

**MEPBM Games****presents**

# Middle-earth Play-By-Mail"

## Fourth Age, circa 1000



GAME # 47

**Deepwood Rangers**

Victory points : 1075

Victory Conditions :

To hold at game end the artifact: Fonhrad #213.

To see to the termination of Corruption by any means whatsoever.

To see to the termination of Vindala by any means whatsoever.

To see to the termination of Dorradan by any means whatsoever.

To hold in stores at game end the greatest amount of Mithril.

Top 3 Neutrals :

**North Kingdom [ 1600 ] Riverlands [ 1475 ] Shadow Crew [ 1233 ]**

Special Nation Abilities :

#05 Stealth rank bonus more likely for new characters.

#06 Armies lose no morale for force march.

#16 All new MA recruits start at training 25.

#21 Hire new armies at no cost.

Internet G047N25  
 ERNEST HAKEY 109238  
 NONE  
 NONE  
 NONE

Game # : 47  
 Player # : 25  
 Turn # : 32  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 2795  
 Special Service : YES

# Deepwood Rangers

(A Neutral)

Season : Winter

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Tolerated	# 2 South Kingdom	: Friendly	# 3 Duaron	: Disliked
# 4 Stonekeep's Watch	: Disliked	# 5 Wardens	: Hated	# 6 Nurn Freeholders	: Hated
# 7 Daloriennes	: Neutral	# 8 Vallian	: Disliked	# 9 Esgal Edhel	: Hated
#10 Beogrim	: Hated	#11 Dothraki	: Disliked	#12 Hastily Patient	: Disliked
#13 Haven's Bane	: Neutral	#14 Unseeing Eye	: Neutral	#15 Gondimarim	: Disliked
#16 Isteroth Kingdom	: Disliked	#17 Clavero	: Disliked	#18 Cechove	: Disliked
#19 Tsalagi	: Disliked	#20 Corsairs	: Disliked	#21 Nothraman	: Disliked
#22 Eriadorian	: Tolerated	#23 Shadow Crew	: Tolerated	#24 Riverlands	: Tolerated

## POPULATION CENTERS

**Ardhenath (Capital)** Location : @ 2314 in Mixed Forest Climate is Warm

Size : City	Fortifications : Fort	Loyalty : 94	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	186	82	0	0
Current stores	110	4	100	1	271	3461	0	-

An army bearing the banner of the Deepwood Rangers under Commander Lamronos is here.  
A small army bearing the banner of the Deepwood Rangers under Commander Padraic is here.

**Bree** Location : @ 1409 in Mixed Forest Climate is Mild

Size : Major Town	Fortifications : Tower	Loyalty : 65	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	144	202	0	0
Current stores	0	0	0	0	147	606	0	-

**Canastaur** Location : @ 2216 in Mixed Forest Climate is Cold

Size : Town	Fortifications : None	Loyalty : 43	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	50	0	142	67	0	0
Current stores	0	0	386	0	151	467	0	-

**Dolendyr** Location : @ 2315 in Open Plains Climate is Cold

Size : Major Town	Fortifications : None	Loyalty : 68	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	12	0	0	0	53	0	1	0
Current stores	62	0	0	0	56	0	17	-

Foreign characters reported in the hex : - **Radagast the Brown.**

A small army bearing the banner of the Deepwood Rangers under Warlord Sarah Redblade is here.

**Entwhine** Location : @ 1814 in Open Plains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 49	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	207	0	0	0	270	0	9	0
Current stores	0	0	0	0	0	0	0	-

**Farothhand** Location : @ 2415 in Open Plains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 36	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	41	0	0	0	245	0	2	0
Current stores	42	0	0	0	260	0	2	-

**An army bearing the banner of the Beogrim under Captain Beodred is here.**

An army bearing the banner of the Deepwood Rangers under Veteran Glanyssa is here.

**An army bearing the banner of the North Kingdom under Lord Lothar is here.****A small army bearing the banner of the Dothraki under Lord Widfara is here.**

**Galadhir**

Location : @ 2516 in Open Plains Climate is Cold

Size : Village	Fortifications : None		Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No		
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	94	0	0	0	110	0	7	0
Current stores	487	0	0	0	117	0	95	-

**Imcelon**

Location : @ 2414 in Mixed Forest Climate is Warm

Size : Village	Fortifications : Tower		Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No		
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	608	336	0	0
Current stores	0	0	0	0	620	8	0	-

Foreign characters reported in the hex : **Balton.****Judgement**

Location : @ 2908 in Mixed Forest Climate is Cold

Size : Major Town	Fortifications : None		Loyalty : 35	Docks : None	Hidden ? : No	Sieged ? : No		
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	22	0	32	25	0	0
Current stores	0	0	238	0	34	227	0	-

A small army bearing the banner of the Deepwood Rangers under Veteran Belladara is here.

