

**MEPBM Games**  
**presents**

# Middle-earth Play-By-Mail™

## Fourth Age, circa 1000



GAME # 143



### **Dustbighters**

Victory points : 750  
 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 :

**Rhosgobel [ 800 ]   Dustbighters [ 750 ]   Half-Orcs [ 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 #	:	8
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	5384
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 Farrely	: Disliked	#15 Nacth Strum	: Hated	#16 Shadowborn	: Disliked
#17 Heathen Kings	: Disliked	#18 Vampiric Order	: Disliked	#19 Scourge	: Hated
#20 Black Numenroans	: Disliked	#21 Enlightned Shadow	: Neutral	#22 Fallen	: Neutral
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karamaikos	: Neutral

## POPULATION CENTERS

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

Size : Town	Fortifications : Tower	Loyalty : 23	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	312	0	5	-

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

Size : Village	Fortifications : None	Loyalty : 21	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	504	115	0	0
Current stores	0	0	0	0	504	547	0	-

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

Size : Village	Fortifications : None	Loyalty : 17	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	0	0	0	0	0	8	-

**Eastpost** Location : @ 3416 in Open Plains Climate is Mild

Size : Village	Fortifications : Tower	Loyalty : 26	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	389	0	8	-

**Erkassë** Location : @ 3817 in Open Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 31	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	180	0	0	0	655	0	22	0
Current stores	0	0	0	0	655	0	16	-

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

Size : Major Town	Fortifications : None	Loyalty : 33	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	96	0	8	-

*An army bearing the banner of the Rhosgobel under Hero Avicenna 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.

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

Size : Major Town	Fortifications : Fort	Loyalty : 79	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	1742	0	0	0	151	0	273	-

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

**Osteluir** Location : @ 3421 in Mountains Climate is Cool  
 Size : Village Fortifications : None Loyalty : 21 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 176 48 0 0 0 0 1300  
 Current stores 0 0 336 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 0 187 0 5 -

**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 0 378 0 13 -

**Short Stand** Location : @ 3116 in Open Plains Climate is Mild  
 Size : Camp Fortifications : Tower Loyalty : 27 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 0 936 0 9 -

**Tyarretta** Location : @ 3017 in Open Plains Climate is Mild  
 Size : Camp Fortifications : None Loyalty : 24 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 0 819 0 22 -

**Yáressê** Location : @ 3011 in Mixed Forest Climate is Cool  
 Size : Camp Fortifications : None Loyalty : 30 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 992 80 0 0  
 Current stores 0 0 0 0 992 320 0 -

## ARMIES AND NAVIES

**Army Commander : Warlord Dain Ironrod** Location : @ 4320 in Open Plains Climate is Hot  
 Army morale : 76 Warships : 0 Transports : 0 (6) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Dwarven ponyriders w/war hammers 29 11 1 793 Heavy Cavalry  
 Dwarven ponyriders w/battle axes 84 60 60 19 Light Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0 0  
 Food 0 Out of Food !!  
 War machines 4

The Town/Tower of Cor Dunneth flying the flag of the Ull Navala is here.  
 An army bearing the banner of the Scourge under Lord Subotei is here.

**Army Commander : Captain Frami** Location : @ 3112 in Shore/Plains Climate is Cool  
 Army morale : 30 Warships : 0 Transports : 0 (3) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Dwarven ponyriders w/war hammers 10 10 0 400 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0 0  
 Food 6 Low Supplies !!  
 War machines 0

The Major Town of Mudflat Landing flying the flag of the Dustbighters is here.  
 An army bearing the banner of the Rhosgobel under Hero Avicenna is here.  
 An army bearing the banner of the Drib Le Chin under Captain Fearbolg is here.

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

**Army Commander : Captain Ir Pan** Location : @ 3112 in Shore/Plains Climate is Cool  
 Army morale : 34 Warships : 0 Transports : 0 (10) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Dwarven ponyriders w/war hammers	11	10	0	1200	Heavy Cavalry
Dwarven footsoldiers w/war hammers	10	10	0	400	Heavy Infantry

Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 52 Low Supplies !!  
 War machines 0

The Major Town of Mudflat Landing flying the flag of the Dustbighters is here.  
**An army bearing the banner of the Rhosgobel under Hero Avicenna 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.

