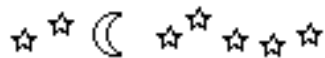


MEPBM Games
presents

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



GAME # 143



Dustbighters

Victory points : 933
 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 :

Dustbighters [933] Frost Men [817] Rhosgobel [733]

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 #	:	7
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	3097
Special Service	:	YES

Dustbighters

(A Free People)

Season : Fall

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Neutral	# 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	: Disliked	#15 Nacth Strum	: Hated	#16 Shadowborn	: Disliked
#17 Heathen Kings	: Disliked	#18 Vampiric Order	: Disliked	#19 Scourge	: Hated
#20 Black Numenroens	: 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 : 29		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	1452	0	-		

A large army bearing the banner of the Dustbighters under Captain Dernwyn is here.

A huge army bearing the banner of the Drib Le Chin under Captain Fearbolg is here.

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	220	0	0	0	0	0	25	-		

Drú Dôr	Location : @ 3114 in Mixed Forest				Climate is Mild					
Size : Village	Fortifications : None		Loyalty : 23		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	432	0	-		

Dunwedh	Location : @ 4015 in Hills & Rough				Climate is Cool					
Size : Camp	Fortifications : None		Loyalty : 19		Docks : None		Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold		
Expected production	0	300	0	0	0	0	8	1100		
Current stores	0	600	0	0	0	0	42	-		

Eastpost	Location : @ 3416 in Open Plains				Climate is Mild					
Size : Village	Fortifications : Tower		Loyalty : 28		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	346	0	0	0	0	0	43	-		

Erkassë	Location : @ 3817 in Open Plains				Climate is Mild					
Size : Village	Fortifications : None		Loyalty : 34		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	405	0	0	0	0	0	76	-		

Mudflat Landing	Location : @ 3112 in Shore/Plains				Climate is Cool					
Size : Major Town	Fortifications : None		Loyalty : 36		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	64	0	0	0	0	0	41	-		

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 : 76 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 1617 0 0 0 0 0 325 -
 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 0 396 288 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 308 0 0 0 0 0 25 -

Sawmill Location : @ 3111 in Shore/Plains Climate is Cool
 Size : Village Fortifications : Tower Loyalty : 26 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 308 0 0 0 0 0 67 -

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 450 0 0 0 0 0 47 -

Tyarretta Location : @ 3017 in Open Plains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 25 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 558 0 0 0 0 0 111 -

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 0 240 0 -

ARMIES AND NAVIES

Army Commander : Warlord Dain Ironrod Location : @ 4419 in Open Plains Climate is Hot
 Army morale : 65 Warships : 0 Transports : 0 (8) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Dwarven ponyriders w/war hammers 20 11 1 1160 Heavy Cavalry
 Dwarven ponyriders w/battle axes 77 60 60 27 Light Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 5

Characters traveling with army : - Falin Blackeye.

The Major Town/Castle of Dul Mordeth flying the flag of the Ull Navala is here.

A small army bearing the banner of the Ull Navala under Lord Jorhun is here.

A small army bearing the banner of the Frost Men under Captain Krush is here.

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

An army bearing the banner of the Frost Men under Captain Spear Fist is here.

An army bearing the banner of the Ull Navala under Commander Thorgrim is here.

Army Commander : Captain Dernwyn Location : @ 3113 in Mixed Forest Climate is Cool

Army morale : 37 Warships : 0 Transports : 0 (8) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Dwarven ponyriders w/battle axes	60	60	60	100	Light Cavalry
Dwarven footsoldiers w/war hammers	10	10	0	1600	Heavy Infantry
Baggage Train Leather Bronze	Steel	Mithril			
Weapons - 0	0		0		
Armor 0 0	0		0		
Food 37	Low Supplies !!				
War machines 0					

The Camp of Coimaas flying the flag of the Dustbighters is here.

A huge army bearing the banner of the Drib Le Chin under Captain Fearbolg is here.

Army Commander : Captain Ir Pan Location : @ 3112 in Shore/Plains Climate is Cool

Army morale : 33 Warships : 0 Transports : 0 (8) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Dwarven ponyriders w/war hammers	11	10	0	1200	Heavy Cavalry
Baggage Train Leather Bronze	Steel	Mithril			
Weapons - 0	0		0		
Armor 0 0	0		0		
Food 52	Low Supplies !!				
War machines 0					

The Major Town of Mudflat Landing flying the flag of the Dustbighters is here.