A small army bearing the banner of the Deepwood Rangers under Veteran Valden the Fat is here.

**Jusot**

Location : @ 3010 in Mixed Forest Climate is Cold

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	0	0	0	266	110	0	0
Current stores	0	0	0	0	280	698	0	-

**Kirandol**

Location : @ 2116 in Mountains Climate is Severe

Size : Major Town	Fortifications : None		Loyalty : 54	Docks : None	Hidden ? : No	Sieged ? : No		
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	19	24	5	0	0	0	0
Current stores	0	164	168	1	0	0	0	-

**Labothdol**

Location : @ 1508 in Hills &amp; Rough Climate is Cold

Size : Town	Fortifications : None		Loyalty : 40	Docks : None	Hidden ? : No	Sieged ? : No		
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	45	58	0	0	0	40	0	0
Current stores	213	346	0	13	0	252	0	-

**Maranwë**

Location : @ 2416 in Mixed Forest Climate is Cold

Size : Camp	Fortifications : None		Loyalty : 13	Docks : None	Hidden ? : No	Sieged ? : No		
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	213	78	0	0
Current stores	0	0	0	0	511	594	0	-

**Nornorsa**

Location : @ 3009 in Mixed Forest Climate is Cold

Size : Village	Fortifications : None		Loyalty : 21	Docks : None	Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	48	0	0	0	142	72	0	0
Current stores	227	0	0	0	150	456	0	-

**Orniath**

Location : @ 2513 in Mixed Forest Climate is Warm

Size : Village	Fortifications : None		Loyalty : 26	Docks : None	Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	912	344	0	0
Current stores	0	0	0	0	930	1032	0	-

**Orod thoron**

Location : @ 2309 in Mountains Climate is Severe

Size : Town	Fortifications : Fort		Loyalty : 34	Docks : None	Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	36	5	0	0	0	480
Current stores	381	0	252	1	0	0	0	-

Foreign characters reported in the hex : - **Gamling.**

**Panalar** Location : @ 1411 in Hills & Rough Climate is Mild  
 Size : Town Fortifications : None Loyalty : 10 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 486 103 0 1100  
 Current stores 0 0 0 0 496 309 0 -

**Phaelin** Location : @ 2817 in Hills & Rough Climate is Cold  
 Size : Camp Fortifications : None Loyalty : 26 Docks : None Hidden ? : No Sieged ? : YES  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 0 90 6 840  
 Current stores 0 0 0 0 0 216 21 -

**Quenlos** Location : @ 2421 in Open Plains Climate is Mild  
 Size : Village Fortifications : None Loyalty : 36 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 202 0 0 0 662 0 14 0  
 Current stores 485 0 0 0 675 0 70 -

**Razaria** Location : @ 2512 in Open Plains 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 72 0 0 0 163 0 2 0  
 Current stores 385 0 0 0 173 0 32 -

**Stronhold** Location : @ 2907 in Mixed Forest Climate is Severe  
 Size : Town Fortifications : Tower Loyalty : 20 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 109 43 4 0  
 Current stores 0 0 0 0 112 173 24 -

**Unseen** Location : @ 0412 in Mixed Forest Climate is Mild  
 Size : Major Town Fortifications : None Loyalty : 52 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 234 151 0 0  
 Current stores 0 0 0 0 239 453 0 -

**Valdenost** Location : @ 2917 in Open Plains Climate is Cold  
 Size : Camp Fortifications : None Loyalty : 38 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 39 0 0 0 210 0 3 0  
 Current stores 203 0 0 0 223 0 39 -

## ARMIES AND NAVIES

**Army Commander : Veteran Belladara** Location : @ 2908 in Mixed Forest Climate is Cold  
 Army morale : 30 Warships : 0 Transports : 0 (3) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Woodman footmen w/battle axes 16 10 11 412 Heavy Infantry  
 Mixed Northman mercenaries w/maces 26 30 10 137 Men-at-Arms  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0 0  
 Food 0 Out of Food !!  
 War machines 0

The Major Town of Judgement flying the flag of the Deepwood Rangers is here.

A small army bearing the banner of the Deepwood Rangers under Veteran Valden the Fat is here.

