

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 143

**Dustbighters**

Victory points : 400
 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 :

Half-Orcs [1042] Frost Men [1000] Twin Scorpions [750]

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 # : 10
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 6454
 Special Service : YES

Dustbighters

(A Free People)

Season : Fall

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Disliked	# 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	: Hated	#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 : 35	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	0	0	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	0	0	0	0	0	0	1	-

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

Size : Village	Fortifications : None	Loyalty : 20	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	504	115	0	0
Current stores	0	0	0	0	0	115	0	-

Dunwedh Location : @ 4015 in Hills & Rough 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	240	0	0	0	0	6	1100
Current stores	0	480	0	0	0	0	1	-

Eastpost Location : @ 3416 in Open Plains Climate is Mild

Size : Village	Fortifications : Tower	Loyalty : 25	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	0	0	0	0	0	0	1	-

Erkassë Location : @ 3817 in Open Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 32	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	0	0	0	0	0	0	3	-

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

Size : Major Town	Fortifications : None	Loyalty : 31	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	0	0	0	0	0	0	1	-

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

Size : Major Town	Fortifications : Fort	Loyalty : 89	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	1727	0	0	0	0	0	287	-

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

Osteluir Location : @ 3421 in Mountains Climate is Cool
 Size : Camp Fortifications : None Loyalty : 4 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 220 60 0 0 0 0 1300
 Current stores 0 352 48 0 0 0 0 -

Passwater Location : @ 3212 in Shore/Plains Climate is Cool
 Size : Town Fortifications : Tower Loyalty : 23 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 0 0 0 0 0 0 1 -

Sawmill Location : @ 3111 in Shore/Plains Climate is Cool
 Size : Village Fortifications : Tower Loyalty : 24 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 0 0 0 0 0 0 2 -

Short Stand Location : @ 3116 in Open Plains Climate is Mild
 Size : Camp Fortifications : Tower Loyalty : 29 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 0 0 0 0 0 0 1 -

Tyarretta Location : @ 3017 in Open Plains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 22 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 0 0 0 0 0 0 3 -

West Ditch Location : @ 3012 in Open Plains Climate is Cool
 Size : Village Fortifications : Tower Loyalty : 52 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 218 0 0 0 538 0 13 0
 Current stores 0 0 0 0 0 0 8 -

Yáressê Location : @ 3011 in Mixed Forest Climate is Cool
 Size : Village Fortifications : None Loyalty : 32 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 794 64 0 0
 Current stores 0 0 0 0 0 64 0 -

A small army bearing the banner of the Drib Le Chin under Captain Zerbert is here.

ARMIES AND NAVIES

Army Commander : Warlord Dain Ironrod Location : @ 3917 in Open Plains Climate is Mild
 Army morale : 78 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Dwarven ponyriders w/war hammers 40 11 1 274 Heavy Cavalry
 Dwarven ponyriders w/battle axes 88 60 60 7 Light Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 4

Army Commander : Captain Frami Location : @ 3013 in Mixed Forest 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 10 10 0 400 Heavy Cavalry
 Dwarven footsoldiers w/war hammers 10 10 0 600 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0

The Village of Cagmolaga flying the flag of the Half-Orcs is here.

Army Commander : Lord Suri Sackstomper Location : @ 3214 in Open Plains Climate is Mild
 Army morale : 42 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Dwarven ponyriders w/war hammers 12 10 0 400 Heavy Cavalry
 Dwarven ponyriders w/battle axes 64 60 60 100 Light Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 1 Low Supplies !!
 War machines 0
 Characters traveling with army : - Dernwyn - Falin Blackeye - Uri the Wright.
 The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	20143	26638	6777	2890	238666	18815	5673
Purchase at market price/unit	3	3	5	16	2	3	7
Sell to market price/unit	1	1	3	9	1	1	4

