

MEPBM Games
presents

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141



Ground Pounders

Victory points : 400
 Victory Conditions :
 To hold in stores at game end the greatest amount of Mithril.
 To hold at game end the artifact: Bow of Thunder and Bone #62.
 To hold at game end the population center of Mîkhibil at 2732.
 To hold at game end the artifact: Snow Hammer #40.
 To hold at game end the greatest amount of artifacts.

Top 3 Free Peoples :

Sing a Song [1525] Alvernus [1250] Once Upon a Time [1142]

Special Nation Abilities :
 #06 Armies lose no morale for force march.
 #21 Hire new armies at no cost.
 #25 Can learn lost conjure food spell.

Internet G141N09
 PAUL MAHONEY 110713
 NONE
 NONE
 NONE

Game #	:	141
Player #	:	9
Turn #	:	19
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	7420
Special Service	:	YES

Ground Pounders

(A Free People)

Season : Spring

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Disliked	# 2 South Kingdom	: Hated	# 3 Wise Council	: Tolerated
# 4 Acadians	: Tolerated	# 5 Silent Assembly	: Tolerated	# 6 Thorinar	: Tolerated
# 7 Sapphic Enclave	: Tolerated	# 8 Nameless	: Tolerated	#10 Sundered	: Tolerated
#11 Lohmai'gwaith	: Tolerated	#12 Sheri-Urk	: Disliked	#13 Red Witches	: Disliked
#14 Dark Feast	: Disliked	#15 Twilight Hammer	: Disliked	#16 Sh'iar Empire	: Hated
#17 Great Trollusk	: Disliked	#18 Bením an Pharazôn	: Disliked	#19 RhunLandChattelCo	: Hated
#20 Tribes of Angmar	: Disliked	#21 Lands	: Neutral	#22 Sing a Song	: Neutral
#23 Once Upon a Time	: Neutral	#24 Plane	: Neutral	#25 Alvernus	: Neutral

POPULATION CENTERS

Estolad Location : @ 3822 in Mountains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	280	60	20	0	0	0	0
Current stores	0	860	180	82	0	0	0	-

Field of Dreams (Capital) Location : @ 3520 in Open Plains Climate is Hot

Size : City	Fortifications : Tower	Loyalty : 54	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	45	0	0	0	109	0	5	0
Current stores	45	3500	0	41	1840	0	55	-

A small army bearing the banner of the Ground Pounders under Hero Duinhir is here.

Ginglith Location : @ 3718 in Open Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 27	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	209	0	0	0	655	0	7	0
Current stores	209	0	0	0	1988	0	67	-

Grassland Location : @ 3320 in Open Plains Climate is Hot

Size : Village	Fortifications : Tower	Loyalty : 15	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	205	0	0	0	781	0	19	0
Current stores	417	0	0	0	781	0	99	-

Highpoint Location : @ 3722 in Mountains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 50	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	60	10	0	0	0	1000
Current stores	0	0	180	41	0	0	0	-

Infield Location : @ 3620 in Open Plains Climate is Hot

Size : Village	Fortifications : None	Loyalty : 26	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	141	0	0	0	262	0	13	0
Current stores	141	0	0	0	789	0	55	-

Maranwë Location : @ 3110 in Shore/Plains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 48	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	80	0	0	0	216	0	24	0
Current stores	80	0	0	0	654	0	204	-

Morannon Location : @ 3221 in Mountains Climate is Cool

Size : Town	Fortifications : Tower	Loyalty : 43	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	222	0	12	0	0	0	1600
Current stores	0	592	0	55	0	0	0	-

Our Town Location : @ 3319 in Open Plains Climate is Mild
 Size : Major Town Fortifications : Fort Loyalty : 28 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 79 0 0 0 317 0 7 0
 Current stores 79 0 0 0 955 0 57 -

Outfield Location : @ 3720 in Open Plains Climate is Hot
 Size : Village Fortifications : None Loyalty : 50 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 70 0 0 0 211 0 6 0
 Current stores 70 0 0 0 639 0 66 -

Petticoat Junct'n Location : @ 3716 in Open Plains Climate is Mild
 Size : Village Fortifications : None Loyalty : 27 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 252 0 0 0 446 0 14 0
 Current stores 252 0 0 0 1351 0 118 -

Rockfall Location : @ 3522 in Mountains Climate is Cool
 Size : Camp Fortifications : None Loyalty : 32 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 270 0 30 0 0 0 1300
 Current stores 0 1890 0 122 0 0 0 -

Tumbalemorna Location : @ 3224 in Mountains Climate is Cool
 Size : Camp Fortifications : None Loyalty : 52 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 80 30 0 0 0 1100
 Current stores 0 0 400 109 0 0 0 -

A small army bearing the banner of the South Kingdom under Commander Strulug is here.