**Army Commander : Veteran Glanyssa** Location : @ 2415 in Open Plains Climate is Cold  
 Army morale : 14 Warships : 0 Transports : 0 (5) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Woodman footmen w/battle axes 10 10 0 1200 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 101 Low Supplies !!  
 War machines 0  
 The Village of Farothhand flying the flag of the Deepwood Rangers is here.  
**An army bearing the banner of the Beogrim under Captain Beodred is here.**  
**An army bearing the banner of the North Kingdom under Lord Lothar is here.**  
**A small army bearing the banner of the Dothraki under Lord Widfara is here.**

**Army Commander : Commander Inga the Gay** Location : @ 2818 in Open Plains Climate is Cold  
 Army morale : 15 Warships : 0 Transports : 0 (3) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Woodman footmen w/battle axes 18 10 0 721 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0  
**The Town/Tower of Daggerford flying the flag of the Nurn Freeholders is here.**  
 A small army bearing the banner of the Deepwood Rangers under Lord Melani Goldeye is here.  
**An army bearing the banner of the Dothraki under Lord Targon is here.**

**Army Commander : Commander Lamronos** Location : @ 2314 in Mixed Forest Climate is Warm  
 Army morale : 30 Warships : 0 Transports : 0 (6) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Woodman footmen w/battle axes 11 10 2 1500 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 43 Low Supplies !!  
 War machines 0  
 The City/Fort of Ardhenth flying the flag of the Deepwood Rangers is here.  
 A small army bearing the banner of the Deepwood Rangers under Commander Padraic is here.

**Army Commander : Lord Melani Goldeye** Location : @ 2818 in Open Plains Climate is Cold  
 Army morale : 40 Warships : 0 Transports : 0 (3) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Woodman horsemen w/maces 19 10 48 308 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0  
**The Town/Tower of Daggerford flying the flag of the Nurn Freeholders is here.**  
 A small army bearing the banner of the Deepwood Rangers under Commander Inga the Gay is here.  
**An army bearing the banner of the Dothraki under Lord Targon is here.**

**Army Commander : Commander Padraic** Location : @ 2314 in Mixed Forest Climate is Warm  
 Army morale : 38 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Woodman footmen w/battle axes 11 10 2 100 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 3 Low Supplies !!  
 War machines 0

Characters traveling with army : - Harodh Clubfoot.

The City/Fort of Arddenath flying the flag of the Deepwood Rangers is here.

An army bearing the banner of the Deepwood Rangers under Commander Lamronos is here.

**Army Commander : Warlord Sarah Redblade** Location : @ 2315 in Open Plains Climate is Cold

Army morale : 70 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Woodman footmen w/battle axes	30	10	17	93	Heavy Infantry
Mixed Northman mercenaries w/maces	40	30	10	29	Men-at-Arms
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	140	Low Supplies !!			
War machines	4				

Characters traveling with army : - Ferdh Feyheart.

The Major Town of Dolendyr flying the flag of the Deepwood Rangers is here.

**Army Commander : Veteran Valden the Fat** Location : @ 2908 in Mixed Forest Climate is Cold

Army morale : 12 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Woodman footmen w/battle axes	13	10	0	289	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	1	Low Supplies !!			
War machines	0				

The Major Town of Judgement flying the flag of the Deepwood Rangers is here.

A small army bearing the banner of the Deepwood Rangers under Veteran Belladara is here.

**Army Commander : Regent Yazmina Blackhand** Location : @ 2413 in Mixed Forest Climate is Warm

Army morale : 30 Warships : 0 Transports : 0 (14) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Woodman horsemen w/maces	29	16	21	487	Heavy Cavalry
Woodman footmen w/battle axes	30	10	17	2650	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	0	Out of Food !!			
War machines	0				

The Town of Hadronim flying the flag of the South Kingdom is here.

A large army bearing the banner of the Beogrim under Regent Warmog is here.

**COMPANY COMMANDERS :**

None

### MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	22657	28057	3650	3918	1954	26292	1833
Purchase at market price/unit	3	3	10	18	3	3	15
Sell to market price/unit	1	1	4	8	1	1	7

**MISCELLANEOUS**

Maintenance Costs expected next turn are:		Totals for Nation:	Stores	Production
Armies/Navies :	32796	Leather	2595	760
Pop Centers :	3500	Bronze	514	77
Characters :	26980	Steel	1144	132
		Mithril	16	10
Total :	63276	Food	5445	5187
		Timber	8952	1743
Current Tax rate :	60%	Mounts	300	48
Revenue expected next turn :	57080 (-6196)			
Current Gold reserve :	27154			

No new characters available at this time

Ships have been left anchored at the following locations:

None

You have the following double agents:

**Gundor of the Dothraki @ 2415**

Double agent Gundor reports he was ordered to refuse all personal challenges.

Double agent Gundor reports he was ordered to kidnap a character. Qeset was kidnaped. Artifact(s) were discovered on Qeset.

Double agent Gundor reports he moved with the company to 2415.

You have the following hostages:

Feor of the Beogrim is held by Valden the Fat at 2908 - No Gold ransom demanded at this time.