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 9765	Leather	1727	1597
Pop Centers : 4750	Bronze	832	460
Characters : 18240	Steel	48	60
	Mithril	0	0
Total : 32755	Food	0	6671
	Timber	179	531
	Mounts	309	121
Current Tax rate : 60%			
Revenue expected next turn : 27900 (-4855)			
Current Gold reserve : 7070			

Ritual character terminations: 0

Ships have been left anchored at the following locations:

4 warships at hex 3112
 8 transports at hex 3112

You have the following double agents:

None

You have the following hostages:

Sul Hjorn of the Ull Navala is held by Frami at 3013 - No Gold ransom demanded at this time.
 Ugusin Ordu of the Scourge is held by Frami at 3013 - 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 Horselaying	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 Shadowborn and the Faux Meddle Army at 3536.
There are rumors of a theft attempt involving Mornedhel at Pinnath.
There are rumors of a theft attempt involving Silvan Pickpocket at Tol Wathduin.
There are rumors of Gold being transported by caravan from Plaguewood to Din Jored.
Our populace reports that a season change is imminent!

ENCOUNTER MESSAGES

Report from the village at 3421.

There has been a mass evacuation from this population center and it has decreased in size and loyalty due to the severe eruptions and burning lava flows that have destroyed the lands adjacent to its walls.

COMBAT MESSAGES



Challenge from Ir Pan at 3112

In the Shore/Plains of 3112 a ritual duel began. A large circle was drawn on the paving stones near the market. As Ir Pan's army stood by, Ir Pan, a healthy warrior stepped forth and called challenge. In answer, Eman Al-Obeidy, a healthy agent stepped forth. Those watching calculated the odds at roughly even. In a long and protracted battle lasting over 12 minutes, the combatants cut, slashed, and stabbed at each other, each apparently unable to fatally wound the other. In a sudden flurry of feints, disengages, thrusts, and acrobatic moves Eman Al-Obeidy sensed an opening and drove her weapon into Ir Pan's body, instantly killing him. Eman Al-Obeidy was noted to have suffered grievous wounds in the fight.

Battle at 4320

In the Hot climate of the Open Plains of 4320, a conflict took place in the hours of late morning in high winds.

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

At the head of a loud and exuberant army rode **Warlord Dain Ironrod** of the nation of the Dustbighters. The mount on which he rode pranced mightily at the head of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
274 Dwarven ponyriders w/war hammers	wooden/bronze	none/leather	ragged ranks
7 Dwarven ponyriders w/battle axes	steel	steel	exemplary

At the head of a loud and exuberant army rode **Lord Spear Fist** of the nation of the Frost Men. The mount on which he rode pranced mightily at the head of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
958 Northman horsemen w/battle axes	wooden/bronze	leather/bronze	ragged ranks
142 Northman footmen w/broadswords	wooden	none	a mob
300 Northman archers w/short bows	arrows	none	a mob

At the head of a demoralized army rode **Captain Regvuld** 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
300 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a rebellious army rode **Captain Lugmuk** 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
1295 Mixed Mannish horsemen w/lances	wooden/bronze	leather/bronze	a mob
100 Plainsman horsemen w/broadswords	bronze/steel	bronze/steel	ragged ranks
1300 Plainsman footmen w/broadswords	wooden	none	a mob

The Town of Cor Dunneth flying the flag of the Ull Navala is situated in the Open Plains here. It is fortified by a Tower, and it is under siege or attack.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. After the battle.... Morzug Bloodaxe's forces found no enemy armies to fight. Dain Ironrod's forces found no enemy armies to fight. Spear Fist's forces found no enemy armies to fight. Regvuld's forces were destroyed/routed in the battle. Regvuld appeared to have survived. Lugmuk's forces were victorious in the battle, but suffered minor losses. Lugmuk appeared to have survived. The attacking war machines let loose with a thundering barrage of aerial missiles that tore the fortifications down around the ears of the defenders! The battle for Cor Dunneth was over even before it began. The attackers were so numerous and strong that the defending militia had little chance to save themselves. The battle was over in just a few hours!!

