143

MEPBM Games presents

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



GAME # 143



Dustbighters

```
: 983
Victory points
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 :
     Amestrians [ 1017 ] Dustbighters [ 983 ] Aerithryn [ 975 ]
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.

Game # Player # Turn # Internet G143N04 Account Security Code : **GENE CHIPMAN 110239** 3729 Special Service :

NONE NONE NONE

Dustbighters (A Free People)

Season : Summer

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom # 5 Aerithryn # 8 Twin Scorpion #11 Galadhrim #14 Farrely #17 Heathen Kings #20 Black Numenro #23 Amun-Musa	: Tolerated as : Tolerated : Tolerated : Disliked : Disliked	d # 6 Ame d # 9 Rho d #12 Dri #15 Nac #18 Van	osgobel b Le Chir th Strum mpiric Ord ightned S	: Tole : Tole : Disi : Disi	erated # erated # liked # liked # liked # tral #	3 Frost M 7 Faux Me 10 Half-Or 13 Ull Nav 16 Shadowb 19 Scourge 22 Fallen 25 Karamei	ddle Aarm cs ala orn	: Tolerated ay: Tolerated : Tolerated : Disliked : Disliked : Disliked : Neutral : Neutral		
POPULATION CENTERS										
Dry Rut	Location	: @ 3213	in Open Pi	lains Clima	te is Mi	Ld				
Size : Town	Fortifications :	Tower	Loyalty:	29 Docks	: None	Hidden ? :	No	Sieged ? : No		
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold		
Expected production	124	0	0	0	351	0	5			
Current stores	0	0	0	0	0	0	5	-		
Eastpost			in Open Pi		te is War	cm				
Size : Camp	Fortifications :		Loyalty:			Hidden ? :		Sieged ? : No		
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts			
Expected production		0	0	0	540	0	10			
Current stores	0	0	0	0	0	0	20	=		
Mudflat Landing	Togotion		in Shore/	Dloina Glim	ate is M:	:14				
Size : Major Town	Fortifications :		Loyalty:		ace is M. : Port	Hidden ? :	No	Sieged ? : No		
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	-		
Expected production		0	Steel 0	0	108	11111061	Mounts 11			
Current stores	. 36	0	0	0	108	0	38			
current stores	U	U	U	U	U	U	30	_		
Ochrefort (Capital) Location	: @ 3214	in Open Pi	lains Clima	te is Wa	^m				
Size : Major Town			Loyalty :		: None	Hidden ? :	No	Sieged ? : No		
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	_		
Expected production		0	0	0	168	0	4			
Current stores	1926	0	0	0	0	0	158	-		
A small army bearin		-	-	_	•	-				
II Small alm, Stallin	g one banner or c	2110 242021	J110012 alla	01 00011001	141111 21	aone, e 15 m				
Passwater	Location	: @ 3212	in Shore/	Plains Clim	ate is M:	ild				
Size : Town	Fortifications :	Tower	Loyalty:	30 Docks	: Harbor	Hidden ? :	No	Sieged ? : No		
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold		
Expected production	173	0	0	0	211	0	5	0		
Current stores	0	0	0	0	0	0	5	=		
Sawmill	Location	: @ 3111	in Shore/	Plains Clim	ate is M:	ild				
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	425	0	14	0		
Current stores	0	0	0	0	0	0	28	=		
Short Stand	Location	: @ 3116	in Open Pi	lains Clima	te is War	cm				
Size : Camp	Fortifications :	Tower	Loyalty :	27 Docks	: None	Hidden ? :	No	Sieged ? : No		
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold		
Expected production	250	0	0	0	1040	0	10	0		
Current stores	0	0	0	0	0	0	20	-		
West Ditch	Location	: @ 3012	in Open Pi	lains Clima	te is Mil	ld				
Size : Town	Fortifications :		_	27 Docks		Hidden ? :	No	Sieged ? : No		
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts			
Expected production		0	0	0	454	0	11			
Current stores	. 104	0	0	0	0	0	22			
Carrent Stotes	U	U	U	U	U	U	22	-		

ARMIES AND NAVIES

Army Commander : Regent Dain Ironrod Location : @ 4017 in Hills & Rough Climate is Warm Army morale: 30 Warships: 0 Transports: 0 (6) Travel mode: Normal Training Weapon Armor # Troops Troops Troop Type 27 20 600 60 60 200 Dwarven ponyriders w/war hammers 27 Heavy Cavalry 200 Light Cavalry Dwarven ponyriders w/battle axes 60 Baggage Train Leather Bronze Mithril Steel 0 0 0 Weapons Armor 0 0 0 0 Food 1600 Low Supplies !! War machines 0

An army bearing the banner of the Ull Navala under Lord Jorhun is here. An army bearing the banner of the Half-Orcs under Captain Morzug Bloodaxe is here.