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Helm of Shadow	Helm	92	Yes	None	Increases Stealth Rank by 10.

You have hidden the following additional artifacts:

None

**NATION MESSAGES**

*There are rumors of a personal challenge involving Feor and Valden the Fat at 2908.*

*The loyalty was influenced/reduced at Nincelys.*

*Nincelys is no longer under our control.*

*There are rumors of an assassination attempt involving Riadeegha and Imlida.*

*Local militia spotted Balton at Imcelon and thwarted his mission.*

*There are rumors of a kidnap attempt involving Loki and Rivandel.*

*There are rumors of a theft attempt involving Qtara at Forimlad.*

## ENCOUNTER MESSAGES

### Encounter for Warlord Sarah Redblade at 2315

During the past several days, our scouts have reported seeing glimpses of a man in brown robes and leggings who has been following us from a distance. None of our scouts have been able to get near him or even been able to find any trail which he has left. He has been no danger and has pointedly ignored our campfires and our attempts to communicate. Even our attempts to ambush and kill him have not changed his actions.

## COMBAT MESSAGES

### Battle at 2515

In the Cold climate of the Open Plains of 2515, a conflict took place in the early afternoon in a dense and oppressive fog.

At the head of a demoralized army rode **Lord Widfara** of the nation of the Dothraki. 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
680 Mixed Easterling chariotmen w/spears	wooden	none/leather	ragged ranks

At the head of a rebellious army rode **Captain Beodred** of the nation of the Beogrim. 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
1497 Mixed Easterling chariotmen w/spears	bronze/steel	bronze/steel	a mob

The Village of Eryntir flying the flag of the Deepwood Rangers is situated in the Open Plains here. It is fortified by a Tower, and it is under siege or attack.

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

The battle for Eryntir 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.... Beodred's army survived the attack on the Village, but suffered minor losses. Beodred appeared to have survived. The Village has been reduced to a Camp. The Tower has not been affected. The Camp has been under siege/attack this turn. The Camp now flies the flag of the Beogrim.

### Battle at 2908

In the Cold climate of the Mixed Forest of 2908, a conflict took place in the early afternoon under a clear sky.

At the head of a demoralized army rode **Veteran Valden the Fat** of the nation of the Deepwood Rangers. 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 Woodman footmen w/battle axes	wooden	none	a mob

At the head of a rebellious army rode **Regent Feor** of the nation of the Beogrim. 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
289 Mixed Easterling chariotmen w/spears	bronze/steel	bronze/steel	a mob



At the head of a rebellious army rode **Veteran Belladara** of the nation of the Deepwood Rangers. The mount on which she rode moved with trepidation to the center of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
600 Woodman footmen w/battle axes	wooden	leather/bronze	a mob
200 Mixed Northman mercenaries w/maces	bronze	leather	a mob

The Major Town of Judgement flying the flag of the Deepwood Rangers is situated in the Mixed Forest here.

Report from Valden the Fat.....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 heard coursing through the ranks.. Head straight for them and then strike the left flank...the left flank!

Against the forces of Feor, we hit their flank and they stayed with their standard formation.

Report from Belladara.....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 Feor, we ambushed their standard formation.

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

Report from Valden the Fat.....Our foot soldiers fought around every bush and tree, always trying to push through the underbrush. 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 Belladara.....Our foot soldiers fought around every bush and tree, always trying to push through the underbrush. 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.... Valden the Fat's forces were victorious in the battle, but suffered some losses. Valden the Fat appeared to have survived. Feor's forces were destroyed/routed in the battle. Feor was captured. Belladara's forces were victorious in the battle, but suffered some losses. Belladara appeared to have survived.

#### Battle at 2817

In the Cold climate of the Hills & Rough of 2817, a conflict took place in the early morning hours under a omen-filled sky.

At the head of a calm army rode **Lord Melani Goldeye** of the nation of the Deepwood Rangers. The mount on which she rode moved calmly to the front of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
337 Woodman horsemen w/maces	wooden	bronze/steel	a mob

The Village of Phaelin flying the flag of the Stonekeep's Watch is situated in the Hills & Rough here.

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

The battle for Phaelin 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.... Melani Goldeye's army survived the attack on the Village, but suffered minor losses. Melani Goldeye 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 Deepwood Rangers.