After the attack on the population center.... Lugmuk's army survived the attack on the Town, but suffered minor losses. Lugmuk appeared to have survived. The Town has been reduced to a Village. The Tower has been destroyed. The Village has been under siege/attack this turn. The Village now flies the flag of the Half-Orcs.

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.....
Angbor	605	GrdLoc	
Angbor	810	MovChar	2415
Brand	690	StlGold	
Brand	810	MovChar	3221
Bumbur Snotbeard	330	CstCjSp	508 ^
Bumbur Snotbeard	710	PrenMgy	
Dain Ironrod	430	TrpsMan	hc
Dain Ironrod	860	ForcMar	nw nw w w nw w ^ ^ ^ ^ ^ ^ ^ no
Dernwyn	180	UpStNat	9
Dernwyn	325	NatSell	fo 100
Drami	520	InfYour	
Drami	330	CstCjSp	508 ^
Falin Blackeye	185	DnStNat	14
Falin Blackeye	325	NatSell	mo 90
Floin	555	CreCmp	^
Floin	810	MovChar	2311
Frami	408	HvInfan	200 br ^
Frami	860	ForcMar	w se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Groin	520	InfYour	
Groin	810	MovChar	2311
Ir Pan	210	IssPers	eman
Ir Pan	860	ForcMar	w nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Malantur	690	StlGold	
Malantur	810	MovChar	2423
Suri Sackstomper	435	ArmyMan	
Suri Sackstomper	947	NatTran	3214 le 100
Targon	690	StlGold	
Targon	810	MovChar	3221
Uri the Wright	330	CstCjSp	508 ^
Uri the Wright	400	HvCvlyr	400 ^ ^

Angbor



Ranks : Command 0 Agent 53 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Angbor was located in the Open Plains at 3214.

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

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

He is currently in the Open Plains at 2415. The Town/Tower of An Guaire flying the flag of the Drib Le Chin is here.

Brand



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

Brand was located in the Hills & Rough at 3829.

He was ordered to steal the Gold. 1050 Gold was stolen at Dachrime.

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

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

Bumbur Snotbeard



Ranks : Command 0 Agent 0 Emissary 0 Mage 49
 Health 100 Stealth 0 Challenge 49
 Artifacts : None

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

Bumbur Snotbeard was located in the Open Plains at 3214.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 235 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 75 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 75
 Artifacts : #6 Robes of the Orc Priests #185 Flails of Horseslaying
 Spells (+0) : None

Dain Ironrod was located in the Open Plains at 4320.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

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

He commands an army in the Open Plains at 3917.

Dernwyn



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

Dernwyn was located in the Open Plains at 3214.

He was ordered to upgrade our relations. He was not able to upgrade our relations because the populace did not support it. Continued efforts may succeed.

He was ordered to have the nation sell to the caravans. 5815 Food were sold for 5815 Gold.

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.

Drami



Ranks : Command 0 Agent 0 Emissary 63 Mage 30
 Health 100 Stealth 0 Challenge 38
 Artifacts : None
 Spells (+0) : #302 Long Stride(75) #412 Research Artifact(94)
 #508 Conjure Mounts(100)

Drami was located in the Open Plains at 3214.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 150 Mounts were conjured.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Ochrefort.

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 41 Agent 10 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 42
 Artifacts : None
 Spells (+0) : None

Falin Blackeye was located in the Open Plains at 3214.

He was ordered to downgrade our relations. He was not able to downgrade our relations because the nation is already at worst relations.

He was ordered to have the nation sell to the caravans. 791 Mounts were sold for 2373 Gold.

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.

Floin



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

Floin was located in the Mixed Forest at 3113.

He was ordered to create a camp. A camp named Coimaas was created.

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

He is currently in the Mountains at 2311. The Camp of Mulumba flying the flag of the Farrely is here.