Zug-Sa Location : @ 3607 in Hills & Rough Climate is Cold
 Size : Village Fortifications : None Loyalty : 39 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 29 0 0 0 72 0 0 600
 Current stores 36 0 0 0 273 0 0 -

ARMIES AND NAVIES

Army Commander : Hero Duinhir Location : @ 3520 in Open Plains Climate is Hot
 Army morale : 10 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Plainsman footmen w/broadswords 10 30 30 500 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 100 Low Supplies !!
 War machines 0
 The City/Tower of Field of Dreams flying the flag of the Ground Pounders is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	14405	462	0	3360	212984	36764	1347
Purchase at market price/unit	2	9	11	12	2	2	12
Sell to market price/unit	1	5	6	7	1	1	7

MISCELLANEOUS

Maintenance Costs expected next turn are:				Totals for Nation:	Stores	Production
Armies/Navies :	2000			Leather	1329	1110
Pop Centers :	2500			Bronze	6842	772
Characters :	18680			Steel	760	200
				Mithril	450	102
Total :	23180			Food	9270	3069
				Timber	0	0
Current Tax rate :	60%			Mounts	721	95
Revenue expected next turn :	28100 (+4920)					
Current Gold reserve :	2176					

Ships have been left anchored at the following locations:

None

You have the following double agents:

Oruthan of the Sapphic Enclave @ 3529

Double agent Oruthan reports she was ordered to refuse all personal challenges.

Double agent Oruthan reports she was ordered to assassinate a character. She was not able to assassinate the character because of tight security.

Qesset of the Lands @ 2236

Double agent Qesset reports he was ordered to assassinate a character. He was not able to assassinate the character because of tight security. He was injured by Bawbuzagar while performing his assassination mission.

Double agent Qesset reports he was ordered to move. He accepted the movement orders.

You have the following hostages:

Toner of the South Kingdom is held by Guthláf at 3419 - No Gold ransom demanded at this time.

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Kirrauko	Axe	82	No	Good	COMBAT - Increases damage by 1250 points.
Herugrim	Sword	153	No	Good	COMBAT - Increases damage by 1000 points.

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of a personal challenge involving Fellstaff and Cora Crimsoneye at 2120.
 There are rumors of an armed conflict involving the South Kingdom at 3419.
 There are rumors of an armed conflict involving the Sundered at 2317.
 There are rumors of the fall of a Strategic Site.
 There are rumors of an assassination attempt involving Hecate and Nerya Rubyhair.
 There are rumors of a kidnap attempt involving Slyardach and Jopinii.
 There are rumors of a theft attempt involving Azzurro at Zaragost.
 Our populace reports that a season change is imminent!

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 3419

In the Mild climate of the Open Plains of 3419, a conflict took place in the early morning hours under a omen-filled sky.

At the head of a calm army rode **Captain Gavin** of the nation of the South Kingdom. 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
468 Dúnadan footmen w/broadswords	bronze/steel	leather/bronze	ragged ranks

At the head of a demoralized army rode **Lord Urthel** of the nation of the Ground Pounders. In her hands was borne the glowing Sword called Herugrim. 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
400 Plainsman footmen w/broadswords	wooden	none	a mob

At the head of a demoralized army rode **Commander Guthláf** of the nation of the Ground Pounders. 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
698 Plainsman footmen w/broadswords	bronze/steel	bronze	a mob

At the head of a demoralized army rode **Commander Wilwarin** of the nation of the Ground Pounders. In her hands was borne the glowing Axe called Kirrauko. 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
500 Plainsman footmen w/broadswords	bronze	bronze	a mob

At the head of a demoralized army rode **Captain Toner** of the nation of the South Kingdom. 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
743 Dúnadan knights w/lances	wooden/bronze	leather/bronze	a mob

Report from Urthel.....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.. Surround them. Attack from all sides! Against the forces of Gavin, they veered off and tried to hit our flank, but we surrounded them.
 Against the forces of Toner, they charged but we quickly surrounded them.

Report from Guthláf.....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.. Ambush. We're going to ambush them. Ambush!

Against the forces of Gavin, we laid a great ambush, but they surprised us and hit our flank.

Against the forces of Toner, they charged...right into our ambush!

Report from Wilwarin.....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.. Ambush. We're going to ambush them. Ambush!

Against the forces of Gavin, we laid a great ambush, but they surprised us and hit our flank.

Against the forces of Toner, they charged...right into our ambush!