Army Commander : Lord Suri Sackstomper Location : @ 3214 in Open Plains Climate is Mild

Army morale : 38 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		0		
Food 7	Low Supplies !!				
War machines 0					

Characters traveling with army : - Frami - 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	16579	15416	9992	822	225967	26099	3593
Purchase at market price/unit	3	4	4	36	2	3	7
Sell to market price/unit	2	3	3	27	1	2	5

MISCELLANEOUS

Maintenance Costs expected next turn are:

Armies/Navies :	21841
Pop Centers :	4250
Characters :	17580
Total :	43671
Current Tax rate :	60%
Revenue expected next turn :	24900 (-18771)
Current Gold reserve :	8677

Totals for Nation:

Leather	4276	1379
Bronze	996	476
Steel	288	48
Mithril	0	0
Food	0	6331
Timber	2124	547
Mounts	802	110

Stores

Production

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 3214 - No Gold ransom demanded at this time.
Ugusin Ordu of the Scourge is held by Frami at 3214 - 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

2000 Gold was stolen at Eastpost.

There are rumors of a theft attempt involving Kelrond at An Ballyfad.

ENCOUNTER MESSAGES

Encounter for Floin at 3113

He turned without a word and fled. As he fled into the darkness, he heard the Giant mutter something and walk away. The thunderous footsteps soon faded into the distance.

COMBAT MESSAGES

Battle at 4319

In the Hot climate of the Open Plains of 4319, 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
1129 Mixed Mannish horsemen w/lances	wooden/bronze	leather/bronze	a mob

At the head of a highly energetic army rode **Regent 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
--------	---------	-------	------------

1568 Dwarven ponyriders w/war hammers	wooden/bronze	none/leather	a mob
37 Dwarven ponyriders w/battle axes	steel	steel	solid ranks

At the head of a demoralized army rode **Captain Jamugha** of the nation of the Scourge. 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
--------	---------	-------	------------

1200 Mixed Mannish footmen w/battle axes	wooden	none	a mob
--	--------	------	-------

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
--------	---------	-------	------------

1400 Northman horsemen w/battle axes	wooden/bronze	leather/bronze	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
--------	---------	-------	------------

400 Mixed Mannish footmen w/battle axes	wooden	none	a mob
---	--------	------	-------

At the head of a demoralized army rode **Commander Ringvel** 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
---	--------	------	-------

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 given in loud commands.. Charge!! Charge!! The men cheered as a few boulders and some flying debris struck among the enemy troops.

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

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

Against the forces of Ringvel, we charged...right into their ambush.

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.

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

Regent Dain Ironrod: 1 Food

After the battle.... Morzug Bloodaxe's forces were victorious in the battle, but suffered minor losses. Morzug Bloodaxe appeared to have survived. Dain Ironrod's forces were victorious in the battle, but suffered some losses. Dain Ironrod appeared to have survived. Jamugha's forces were destroyed/routed in the battle. Jamugha appeared to have survived. Spear Fist's forces were victorious in the battle, but suffered minor losses. Spear Fist appeared to have survived. Regvuld's forces were destroyed/routed in the battle. Regvuld appeared to have survived but suffers from serious wounds. Ringvel's forces were destroyed/routed in the battle. Ringvel appeared to have survived.

Battle at 3012

In the Cool climate of the Open Plains of 3012, a conflict took place in the early afternoon under a omen-filled sky.

At the head of a demoralized army rode **Captain Fearbolg** of the nation of the Drib Le Chin. 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
3200 Mixed Mannish footmen w/battle axes	wooden	none	a mob

The Town of West Ditch flying the flag of the Dustbighters is situated in the Open Plains here. It is fortified by a Tower, and it is under siege or attack.

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

The battle for West Ditch 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 Town, but suffered minor losses. Fearbolg appeared to have survived. The Town has been reduced to a Village. The Tower has not been affected. The Village has been under siege/attack this turn. The Village now flies the flag of the Drib Le Chin.