**Army Commander : Lord Suri Sackstomper** Location : @ 3214 in Open Plains Climate is Mild  
 Army morale : 39 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Dwarven ponyriders w/battle axes	62	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 : - 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	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 : 16915	Leather	1742	1379
Pop Centers : 4250	Bronze	0	416
Characters : 18020	Steel	336	48
	Mithril	0	0
Total : 39185	Food	5419	5419
	Timber	867	195
Current Tax rate : 60%	Mounts	367	108
Revenue expected next turn : 26400 (-12785)			
Current Gold reserve : 299			

No new characters available at this time

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 3112 - No Gold ransom demanded at this time.  
Ugusin Ordu of the Scourge is held by Frami at 3112 - No Gold ransom demanded at this time.

You possess the following artifacts:

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

You have hidden the following additional artifacts:

None

## NATION MESSAGES

*There are rumors of an armed conflict involving the Drib Le Chin and the Dustbighters at 3113.  
27 Gold was stolen at Dry Rut.  
1525 Gold was stolen at Passwater.*

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES

### Battle at 4419

In the Hot climate of the Open Plains of 4419, a conflict took place in the early hours of the evening in high winds.

At the head of a rebellious army rode **Captain Morzug Bloodaxe** of the nation of the Half-Orcs. The mount on which he rode moved with trepidation to the center of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
863 Mixed Mannish horsemen w/lances	wooden/bronze	leather/bronze	a mob

At the head of a demoralized army rode **Commander Thorgrim** 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
700 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a highly energetic army rode **Warlord Dain Ironrod** of the nation of the Dustbighters. The mount on which he rode cantered anxiously along the side of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1160 Dwarven ponyriders w/war hammers	wooden/bronze	none/leather	a mob
27 Dwarven ponyriders w/battle axes	steel	steel	exemplary

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

Troops	Weapons	Armor	Formations
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400 Mixed Mannish horsemen w/shortswords	wooden	none	a mob
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At the head of a highly energetic army rode **Captain Spear Fist** of the nation of the Frost Men. The mount on which he rode cantered anxiously along the side of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1371 Northman horsemen w/battle axes	wooden/bronze	leather/bronze	ragged ranks

At the head of a calm army rode **Captain Krush** of the nation of the Frost Men. 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
394 Northman footmen w/broadswords	wooden	none	a mob

The Major Town of Dul Mordeth flying the flag of the Ull Navala is situated in the Open Plains here. It is fortified by a Castle, and it is under siege or attack.

Report from Dain Ironrod....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. These troops didn't need much encouragement and waved and joked with their Commanders, offering bets on who would find the best plunder. Finally the order was passed down the ranks.. Surround them. Attack from all sides! The men cheered as a few boulders and some flying debris struck among the enemy troops.

Against the forces of Thorgrim, they veered off and tried to hit our flank, but we surrounded them.

Against the forces of Jorhun, they veered off and tried to hit our flank, but we surrounded them.

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

Report from Dain Ironrod....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. The troops fought very well, but more training would have raised them to great heights. They fought with great spirit. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

After the battle.... Morzug Bloodaxe's forces were victorious in the battle, but suffered minor losses. Morzug Bloodaxe appeared to have survived. Thorgrim's forces were destroyed/routed in the battle. Thorgrim appeared to have survived. Dain Ironrod's forces were victorious in the battle, but suffered minor losses. Dain Ironrod appeared to have survived. Jorhun's forces were destroyed/routed in the battle. Jorhun appeared to have survived. Spear Fist's forces were victorious in the battle, but suffered minor losses. Spear Fist appeared to have survived. Krush's forces were victorious in the battle, but suffered minor losses. Krush appeared to have survived.

The attacking war machines let loose with a strong barrage of aerial missiles that tore at the fortifications and inflicted significant damage before the actual ground assault! The battle for Dul Mordeth 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.... Morzug Bloodaxe's army survived the attack on the Major Town, but suffered minor losses. Morzug Bloodaxe appeared to have survived. Dain Ironrod's army survived the attack on the Major Town, but suffered minor losses. Dain Ironrod appeared to have survived. Spear Fist's army survived the attack on the Major Town, but suffered minor losses. Spear Fist appeared to have survived. Krush's army survived the attack on the Major Town, but suffered minor losses. Krush appeared to have survived. The Major Town has been reduced to a Town. The Castle has been reduced to a Tower. The Town has been under siege/attack this turn. The Town now flies the flag of the Frost Men.

#### Battle at 3113

In the Cool climate of the Mixed Forest of 3113, a conflict took place in the early morning hours under a clear sky.