### 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.....
Allele the Kind	690	StlGold	
Allele the Kind	920	ScoPop	
Belladara	215	RfsPers	
Belladara	230	AttEnemy	am
Carla Darkeye	215	RfsPers	
Carla Darkeye	731	NamAgen	Olga Longbow f
Ferdh Feyheart	215	RfsPers	
Ferdh Feyheart	615	Assass	balto
Glanyssa	860	ForcMar	e ne e ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Glanyssa	408	HvInfan	400 ^ ^
Harodh Clubfoot	765	SplArmy	lamro ^ ^ 1500 ^ ^ ^
Harodh Clubfoot	408	HvInfan	500 ^ ^
Inga the Gay	430	TrpsMan	hi
Inga the Gay	860	ForcMar	se se e ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Jalik Macehand	215	RfsPers	
Jalik Macehand	731	NamAgen	Quargala f
Kirah the Knife	215	RfsPers	
Kirah the Knife	870	MovJoin	2314 padra
Lamronos	215	RfsPers	
Lamronos	725	NamChar	Narya the Red f 10 20 ^ ^
Melani Goldeye	255	CptrPop	st
Melani Goldeye	860	ForcMar	se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Padraic	325	NatSell	mi 100
Padraic	765	SplArmy	lamro ^ ^ 1500 ^ ^ ^
Sarah Redblade	494	FortPop	
Sarah Redblade	850	MovArmy	w sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Valden the Fat	215	RfsPers	
Valden the Fat	230	AttEnemy	fl
Xandros the Fair	555	CreCmp	Entwhine
Xandros the Fair	810	MovChar	2309
Yazmina Blackhand	860	ForcMar	sw se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Yazmina Blackhand	930	ScoChar	
Zelik the Mad	215	RfsPers	
Zelik the Mad	905	ScoArmy	pordr y

Allek the Kind



Ranks : Command 0 Agent 67 Emissary 0 Mage 0  
 Health 100 Stealth 21 Challenge 50  
 Artifacts : None  
 Spells (+0) : None

Allek the Kind was located in the Hills & Rough at 1918.

He was ordered to steal the Gold. 4450 Gold was stolen at Stonekeep.

He was ordered to scout the population center. A scout of the population center was attempted. City named Stonekeep - owned by the South Kingdom - fortified with a Keep - loyalty = 32. Production - Food: 1030 - Timber: 190 - Steel: 110. Stores - Steel: 312 - Food: 740 - Timber: 34 - Mounts: 20.

***He is currently in the Hills & Rough at 1918. The City/Keep of Stonekeep flying the flag of the South Kingdom is here.***

Belladara



Ranks : Command 18 Agent 30 Emissary 10 Mage 0  
 Health 100 Stealth 0 Challenge 27  
 Artifacts : None  
 Spells (+0) : None

Belladara was located in the Mixed Forest at 2908.

She was ordered to refuse all personal challenges.

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

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

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

***She commands an army in the Mixed Forest at 2908. The Major Town of Judgement flying the flag of the Deepwood Rangers is here.***

Carla Darkeye



Ranks : Command 0 Agent 34 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 25  
 Artifacts : None  
 Spells (+0) : None

Carla Darkeye was located in the Mixed Forest at 2314.

She was ordered to refuse all personal challenges.

She was ordered to name a new agent. She was not able to name an agent because no new characters are available at this time.

***She is currently in the Mixed Forest at 2314. The City/Fort of Ardhenath flying the flag of the Deepwood Rangers is here.***

Ezkania



Ranks : Command 0 Agent 30 Emissary 0 Mage 0  
 Health 100 Stealth 20 Challenge 22  
 Artifacts : None  
 Spells (+0) : None

Ezkania was located in an unknown location.

Ezkania could not escape from being held hostage.

***She is currently being held hostage. Location unknown. No Gold ransom demanded at this time.***

Ferdh Feyheart



Ranks : Command 0 Agent 60 Emissary 0 Mage 0  
 Health 100 Stealth 29 (39) Challenge 45  
 Artifacts : #92 Helm of Shadow  
 Spells (+0) : None

Ferdh Feyheart was located in the Mixed Forest at 2414.

He was ordered to refuse all personal challenges.

He was ordered to assassinate a character. He was not able to assassinate the character because of tight security.

He moved with the army to 2315.

***He is traveling with Sarah Redblade in the Open Plains at 2315. The Major Town of Dolendyr flying the flag of the Deepwood Rangers is here.***

Glanyssa



Ranks : Command 10 Agent 21 Emissary 12 Mage 0  
 Health 50 Stealth 20 Challenge 19  
 Artifacts : None  
 Spells (+0) : None

Glanyssa was located in the Mountains at 2116.

She was ordered to recruit some heavy infantry. 400 Heavy Infantry w/Wood weapons and No armor were recruited.

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

***She commands an army in the Open Plains at 2415. The Village of Farothhand flying the flag of the Deepwood Rangers is here.***

Harodh Clubfoot



Ranks : Command 24 Agent 37 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 33  
 Artifacts : None  
 Spells (+0) : None

Harodh Clubfoot was located in the Mixed Forest at 2314.