Frami



Ranks : Command 45 Agent 42 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 52
 Artifacts : None
 Spells (+0) : None

Frami was located in the Open Plains at 3012.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to recruit some heavy infantry. The troop recruitment was changed because of insufficient weapons. 200 Heavy Infantry w/Wood weapons and No armor were recruited.

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

He commands an army in the Mixed Forest at 3013. The Village of Cagmolaga flying the flag of the Half-Orcs is here.

Groin



Ranks : Command 0 Agent 0 Emissary 72 Mage 0
 Health 100 Stealth 0 Challenge 36
 Artifacts : None
 Spells (+0) : None

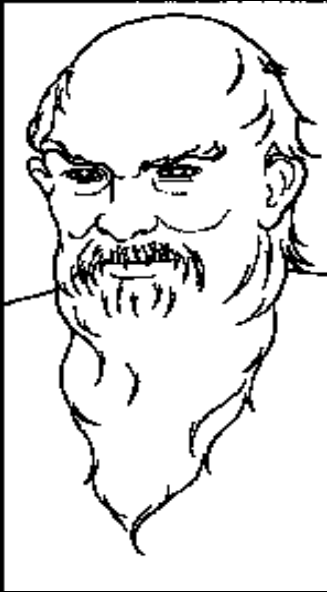
Groin was located in the Open Plains at 3012.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at West Ditch.

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

He is currently in the Mountains at 2311. The Camp of Mulumba flying the flag of the Farrelly is here.

Ir Pan



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

Ir Pan was located in the Shore/Plains at 3112.

He was ordered to challenge Eman Al-Obeidy to personal combat. See Combat Messages.

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

He was ordered to force march the army. He was not permitted orders because he has died.

Malantur



Ranks : Command 0 Agent 57 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 42
 Artifacts : None
 Spells (+0) : None

Malantur was located in the Mountains at 3329.

He was ordered to steal the Gold. 1118 Gold was stolen at Brinder mord.

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

He is currently in the Mountains at 2423. The Village of Luxor flying the flag of the Amun-Musa is here.

Suri Sackstomper



Ranks : Command 52 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 52
 Artifacts : None
 Spells (+0) : None

Suri Sackstomper was located in the Open Plains at 3214.

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

She was ordered to have the nation transport by the caravans. 1387 Leather (+10%) transported to Ochrefort.

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 63 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 47
 Artifacts : None
 Spells (+0) : None

Targon was located in the Hills & Rough at 3729.

She was ordered to steal the Gold. 4897 Gold was stolen at Tal De Todes.

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

She is currently in the Mountains at 3221. The Camp/Tower of Morannon flying the flag of the South Kingdom is here.

Uri the Wright



Ranks : Command 24 Agent 0 Emissary 0 Mage 47
 Health 100 Stealth 0 Challenge 53
 Artifacts : None

