

Feor escaped from being held hostage.

He was ordered to transfer the command. He was not permitted orders because he has died.

He was ordered to move. He was not permitted orders because he has died.

Xandros the Fair



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

Xandros the Fair was located in the Mountains at 2309.

He was ordered to refuse all personal challenges.

He was ordered to recruit a double agent. He was not able to recruit the double agent because he was not able to influence the character. Continued efforts may succeed.

**He is currently in the Mountains at 2309. The Town/Fort of Orod thoron flying the flag of the Dothraki is here.**

Yazmina Blackhand



Ranks : Command 66 Agent 65 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 78  
 Artifacts : None  
 Spells (+0) : None

Yazmina Blackhand was located in the Mixed Forest at 2413.

She was ordered to refuse all personal challenges.

She was ordered to have her army attack all of her enemies. See Combat Messages.

Yazmina Blackhand was captured during combat by Warmog.

Yazmina Blackhand escaped from being held hostage to 2413.

**She is currently in the Mixed Forest at 2413. The Town of Hadronim flying the flag of the South Kingdom is here.**

Zelik the Mad



Ranks : Command 0 Agent 56 Emissary 0 Mage 0  
 Health 47 Stealth 19 Challenge 42  
 Artifacts : None  
 Spells (+0) : None

Zelik the Mad was located in the Hills & Rough at 2819.

He was ordered to refuse all personal challenges.

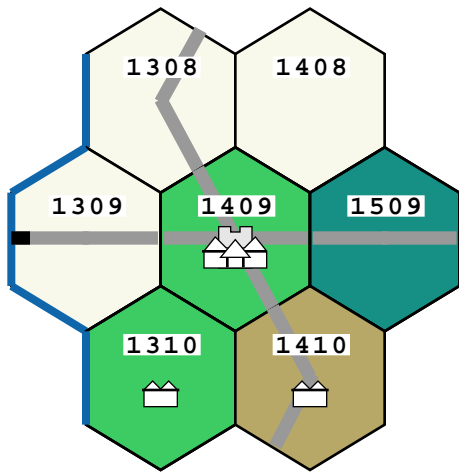
He was ordered to rescue a hostage.

He injured Pordred of the Wardens and thwarted his custody mission. Kônebra was rescued and released.

**He is currently in the Hills & Rough at 2819. The Village of Neferous flying the flag of the Stonekeep's Watch is here.**



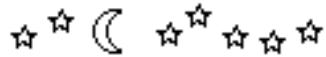




**MEPBM Games**  
**Middle-earth Play-By-Mail™**  
**Fourth Age, circa 1000**

Deepwood Rangers

**URNSHEET**



Game # 47



ERNEST HAKEY 109238  
 NONE  
 NONE  
 NONE

Game # : 47  
 Player # : 25  
 Turn # : 34  
 Security # : 9369

**Return this turnsheet before FEBRUARY 5 2013**

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**Allek the Kind (ID: allek) @ 2314 Agent**

<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
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**Carla Darkeye (ID: carla) @ 2314 Agent**

<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
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**Ferdh Feyheart (ID: ferdh) @ 2315 Agent**

<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
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**Glanysa (ID: glany) @ 2415 Command Agent Emissary**

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

**Harodh Clubfoot (ID: harod) @ 2314 Command Agent**

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

**Inga the Gay (ID: inga ) @ 2818 Command Agent**

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

**Jalik Macehand (ID: jalik) @ 2314 Agent**

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

**Lamronos (ID: lamro) @ 2315 Command**

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

**Melani Goldeye (ID: melan) @ 2818 Command Agent**

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

**Narya the Red (ID: narya) @ 2116 Command Agent Emissary**

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

**Padraic (ID: padra) @ 2314 Command Emissary**

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

**Quargala (ID: quarg) @ 2314 Agent**

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

**Sarah Redblade (ID: sarah) @ 2315 Command**

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

**Xandros the Fair (ID: xandr) @ 2309 Emissary**

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

**Yazmina Blackhand (ID: yazmi) @ 2413 Command Agent**

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

## Zelik the Mad (ID: zelik) @ 2819 Agent

Order      ->   #      Code      Type

Order      ->    #        Code        Type       

Required

## Information

Required

## Information