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Urthel** fought side by side with the troops and diverted many a blade during the pitched battle with her glowing Sword. **Wilwarin** rode into the enemy ranks with her glowing Axe and cut down a score of foes before they knew what had happened. **Forthain** fought side by side with the troops and diverted many a blade during the pitched battle with his glowing Javelin.

Report from Urthel.....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 the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

Report from Guthláf.....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 the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

Report from Wilwarin.....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 the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

After the battle.... Gavin's forces were destroyed/routed in the battle. Gavin appeared to have survived. Urthel's forces were victorious in the battle, but suffered huge losses. Urthel appeared to have survived. Guthláf's forces were victorious in the battle, but suffered huge losses. Guthláf appeared to have survived. Wilwarin's forces were victorious in the battle, but suffered huge losses. Wilwarin appeared to have survived but suffers from light wounds. Toner's forces were destroyed/routed in the battle. Toner was captured.

Battle at 3028

In the Warm climate of the Shore/Plains of 3028, a conflict took place in the early morning hours during a driving storm.

At the head of a rebellious army rode **Commander Slûcrac** of the nation of the Benîm an Pharazôn. 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
1800 Mixed Mannish horsemen w/shortswords	bronze/steel	bronze/steel	a mob

The Village of Shathûr flying the flag of the Ground Pounders is situated in the Shore/Plains here.

After the battle.... Slûcrac's forces found no enemy armies to fight.

The battle for Shathûr 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.... Slûcrac's army survived the attack on the Village, but suffered minor losses. Slûcrac appeared to have survived. The Village has been reduced to a Camp. The Camp has been under siege/attack this turn. The Camp now flies the flag of the Benîm an Pharazôn.

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.....
Aerandir	550	ImprPop	
Aerandir	810	MovChar	3110
Angelimar	315	PrchCar	br 4500
Angelimar	605	GrdLoc	
Brytta	525	InfOthr	
Brytta	810	MovChar	2227
Duinhir	710	PrenMgy	
Duinhir	770	HrArmy	500 hi br br 100
Finarfin	585	Uncover	
Finarfin	949	TrOwner	blust
Guthláf	215	RfsPers	
Guthláf	230	AttEnmy	am
Malantur	215	RfsPers	
Malantur	810	MovChar	3319
Rían	525	InfOthr	
Rían	810	MovChar	2227
Trallor	215	RfsPers	
Trallor	620	Kidnap	gavin
Urthel	215	RfsPers	
Urthel	230	AttEnmy	su
Valacar	525	InfOthr	
Valacar	810	MovChar	2227
Wilwarin	215	RfsPers	
Wilwarin	230	AttEnmy	am
Zymraan	500	Double	muxes
Zymraan	610	GrdChar	bianc

Aerandir



Ranks : Command 0 Agent 0 Emissary 64 Mage 0
 Health 100 Stealth 0 Challenge 32
 Artifacts : None
 Spells (+0) : None

Aerandir was located in the Hills & Rough at 3607.

He was ordered to improve the population center size. Zug-Sa was improved to a Village.

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

He is currently in the Shore/Plains at 3110. The Camp of Maranwë flying the flag of the Ground Pounders is here.

Angelimar



Ranks : Command 0 Agent 61 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 45
 Artifacts : None
 Spells (+0) : None

Angelimar was located in the Open Plains at 3520.

She was ordered to purchase from the caravans. 4500 Bronze were bought for 9000 Gold.

She was ordered to guard the location. Field of Dreams was guarded.

She is currently in the Open Plains at 3520. The City/Tower of Field of Dreams flying the flag of the Ground Pounders is here.

Brytta



Ranks : Command 0 Agent 0 Emissary 76 Mage 0
 Health 100 Stealth 0 Challenge 38
 Artifacts : None
 Spells (+0) : None

Brytta was located in the Mixed Forest at 2622.

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 move. He accepted the movement orders.

He is currently in the Shore/Plains at 2227. The Town/Tower of Dol Amroth flying the flag of the South Kingdom is here.

Duinhir



Ranks : Command 20 Agent 0 Emissary 0 Mage 58
 Health 100 Stealth 0 Challenge 63
 Artifacts : None

Spells (+0) : #412 Research Artifact(78) #413 Scry Population Center(88)
 #415 Scry Area(98) #510 Conjure Food(83)

Duinhir was located in the Open Plains at 3520.

He was ordered to prentice magery. The prentice magery was successful and his Mage rank has been improved.

He was ordered to hire an army. An army of 500 Heavy Infantry with 100 Food was hired.

He commands an army in the Open Plains at 3520. The City/Tower of Field of Dreams flying the flag of the Ground Pounders is here.