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.....
Brand	690	StlGold	
Brand	810	MovChar	4419
Bumbur Snotbeard	330	CstCjSp	508 ^
Bumbur Snotbeard	710	PrenMgy	
Dain Ironrod	230	AttEnemy	ch
Dain Ironrod	860	ForcMar	e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Dernwyn	408	HvInfan	400 ^ ^
Dernwyn	860	ForcMar	sw ne nw se ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Drami	520	InfYour	
Drami	330	CstCjSp	508 ^
Falin Blackeye	230	AttEnemy	ch
Falin Blackeye	860	ForcMar	e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Floin	520	InfYour	
Floin	810	MovChar	4015
Frami	300	ChTaxRt	60
Frami	731	NamAgen	^ ^
Groin	550	ImprPop	
Groin	810	MovChar	3012
Ir Pan	400	HvCvlry	400 ^ ^

Ir Pan	860	ForcMar	nw nw nw w e se ^ ^ ^ ^ ^ ^ ^ ^ no
Malantur	605	GrdLoc	
Malantur	810	MovChar	3423
Suri Sackstomper	435	ArmyMan	
Suri Sackstomper	325	NatSell	fo 100
Targon	610	GrdChar	spear
Targon	810	MovChar	3829
Uri the Wright	330	CstCjSp	508 ^
Uri the Wright	710	PrenMgy	

Angbor



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

Angbor has a special ability. He has a bonus to his Agent rank.
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 62 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 46
 Artifacts : None
 Spells (+0) : None

Brand was located in the Hills & Rough at 3729.
 He was ordered to steal the Gold. 6225 Gold was stolen at Tal De Todes.
 He was ordered to move. He accepted the movement orders.
He is currently in the Open Plains at 4419. The Major Town/Castle of Dul Mordeth flying the flag of the Ull Navala 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(77)

Bumbur Snotbeard was located in the Open Plains at 3214.
 He was ordered to cast a conjuring spell. Conjure Mounts was cast. 225 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 70 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 70
 Artifacts : #6 Robes of the Orc Priests #185 Flails of Horseslaying
 Spells (+0) : None

Dain Ironrod was located in the Open Plains at 4319.

He was ordered to have his army attack all of his enemies. 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 4419. The Major Town/Castle of Dul Mordeth 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 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. Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

He commands an army in the Mixed Forest at 3113. The Camp of Coimaas flying the flag of the Dustbighters is here.

Drami



Ranks : Command 0 Agent 0 Emissary 58 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 35 Agent 10 Emissary 0 Mage 0
 Health 77 Stealth 0 Challenge 36
 Artifacts : None
 Spells (+0) : None

Falin Blackeye was located in the Open Plains at 4319.

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

Falin Blackeye was wounded during combat.

He was ordered to force march the army. He was not able to force march the army because he does not command an army.

He moved with the army to 4419.

He is traveling with Dain Ironrod in the Open Plains at 4419. The Major Town/Castle of Dul Mordeth flying the flag of the Ull Navala is here.

Floin



Ranks : Command 0 Agent 0 Emissary 63 Mage 0
 Health 100 Stealth 0 Challenge 31
 Artifacts : None
 Spells (+0) : None

Floin was located in the Mixed Forest at 3113.

He was forced to flee the encounter. See Encounter messages.

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

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

He is currently in the Hills & Rough at 4015. The Camp of Dunwedh 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 change the tax rate. The tax rate was changed to 60. Loyalty has been affected.

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

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.

Groin



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

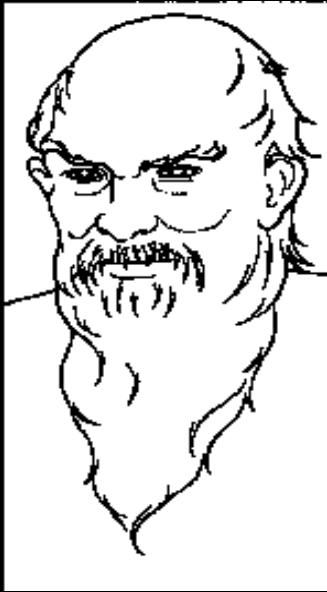
Groin was located in the Mixed Forest at 3114.

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

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

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 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 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 42 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 31
 Artifacts : None
 Spells (+0) : None

Malantur 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 Mountains at 3423. The Camp/Tower of Barad-dûr flying the flag of the South Kingdom 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 have the nation sell to the caravans. 14796 Food were sold for 14796 Gold.

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

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 56 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 42
 Artifacts : None
 Spells (+0) : None

Targon was located in the Open Plains at 4319.

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

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

She is currently in the Hills & Rough at 3829. The Village of Dachrime flying the flag of the Nacth Strum is here.