He was ordered to recruit some heavy infantry. 500 Heavy Infantry w/Wood weapons and No armor were recruited.

He was ordered to split the army. He was not able to split the army because He is not an army commander.

**He is traveling with Padraic in the Mixed Forest at 2314. The City/Fort of Ardhenath flying the flag of the Deepwood Rangers is here.**

Inga the Gay



Ranks : Command 36 Agent 36 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 57+  
 Artifacts : None  
 Spells (+0) : None

Inga the Gay was located in the Open Plains at 2616.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She was ordered to put some troops on maneuvers. The maneuvers for the Heavy Infantry were completed.

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

**She commands an army in the Open Plains at 2818. The Town/Tower of Daggerford flying the flag of the Nurn Freeholders is here.**

Jalik Macehand



Ranks : Command 0 Agent 30 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 22  
 Artifacts : None  
 Spells (+0) : None

Jalik Macehand was located in the Mixed Forest at 2314.

He was ordered to refuse all personal challenges.

He was ordered to name a new agent. A new agent named Quargala was available.

**He is currently in the Mixed Forest at 2314. The City/Fort of Ardhenath flying the flag of the Deepwood Rangers is here.**

Kirah the Knife



Ranks : Command 54 Agent 0 Emissary 0 Mage 0  
 Health 51 Stealth 29 Challenge 54  
 Artifacts : None  
 Spells (+0) : None

Kirah the Knife was located in the Open Plains at 2412.  
 She was ordered to refuse all personal challenges.  
 Kirah the Knife was kidnaped.  
 Kirah the Knife could not escape from being held hostage.  
 She was ordered to move and join the army. She was not permitted orders because she was held hostage.  
***She is currently being held hostage. Location unknown. No Gold ransom demanded at this time.***

Lamronos



Ranks : Command 30 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 30  
 Artifacts : None  
 Spells (+0) : None

Lamronos was located in the Mixed Forest at 2314.  
 He was ordered to refuse all personal challenges.  
 He was ordered to name a new character. A new character named Narya the Red was available.  
***He commands an army in the Mixed Forest at 2314. The City/Fort of Ardhenath flying the flag of the Deepwood Rangers is here.***

Melani Goldeye



Ranks : Command 53 Agent 44 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 61  
 Artifacts : None  
 Spells (+0) : None

Melani Goldeye was located in the Hills & Rough at 2817.  
 She was ordered to capture the Village of Phaelin. See Combat Messages.  
 Lack of Food may have affected army movement.  
 Lack of Food restricted the army morale.  
 She was ordered to force march the army. She accepted the forced march orders.  
***She commands an army in the Open Plains at 2818. The Town/Tower of Daggerford flying the flag of the Nurn Freeholders is here.***

Narya the Red



Ranks : Command 10 Agent 20 Emissary 10 Mage 0  
 Health 100 Stealth 0 Challenge 18  
 Artifacts : None  
 Spells (+0) : None

Narya the Red has a special ability. She has a bonus to her Emissary rank.  
*She is currently in the Mixed Forest at 2314. The City/Fort of Ardhenath flying the flag of the Deepwood Rangers is here.*

Padraic



Ranks : Command 39 Agent 0 Emissary 20 Mage 0  
 Health 100 Stealth 0 Challenge 41  
 Artifacts : None  
 Spells (+0) : None

Padraic was located in the Mixed Forest at 2314.

He was ordered to have the nation sell to the caravans. The stores sold was changed because the total product sold was more than the market purchase limit. 572 Mithril were sold for 30316 Gold.

He was ordered to split the army. The army was split. 43 Food was transfered.  
*He commands an army in the Mixed Forest at 2314. The City/Fort of Ardhenath flying the flag of the Deepwood Rangers is here.*

Quargala



Ranks : Command 0 Agent 35 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 26  
 Artifacts : None  
 Spells (+0) : None

Quargala has a special ability. She has a bonus to her Agent rank.  
*She is currently in the Mixed Forest at 2314. The City/Fort of Ardhenath flying the flag of the Deepwood Rangers is here.*

Sarah Redblade



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

Sarah Redblade was located in the Mixed Forest at 2414.

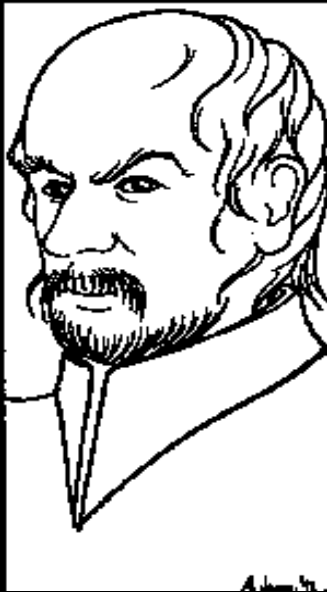
She was ordered to fortify the population center. The fortifications at Imcelon were improved to a Tower.