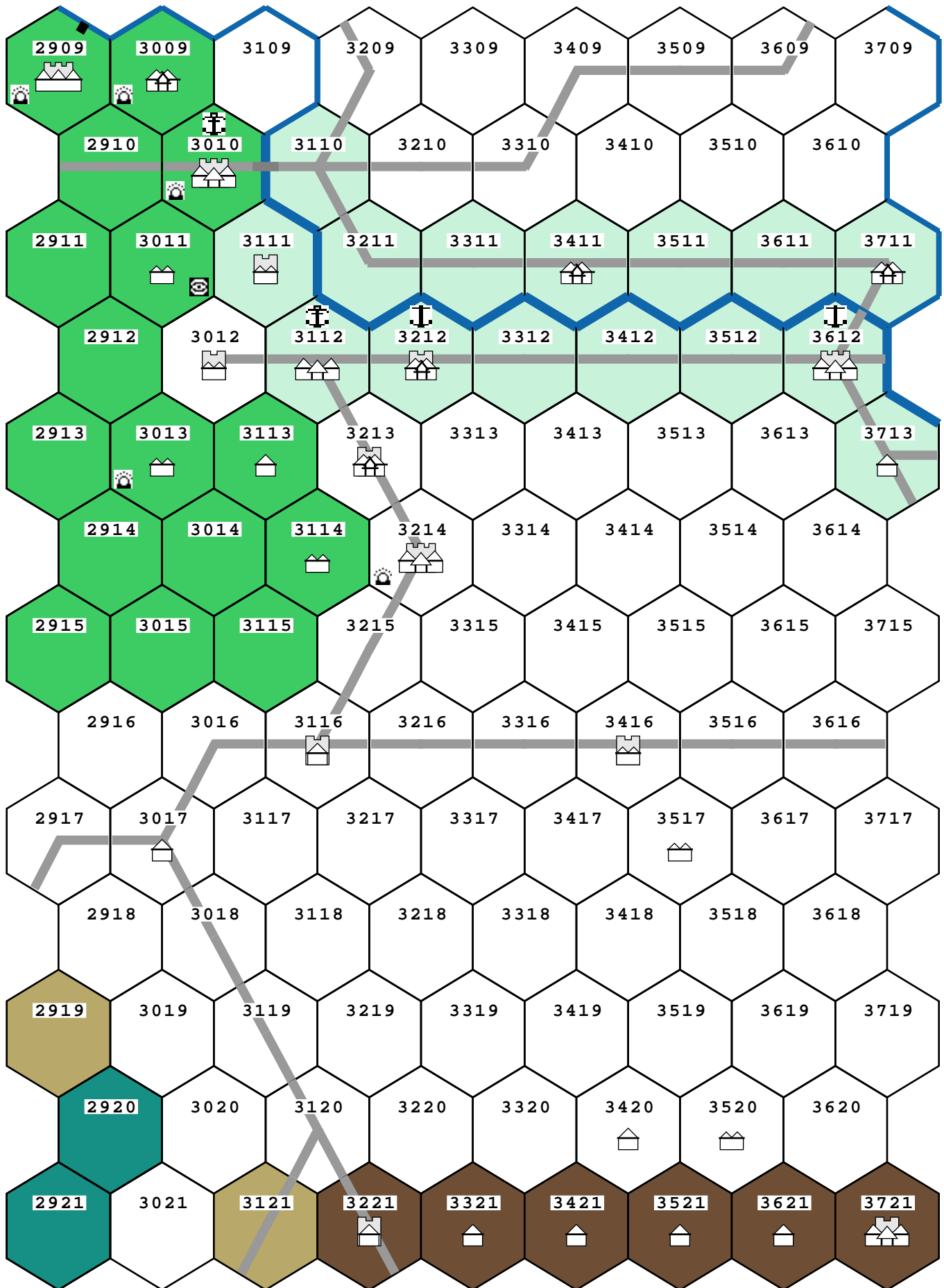
Spells (+0) : #412 Research Artifact(90) #418 Locate Artifact(73)
 #428 Locate Artifact True(66) #508 Conjure Mounts(84)

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

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 235 Mounts were conjured.

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

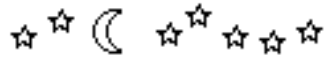
He is traveling with Suri Sackstomper in the Open Plains at 3214. The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.



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 # : 11
 Security # : 6454

Return this turnsheet before DECEMBER 23 2013

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

Daytime Phone #: _____

Angbor (ID: angbo) @ 2415 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>
--	--

Brand (ID: brand) @ 3221 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) @ 3917 Command

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

Dernwyn (ID: dernw) @ 3214 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) @ 3214 Command Agent

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

Floin (ID: floin) @ 2311 Emissary

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

Frami (ID: frami) @ 3013 Command Agent

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

Groin (ID: groin) @ 2311 Emissary

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

Malantur (ID: malan) @ 2423 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) @ 3221 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			_____				
			_____								_____				
			_____								_____				