Army Commander: Commander Falin Blackeye Location: @ 3214 in Open Plains Climate is Warm Army morale: 61 Warships: 0 Transports: 0 (2) Travel mode: Normal Troops Training Weapon Armor # Troops Troop Type Dwarven ponyriders w/battle axes 60 60 60 Steel Mithril Baggage Train Leather Bronze 0 0 0 Weapons Armor 0 0 0 0 Food 400 Low Supplies !! War machines 5

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	4258	6418	3029	619	3702	7111	1451
Purchase at market price/unit	5	8	9	72	3	7	18
Sell to market price/unit	3	4	5	35	1	3	9

MISCELLANEOUS

Maintenance Costs expected next	turn	are:	Totals for Nation:	Stores	Production
Armies/Navies : 5	5400		Leather	1926	1260
Pop Centers : 4	1750		Bronze	0	0
Characters : 10	780		Steel	0	0
			Mithril	0	0
Total : 20	930		Food	0	3297
			Timber	0	0
Current Tax rate	:	73%	Mounts	296	70
Revenue expected next to	urn :	23725 (+2795)			
Current Gold reserve	:	37233			

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:

None

You possess the following artifacts:

None

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of an encounter involving Rachner at 3928.

There are rumors of an encounter involving Omettoto at 1411.

There are rumors of an encounter involving Paraprosdokian at 1410.

There are rumors of an encounter involving Cykor at 2006.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

None

SPECIAL MESSAGES

FREE TURNS! Do you have any friends that would enjoy playing ME-PBM? MEPBM will credit you with a free turn for each NEW player that signs up and mentions your name (New players can only mention one name). If you would like to start a game with several friends, just let us know! Please try to collect all names & required funds, and mail together, when joining with friends. Current player set-ups are: £5.00, new player registrations are: £10.00

Front Sheet

The FrontSheet is now in the main body of the email of each turn you get. This also includes nations available, new games starting up, generic message from us about other aspects of the game as well as game reports. It also has your balance and the conta

 $\ensuremath{\mathsf{ME-PBM}}$ Forum and $\ensuremath{\mathsf{ME-PBM}}$ 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
Bumbur Snotbeard	330	CstCjSp	508 ^
Bumbur Snotbeard	947	NatTran	3214 le 100
Dain Ironrod	300	ChTaxRt	73
Dain Ironrod	860	ForcMar	se se e e e e se e se e e ^ ^ no
Drami	330	CstCjSp	508 ^
Drami	810	MovChar	4015
Falin Blackeye	400	HvCvlry	400 ^ ^
Falin Blackeye	765	Splarmy	dain 600 200 ^ ^ ^ ^

Floin	325	NatSell	fo 100
Floin	810	MovChar	3519
Frami	728	NamComm	Suri Sackstomper f
Frami	731	NamAgen	^ f
Groin	310	BidCar	le 640 7
Groin	810	MovChar	3421
Uri the Wright	330	CstCjSp	508 ^
Uri the Wright	710	PrenMgy	

Bumbur Snotbeard



Ranks : Command 0 Agent 0 Emissary 0 Mage 40

Health 100 Stealth 0 Challenge 40

Artifacts : None

Spells (+0): #412 Research Artifact(72) #413 Scry Population Center(81)

#415 Scry Area(56) #508 Conjure Mounts(67)

Bumbur Snotbeard was located in the Open Plains at 3214.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 200 Mounts were

He was ordered to have the nation transport by the caravans. 1926 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.

Dain Ironrod



: Command 60

Health 100

Agent 0

Emissary 0

Mage 0

Stealth 0 Challenge 60

Artifacts

Spells (+0): None



Dain Ironrod was located in the Open Plains at 3214.

He was ordered to change the tax rate. The tax rate was changed to 73. Loyalty has been affected.

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 Hills & Rough at 4017.



Ranks : Command 0 Health 100

Agent 0

Emissary 50 Mage 30

Stealth 0 Challenge 36

Artifacts

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 move. He accepted the movement orders.

He is currently in the Hills & Rough at 4015.



Falin Blackeye



Agent 10 Mage 0 Ranks : Command 30 Emissary 0

Health 100 Stealth 0 Challenge 31

Spells (+0) : None

: None

Artifacts

Falin Blackeye was located in the Open Plains at 3214.

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

He was ordered to split the army. The army was split. 1600 Food was transfered.

He commands an army 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 50 Mage 0

Health 100 Stealth 0 Challenge 25

Artifacts

Spells (+0) : None

Floin was located in the Open Plains at 3214.

He was ordered to have the nation sell to the caravans. 6194 Food were sold for 12388 Gold.

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

He is currently in the Open Plains at 3519.

Frami



Ranks : Command 40 Agent 40 Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 47

Artifacts

Spells (+0) : None

Frami was located in the Open Plains at 3214.

He was ordered to name a new commander. A new commander named Suri Sackstomper was available.

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

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

Ranks : Command 0 Agent 0 Emissary 50 Mage 0 Health 100 Stealth 0 Challenge 25

Artifacts : None Spells (+0) : None

Groin was located in the Open Plains at 3214.

He was ordered to bid from the caravans. 640 Leather was bought for 4480 Gold. He was ordered to move. He accepted the movement orders.

He is currently in the Mountains at 3421.