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

She had a special encounter. See Encounter Messages.

*She commands an army in the Open Plains at 2315. The Major Town of Dolendyr flying the flag of the Deepwood Rangers is here.*

Tarik the Bold



Ranks : Command 57 Agent 0 Emissary 0 Mage 61  
 Health 100 Stealth 0 Challenge 75  
 Artifacts : None

Spells (+0) : #104 Resistances(71) #412 Research Artifact(94)

#416 Reveal Production(100) #418 Locate Artifact(69) #420 Reveal Character(70)

#430 Reveal Character True(74) #434 Reveal Population Center(49)

Tarik the Bold was located in an unknown location.

Tarik the Bold could not escape from being held hostage.

*He is currently being held hostage. Location unknown. No Gold ransom demanded at this time.*

Valden the Fat



Ranks : Command 17 Agent 0 Emissary 87 Mage 0  
 Health 100 Stealth 0 Challenge 47  
 Artifacts : None  
 Spells (+0) : None

Valden the Fat was located in the Mixed Forest at 2908.

He was ordered to refuse all personal challenges.

He was challenged by Feor to personal combat, but refused. Feor gained personal honor.

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

He captured Feor during combat.

*He commands an army in the Mixed Forest at 2908. The Major Town of Judgement flying the flag of the Deepwood Rangers is here.*



Xandros the Fair



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

Xandros the Fair was located in the Open Plains at 1814.

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

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

**He is currently in the Mountains at 2309. The Town/Fort of Orod thoron flying the flag of the Deepwood Rangers is here.**

Yazmina Blackhand



Ranks : Command 66 Agent 65 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 78  
 Artifacts : None  
 Spells (+0) : None

Yazmina Blackhand was located in the Open Plains at 2411.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

She was ordered to scout for any characters. A scout for characters was attempted.

Found: An unknown Free People Female. Regent Warmog - Beogrim. An unknown Free People Male. Duinhir - Free People Male. Turin - Free People Male. An unknown Free People Female. One or more reports may be incorrect. Nothing else was reported at this time.

**She commands an army in the Mixed Forest at 2413. The Town of Hadronim flying the flag of the South Kingdom is here.**

Zelik the Mad



Ranks : Command 0 Agent 50 Emissary 0 Mage 0  
 Health 33 Stealth 19 Challenge 37  
 Artifacts : None  
 Spells (+0) : None

Zelik the Mad was located in the Hills & Rough at 2817.

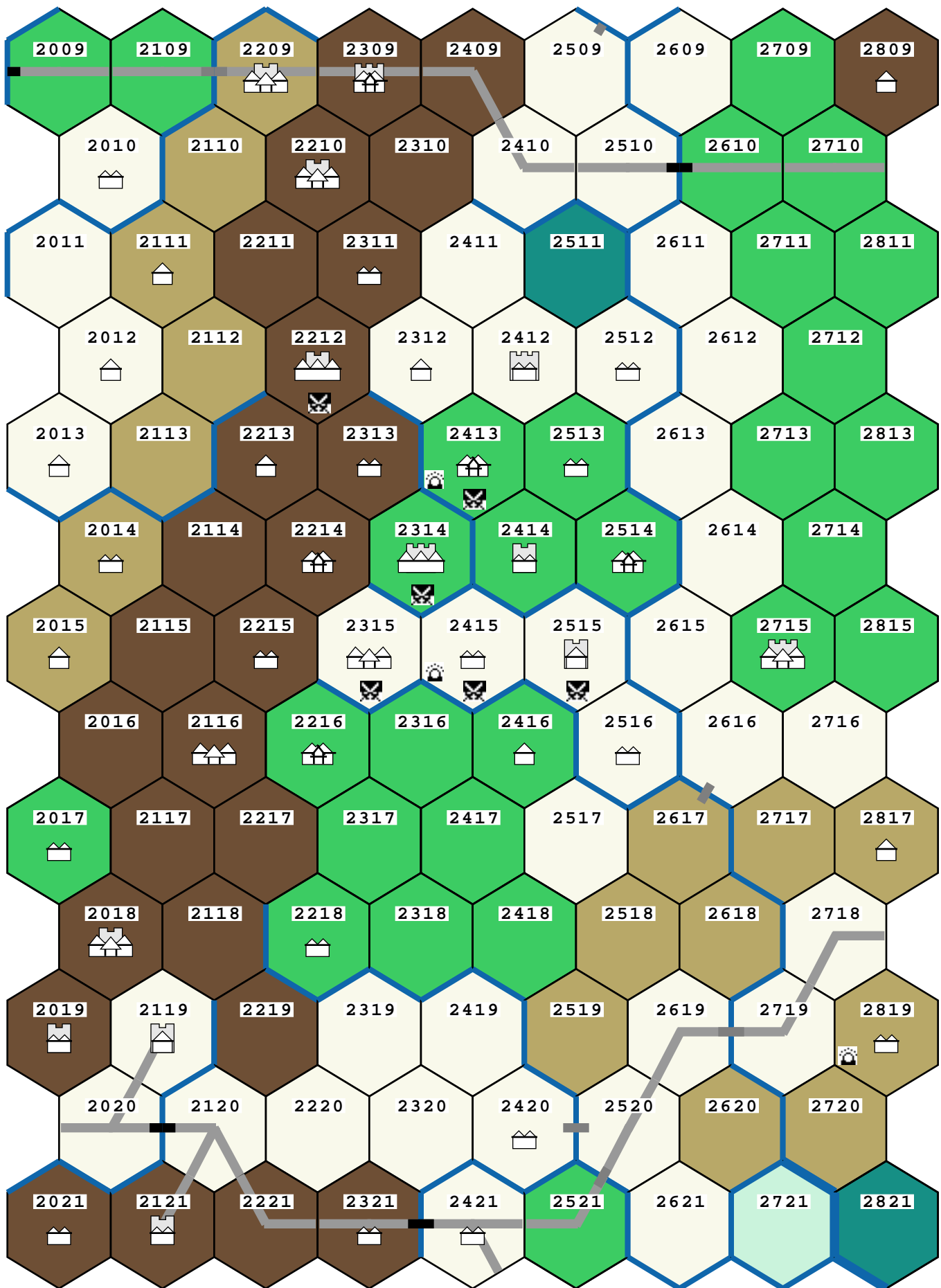
He was ordered to refuse all personal challenges.