At the head of a rebellious army rode **Captain Fearbolg** of the nation of the Drib Le Chin. 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
2807 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a calm army rode **Captain Dernwyn** of the nation of the Dustbighters. The mount on which he rode moved calmly to the front of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
100 Dwarven ponyriders w/battle axes	steel	steel	solid ranks
1600 Dwarven footsoldiers w/war hammers	wooden	none	a mob

The Camp of Coimaas flying the flag of the Dustbighters is situated in the Mixed Forest here.

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

Against the forces of Fearbolg, they tried to lay an ambush, but we broke into their exposed flank.

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

Report from Dernwyn.....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..

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

Captain Fearbolg: 16 Food

After the battle.... Fearbolg's forces were victorious in the battle, but suffered some losses. Fearbolg appeared to have survived. Dernwyn's forces were destroyed/routed in the battle. Dernwyn was captured.

The battle for Coimaas 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.... Fearbolg's army survived the attack on the Camp, but suffered minor losses. Fearbolg appeared to have survived. The Camp has been reduced to a Ruins. The Ruins of Coimaas now flies no known flag.

## 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.....
Angbor	947	NatTran	3214 le 100
Angbor	325	NatSell	le 52
Brand	610	GrdChar	spear
Brand	810	MovChar	3830
Bumbur Snotbeard	330	CstCjSp	508 ^
Bumbur Snotbeard	325	NatSell	mo 84
Dain Ironrod	255	CptrPop	su
Dain Ironrod	860	ForcMar	sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Dernwyn	215	RfsPers	
Dernwyn	230	AttEnmy	fl
Drami	520	InfYour	
Drami	330	CstCjSp	508 ^
Falin Blackeye	255	CptrPop	su
Falin Blackeye	810	MovChar	3421
Floin	550	ImprPop	
Floin	810	MovChar	3011
Frami	325	NatSell	br 100
Frami	860	ForcMar	w ne nw nw se se nw ^ ^ ^ ^ ^ ^ ^ no
Groin	525	InfOthr	
Groin	585	Uncover	
Ir Pan	408	HvInfan	400 ^ ^
Ir Pan	860	ForcMar	se sw h ne h nw ^ ^ ^ ^ ^ ^ ^ no
Malantur	690	StlGold	
Malantur	810	MovChar	3329
Suri Sackstomper	185	DnStNat	2
Suri Sackstomper	765	SplArmy	frami 400 ^ ^ ^ ^ ^
Targon	690	StlGold	
Targon	810	MovChar	4419
Uri the Wright	400	HvCvlry	400 ^ ^
Uri the Wright	330	CstCjSp	508 ^



Angbor



Ranks : Command 0 Agent 48 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 36  
 Artifacts : None  
 Spells (+0) : None

Angbor was located in the Open Plains at 3214.

He was ordered to have the nation sell to the caravans. 2940 Leather were sold for 5880 Gold.

He was ordered to have the nation transport by the caravans. 1731 Leather (+10%) transported to Ochrefort.

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

Brand



Ranks : Command 0 Agent 64 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 48  
 Artifacts : None  
 Spells (+0) : None

Brand was located in the Open Plains at 4419.

He was ordered to guard a character. Spear Fist was guarded.

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

***He is currently in the Mountains at 3830. The City/Fort of Stadt De Todes flying the flag of the Nacth Strum is here.***

Bumbur Snotbeard



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

Spells (+0) : #412 Research Artifact(72) #413 Scry Population Center(81)  
 #415 Scry Area(56) #508 Conjure Mounts(79)

Bumbur Snotbeard was located in the Open Plains at 3214.

He was ordered to have the nation sell to the caravans. 765 Mounts were sold for 3825 Gold.

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

***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 72 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 72  
 Artifacts : #6 Robes of the Orc Priests #185 Flails of Horseslaying  
 Spells (+0) : None

Dain Ironrod was located in the Open Plains at 4419.

He was ordered to capture the Major Town of Dul Mordeth. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

***He commands an army in the Open Plains at 4320. The Town/Tower of Cor Dunneth flying the flag of the Ull Navala is here.***

Dernwyn



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

Dernwyn was located in the Mixed Forest at 3113.

He was ordered to refuse all personal challenges.

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

Dernwyn was captured during combat by Fearbolg.

Dernwyn escaped from being held hostage to 3114.