Ranks : Command 47 Agent 0 Emissary 0 Mage 0 Health 100 Stealth 0 Challenge 47

Artifacts

Spells (+0): None

Suri Sackstomper has a special ability. She has a bonus to her Command rank. She is currently in the Open Plains at 3214. The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.





Ranks : Command 0 Agent 40 Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 30

Artifacts

Spells (+0) : None

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



Ranks : Command 10 Agent 0 Emissary 0 Mage 42

Health 100 Stealth 0 Challenge 44

Artifacts : None

Spells (+0) : #412 Research Artifact(90) #418 Locate Artifact(73)

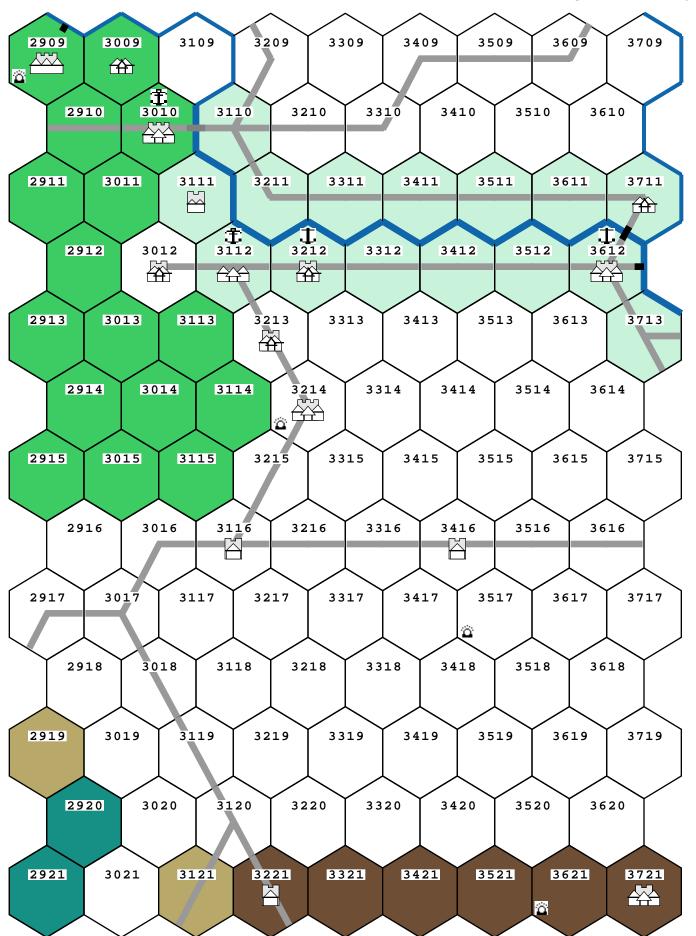
#428 Locate Artifact True(66) #508 Conjure Mounts(72)

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

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 200 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.



MEPBM Games

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

Dustbighters

TURNSHEET



Game # 143



GENE CHIPMAN 110239

NONE NONE

NONE

Game # : 143
Player # : 4
Turn # : 2
Security # : 3729

Return this turnsheet before AUGUST 19 2013

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

Daytime Phone #:_____

Bumbur	Snot	bear	đ	(ID:	bumbu)	@	3214	Mage				
Order	->	#	Code _		Туре		_	Order	->	#	Code	Type
Required							F	Required				
Informati	on						I	Informati	on			
Dain Iı	conro	od		(ID:	dain)	@	4017	Comma	nd			
Order	->	#	Code _		Туре		_	Order	->	#	Code	Туре
Required							R	Required				
Informati	on						I	Informati	on			
Drami				(ID:	drami)	@	4015	Emiss	ary	Mage		
Order	->	#	Code _		Туре		_	Order	->	#	Code	Туре
Required							R	Required				
Informati	on						I	nformati	on			

Falin Black	eye	(ID: falin)	@ 3214	Command A	Agent		
Order ->	# Code _	Туре		Order ->	#	_ Code	Туре
Required			Re	equired			
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Floin		(ID: floin)	@ 3519	Emissary			
Order ->	# Code _	Туре		Order ->	#	_ Code	Туре
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Information			Ir	nformation			
Frami		(ID: frami)	@ 3214	Command A	Agent		
Order ->	# Code _	Type		Order ->	#	_ Code	Type
Required			Re	equired			
Information			Ir	formation			
Groin		(ID: groin)	@ 2421	Emigaszu			
	# Code	(ID: GIOIII) Type			#	Code	Type
	"						
Required			Re	equired			
Information			Ir	nformation			
Suri Sackst	omper	(ID: suri)	@ 3214	Command			
		Туре			#	_ Code	Туре
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_			0.2014				
Targon Order ->	# Codo	(ID: targo)			#	Codo	Tt mo
OTAGT ->	т code _	Type		Order ->	#	_ code	Type
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Information			Ir	nformation			

Uri the Wr	ight (I	D: uri t) @ 321	4 Command Ma	.ge	
Order ->	# Code	Type	Order -> ‡	# Code	Type
Required			Required		
Information			Information		
			-		
			_		