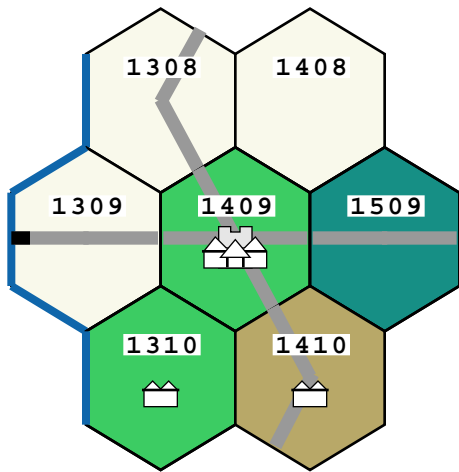
Zelik the Mad was wounded during combat.

He moved with the army to 2818.

He was ordered to scout an army. A scout of the army was attempted. Lord Pordred of the Wardens is located in the Hills & Rough at 2819 Travel mode is Normal. Morale is 56. Troops: Heavy Cavalry: 282 . Scouted army movement to new location at 2819.

**He is currently in the Hills & Rough at 2819. The Village of Neferous flying the flag of the Stonekeep's Watch is here.**





Required _____ Information _____ _____	Required _____ Information _____ _____
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**Ferdh Feyheart (ID: ferdh) @ 2315 Agent**

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

**Glanyssa (ID: glany) @ 2415 Command Agent Emissary**

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

**Harodh Clubfoot (ID: harod) @ 2314 Command Agent**

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

**Inga the Gay (ID: inga ) @ 2818 Command Agent**

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

**Jalik Macehand (ID: jalik) @ 2314 Agent**

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

**Lamronos (ID: lamro) @ 2314 Command**

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

**Melani Goldeye (ID: melan) @ 2818 Command Agent**

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

**Narya the Red (ID: narya) @ 2314 Command Agent Emissary**

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

**Padraic (ID: padra) @ 2314 Command Emissary**

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

**Quargala (ID: quarg) @ 2314 Agent**

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

**Sarah Redblade (ID: sarah) @ 2315 Command**

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

**Valden the Fat (ID: valde) @ 2908 Command Emissary**

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

## Xandros the Fair (ID: xandr) @ 2309 Emissary

Order      ->   #       Code       Type       

Order      ->   #       Code       Type       

Required

## Information

Required

## Information

**Yazmina Blackhand** (ID: yazmi) @ 2413 Command Agent

Order      ->   #      Code      Type      \_\_\_\_\_

Order      ->   #      Code      Type     

Required

## Information

Required

## Information

## Zelik the Mad (ID: zelik) @ 2819 Agent

Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_

Order      ->    #        Code        Type       

Required

## Information

Required

## Information