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

Drami



Ranks : Command 0 Agent 0 Emissary 59 Mage 30  
 Health 100 Stealth 0 Challenge 37  
 Artifacts : None  
 Spells (+0) : #302 Long Stride(75) #412 Research Artifact(94)  
 #508 Conjure Mounts(100)

Drami was located in the 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 39 Agent 10 Emissary 0 Mage 0  
 Health 74 Stealth 0 Challenge 40  
 Artifacts : None  
 Spells (+0) : None

Falin Blackeye was located in the Open Plains at 4419.

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

Falin Blackeye was wounded during combat.

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

***He is currently in the Mountains at 3421. The Village of Osteluir flying the flag of the Dustbighters is here.***

Floin



Ranks : Command 0 Agent 0 Emissary 67 Mage 0  
 Health 100 Stealth 0 Challenge 33  
 Artifacts : None  
 Spells (+0) : None

Floin was located in the Hills & Rough at 4015.

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

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

***He is currently in the Mixed Forest at 3011. The Camp of Yáressê flying the flag of the Dustbighters 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 3214.

He was ordered to have the nation sell to the caravans. 1472 Bronze were sold for 4416 Gold.

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

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

Groin



Ranks : Command 0 Agent 0 Emissary 67 Mage 0  
 Health 100 Stealth 0 Challenge 33  
 Artifacts : None  
 Spells (+0) : None

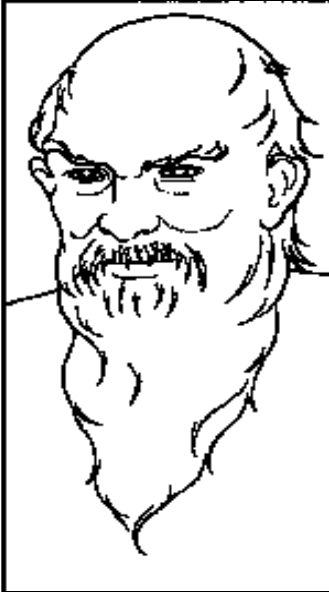
Groin was located in the Open Plains at 3012.

He was ordered to influence their population center loyalty. He was not able to influence/reduce the population center loyalty because the populace was not influenced. Current loyalty is perceived to be marginal. Continued efforts may succeed.

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Drib Le Chin seeks to hold the population center of Esgaroth at 3010. - uncovered that the nation of the Half-Orcs possesses Special Nation Ability #21. It was also uncovered that the Drib Le Chin capital is at 2514.

***He is currently in the Open Plains at 3012. The Village/Tower of West Ditch flying the flag of the Drib Le Chin is here.***

Ir Pan



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

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

He was ordered to recruit some heavy infantry. 400 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 Shore/Plains at 3112. The Major Town of Mudflat Landing flying the flag of the Dustbighters is here.***

Malantur



Ranks : Command 0 Agent 48 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 36  
 Artifacts : None  
 Spells (+0) : None

Malantur was located in the Mountains at 3423.

He was ordered to steal the Gold. 299 Gold was stolen at Barad-dûr.

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

***He is currently in the Mountains at 3329. The Camp of Brinder mord flying the flag of the Nacth Strum is here.***

Suri Sackstomper



Ranks : Command 51 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 51  
 Artifacts : None  
 Spells (+0) : None

Suri Sackstomper was located in the Open Plains at 3214.

She was ordered to downgrade our relations. Our relations with the South Kingdom were downgraded.

She was ordered to split the army. The army was split. 6 Food was transferred.  
*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 59 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 44  
 Artifacts : None  
 Spells (+0) : None

Targon was located in the Hills & Rough at 3829.

She was ordered to steal the Gold. 1525 Gold was stolen at Dachrime.

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

*She is currently in the Open Plains at 4419. The Town/Tower of Dul Mordeth flying the flag of the Frost Men is here.*

Uri the Wright



Ranks : Command 20 Agent 0 Emissary 0 Mage 47  
 Health 100 Stealth 0 Challenge 52  
 Artifacts : None