Uri the Wright



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

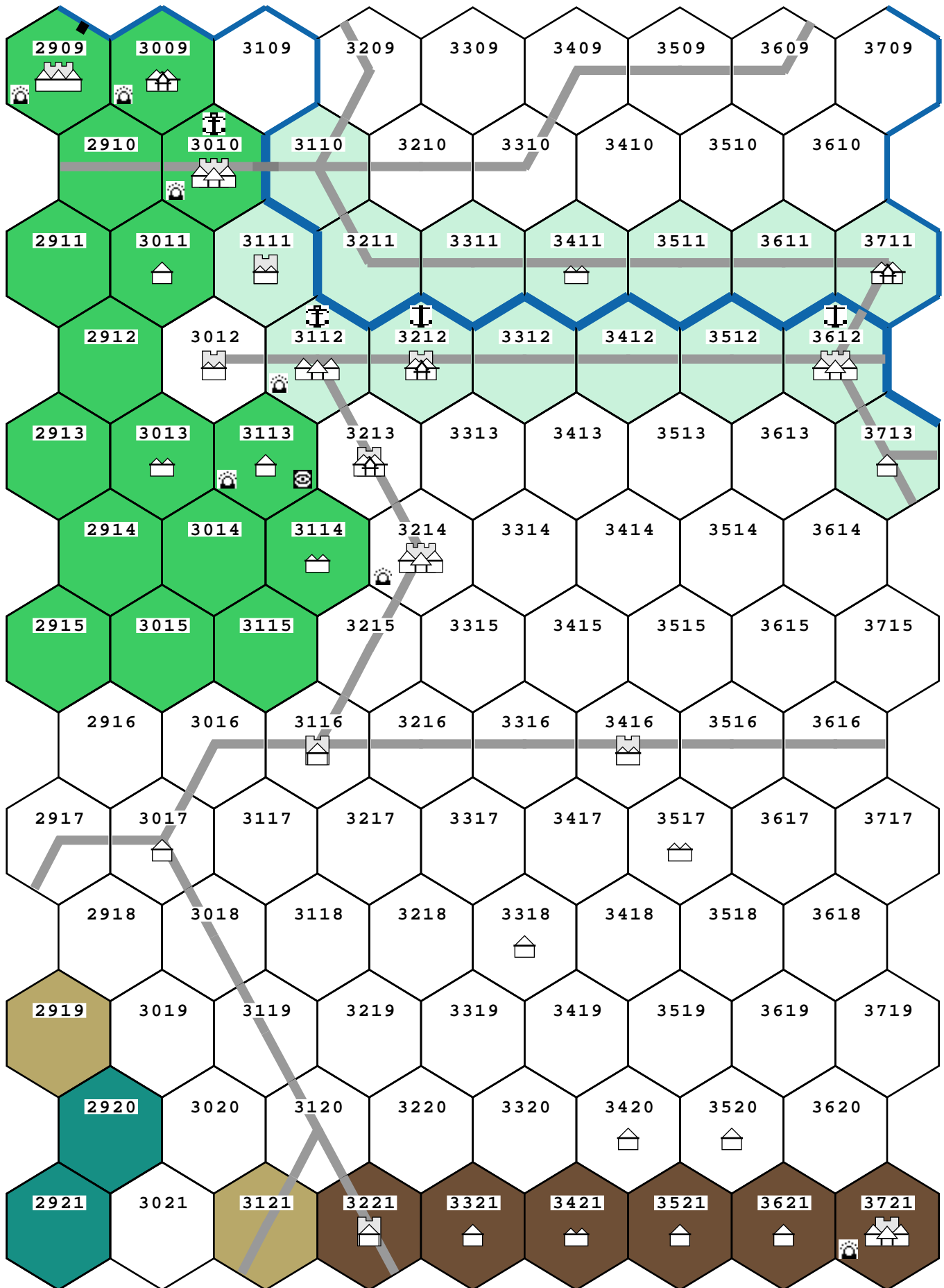
Spells (+0) : #412 Research Artifact(90) #418 Locate Artifact(73)
 #428 Locate Artifact True(66) #508 Conjure Mounts(80)

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

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 225 Mounts were conjured.

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

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.



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

Dain Ironrod (ID: dain) @ 4419 Command

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

Dernwyn (ID: dernw) @ 3113 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) @ 4419 Command Agent

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

Floin (ID: floin) @ 4015 Emissary

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

Frami (ID: frami) @ 3214 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) @ 3423 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) @ 3829 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			_____				
			_____								_____				