Finarfin



Ranks : Command 0 Agent 0 Emissary 69 Mage 0
 Health 100 Stealth 0 Challenge 34
 Artifacts : None

Spells (+0) : None

Finarfin was located in the Hills & Rough at 2834.

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Nameless has collapsed and is no longer active - uncovered that the nation of the Plane seeks to hold the artifact: a Tome, #154 - uncovered that the nation of the Silent Assembly seeks to see to the termination of Biancaneve by any means whatsoever. - uncovered that the nation of the Lohmai'gwaith possesses Special Nation Ability #7.

She was ordered to transfer the ownership of the population center. Herenya is no longer under our control.

She is currently in the Hills & Rough at 2834. The Major Town of Herenya flying the flag of the Sundered is here.

Guthl f



Ranks : Command 35 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 35
 Artifacts : None

Spells (+0) : None

Guthláf was located in the Open Plains at 3419.

He was ordered to refuse all personal challenges.

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

He captured Toner during combat.

The army commanded by Guthláf has been disbanded because of minimum size requirements.

He is currently in the Open Plains at 3419.

Malantur



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

Malantur was located in the Open Plains at 3419.

He was ordered to refuse all personal challenges.

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

He is currently in the Open Plains at 3319. The Major Town/Fort of Our Town flying the flag of the Ground Pounders is here.

Rían



Ranks : Command 0 Agent 0 Emissary 69 Mage 0
 Health 100 Stealth 0 Challenge 34
 Artifacts : None
 Spells (+0) : None

Rían was located in the Mixed Forest at 3022.

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 fair. Continued efforts may succeed.

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

He is currently in the Shore/Plains at 2227. The Town/Tower of Dol Amroth flying the flag of the South Kingdom is here.

Trallor



Ranks : Command 0 Agent 55 Emissary 0 Mage 53
 Health 51 Stealth 0 Challenge 63
 Artifacts : None

Spells (+0) : #4 Major Heal(100) #104 Resistances(78)
 #413 Scry Population Center(75) #415 Scry Area(80) #510 Conjure Food(100)

Trallor was located in the Open Plains at 3419.

He was ordered to refuse all personal challenges.

He was ordered to kidnap a character. He was not able to kidnap the character because of tight security. He was injured by Gavin while performing his kidnap mission.

He is currently in the Open Plains at 3419.

Urthel



Ranks : Command 54 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 74
 Artifacts : #153 Herugrim/
 Spells (+0) : None

Urthel was located in the Open Plains at 3419.

She was ordered to refuse all personal challenges.

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

The army commanded by Urthel has been disbanded because of minimum size requirements.

She is currently in the Open Plains at 3419.

Valacar



Ranks : Command 0 Agent 0 Emissary 87 Mage 0
 Health 100 Stealth 0 Challenge 43
 Artifacts : None
 Spells (+0) : None

Valacar was located in the Mixed Forest at 3022.

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 fair. Continued efforts may succeed.

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

He is currently in the Shore/Plains at 2227. The Town/Tower of Dol Amroth flying the flag of the South Kingdom is here.

Wilwarin



Ranks : Command 34 Agent 0 Emissary 0 Mage 0
 Health 85 Stealth 0 Challenge 59
 Artifacts : #82 Kirrauko/
 Spells (+0) : None

Wilwarin was located in the Open Plains at 3419.

She was ordered to refuse all personal challenges.

She was challenged by Forthain to personal combat, but refused. Forthain gained personal honor.

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

The army commanded by Wilwarin has been disbanded because of minimum size requirements.

She is currently in the Open Plains at 3419.