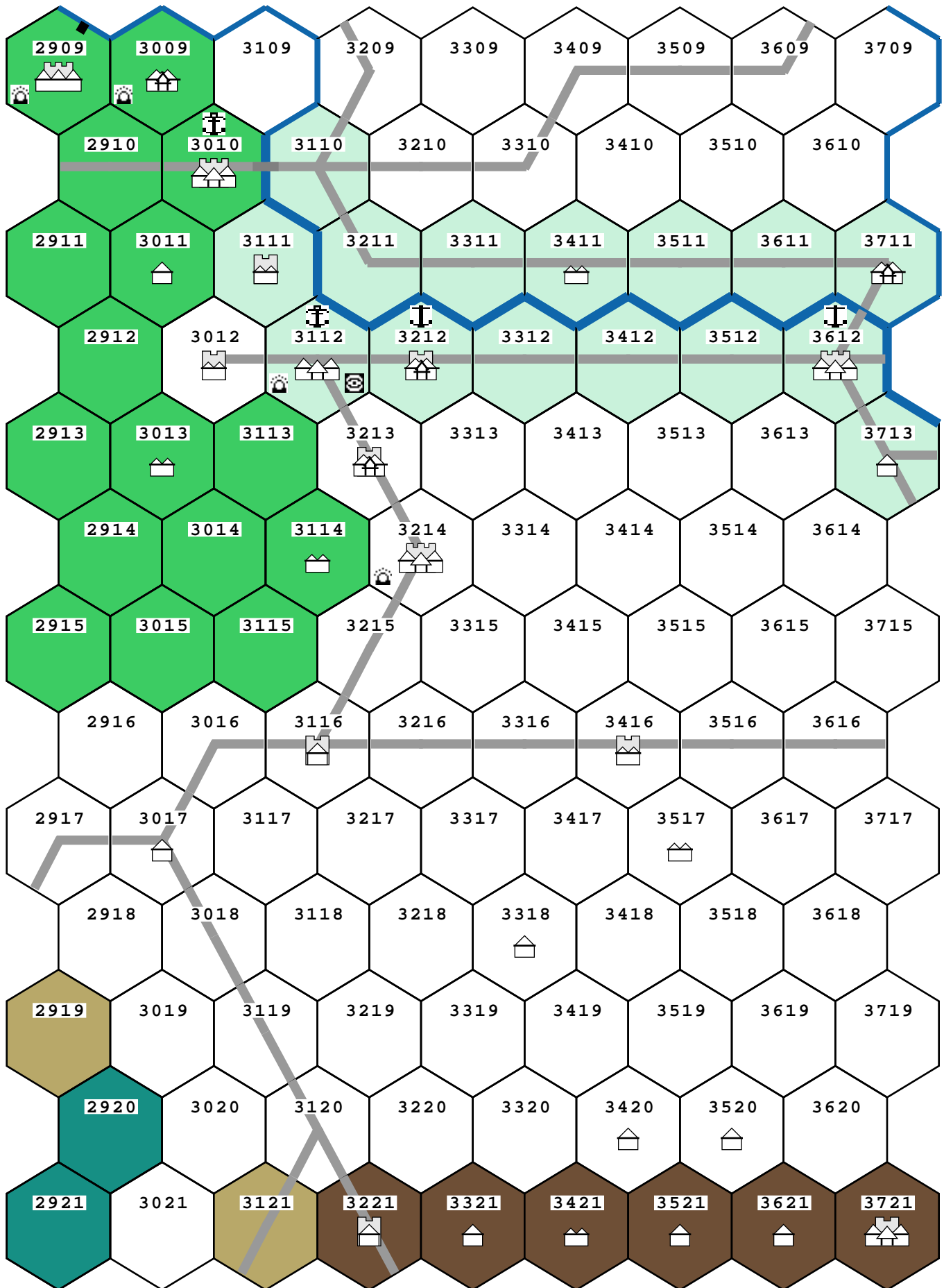
Spells (+0) : #412 Research Artifact(90) #418 Locate Artifact(73)  
 #428 Locate Artifact True(66) #508 Conjure Mounts(82)

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.

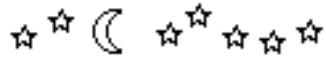
*He is traveling with Suri Sackstomper in the Open Plains at 3214. The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.*



**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 # : 9  
 Security # : 5384

**Return this turnsheet before NOVEMBER 25 2013**

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**Angbor (ID: angbo) @ 3214 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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**Brand (ID: brand) @ 3830 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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**Bumbur Snotbeard (ID: bumbu) @ 3214 Mage**

<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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**Dain Ironrod (ID: dain ) @ 4320 Command**

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

**Dernwyn (ID: dernw) @ 3114 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) @ 3421 Command Agent**

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

**Floin (ID: floin) @ 3011 Emissary**

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

**Frami (ID: frami) @ 3112 Command Agent**

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



**Groin (ID: groin) @ 3012 Emissary**

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

**Ir Pan (ID: ir pa) @ 3112 Command**

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

**Malantur (ID: malan) @ 3329 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) @ 4419 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			_____				
			_____								_____				