Zymraan



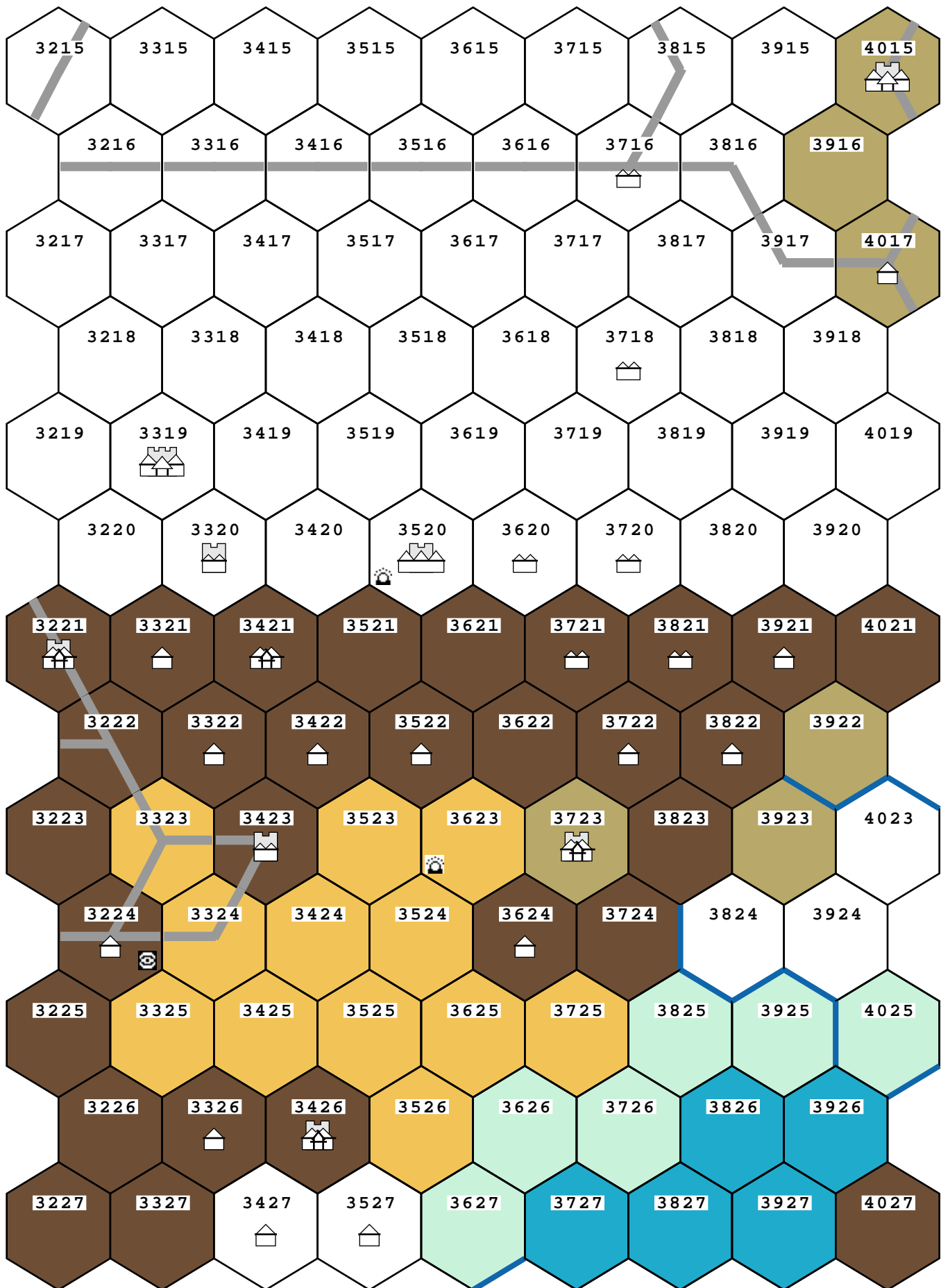
Ranks : Command 0 Agent 64 Emissary 74 Mage 0
 Health 100 Stealth 10 Challenge 57
 Artifacts : None
 Spells (+0) : None

Zymraan was located in the Mountains at 3221.

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 was ordered to guard a character. Biancaneve was guarded.

He is currently in the Mountains at 3221. The Town/Tower of Morannon flying the flag of the Ground Pounders is here.



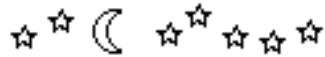
MEPBM Games

Middle-earth Play-By-Mail™

Fourth Age, circa 1000

Ground Pounders

URNSHEET



Game # 141



PAUL MAHONEY 110713
NONE
NONE
NONE

Game # : 141
Player # : 9
Turn # : 20
Security # : 7420

Return this turnsheet before JUNE 30 2013

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

Daytime Phone #: _____

Aerandir (ID: aeran) @ 3110 Emissary

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

Angelimar (ID: angel) @ 3520 Agent

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

Brytta (ID: brytt) @ 2227 Emissary

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

Duinhir (ID: duinh) @ 3520 Command Mage

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

Finarfin (ID: finar) @ 2834 Emissary

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

Guthláf (ID: guthl) @ 3419 Command

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

Malantur (ID: malan) @ 3319 Command

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

Rían (ID: rian) @ 2227 Emissary

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

Trallor (ID: trall) @ 3419 Agent Mage

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

Urthel (ID: urthe) @ 3419 Command

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

Valacar (ID: valac) @ 2227 Emissary

Order	->	#	Code	Type	
Required					
Information					

Order	->	#	Code	Type	
Required					
Information					

Wilwarin (ID: wilwa) @ 3419 Command

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

Zymraan (ID: zymra) @ 3221 Agent Emissary

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