

MEPBM Games
presents

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 143



Dustbighters

Victory points : 833
 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 :

Frost Men [1275] Aerithryn [1150] Half-Orcs [1025]

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 #	:	3
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	6983
Special Service	:	YES

Dustbighters

(A Free People)

Season : Summer

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	: Disliked	#13 Ull Navala	: Hated
#14 Farrelly	: Disliked	#15 Nacth Strum	: Disliked	#16 Shadowborn	: Disliked
#17 Heathen Kings	: Disliked	#18 Vampiric Order	: Disliked	#19 Scourge	: Disliked
#20 Black Numenroans	: 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 Mild

Size : Camp	Fortifications : None	Loyalty : 27	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	1026	396	0	0
Current stores	0	0	0	0	0	0	0	-

Dry Rut Location : @ 3213 in Open Plains Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 28	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	124	0	0	0	351	0	5	0
Current stores	0	0	0	0	702	0	5	-

Dunwedh Location : @ 4015 in Hills & Rough Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 23	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	300	0	0	0	0	9	1100
Current stores	0	300	0	0	0	0	9	-

Eastpost Location : @ 3416 in Open Plains Climate is Warm

Size : Camp	Fortifications : Tower	Loyalty : 29	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	240	0	0	0	540	0	10	0
Current stores	0	0	0	0	1080	0	10	-

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

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	36	0	0	0	108	0	11	0
Current stores	0	0	0	0	216	0	0	-

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

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

Size : Major Town	Fortifications : Fort	Loyalty : 71	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	80	0	0	0	168	0	4	0
Current stores	1750	0	0	0	336	0	14	-

An army bearing the banner of the Dustbighters under Commander Falin Blackeye is here.

An army bearing the banner of the Dustbighters under Captain Suri Sackstomper is here.

Osteluir Location : @ 3421 in Mountains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 23	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	220	60	0	0	0	0	1300
Current stores	0	220	60	0	0	0	0	-

Passwater Location : @ 3212 in Shore/Plains Climate is Mild
 Size : Town Fortifications : Tower Loyalty : 29 Docks : Harbor Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 173 0 0 0 211 0 5 0
 Current stores 0 0 0 0 422 0 5 -

Sawmill Location : @ 3111 in Shore/Plains Climate is Mild
 Size : Village Fortifications : Tower Loyalty : 23 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 173 0 0 0 425 0 14 0
 Current stores 0 0 0 0 850 0 14 -

Short Stand Location : @ 3116 in Open Plains Climate is Warm
 Size : Camp Fortifications : Tower Loyalty : 27 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 250 0 0 0 1040 0 10 0
 Current stores 0 0 0 0 2080 0 10 -

Tyarretta Location : @ 3017 in Open Plains Climate is Warm
 Size : Camp Fortifications : None Loyalty : 26 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 310 0 0 0 910 0 30 0
 Current stores 0 0 0 0 0 0 0 -

West Ditch Location : @ 3012 in Open Plains Climate is Mild
 Size : Town Fortifications : Tower Loyalty : 23 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 184 0 0 0 454 0 11 0
 Current stores 0 0 0 0 908 0 11 -

ARMIES AND NAVIES

Army Commander : Regent Dain Ironrod Location : @ 3817 in Open Plains Climate is Warm
 Army morale : 47 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Dwarven ponyriders w/war hammers 35 27 20 123 Heavy Cavalry
 Dwarven ponyriders w/battle axes 67 60 60 41 Light Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 2026
 War machines 0
 Characters traveling with army : - Frami.

Army Commander : Captain Dernwyn Location : @ 3112 in Shore/Plains Climate is Mild
 Army morale : 30 Warships : 0 Transports : 0 (1) Travel mode : Evasive
 Troops Training Weapon Armor # Troops Troop Type
 Dwarven ponyriders w/battle axes 60 60 60 100 Light Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 37 Low Supplies !!
 War machines 0
 The Major Town of Mudflat Landing flying the flag of the Dustbighters is here.

Army Commander : Commander Falin Blackeye Location : @ 3214 in Open Plains Climate is Warm
 Army morale : 65 Warships : 0 Transports : 0 (6) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Dwarven ponyriders w/war hammers 10 10 0 800 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 296 Low Supplies !!
 War machines 5
 The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.

An army bearing the banner of the Dustbighters under Captain Suri Sackstomper is here.

Army Commander : Captain Suri Sackstomper Location : @ 3214 in Open Plains Climate is Warm
 Army morale : 31 Warships : 0 Transports : 0 (4) Travel mode : Evasive
 Troops Training Weapon Armor # Troops Troop Type
 Dwarven ponyriders w/war hammers 10 10 0 400 Heavy Cavalry
 Dwarven ponyriders w/battle axes 60 60 60 100 Light Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 67 Low Supplies !!
 War machines 0
 The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.
 An army bearing the banner of the Dustbighters under Commander Falin Blackeye is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	19351	10192	2925	141	44670	11582	1933
Purchase at market price/unit	3	4	6	77	2	4	10
Sell to market price/unit	2	3	4	51	1	3	7

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 9261	Leather	1750	1570
Pop Centers : 4750	Bronze	520	520
Characters : 13080	Steel	60	60
	Mithril	0	0
Total : 27091	Food	6594	5233
	Timber	0	396
Current Tax rate : 73%	Mounts	78	109
Revenue expected next turn : 26125 (-966)			
Current Gold reserve : 23678			

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 Dain Ironrod at 3817 - No Gold ransom demanded at this time.
 Ugusin Ordu of the Scourge is held by Dain Ironrod at 3817 - 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

*There are rumors of an armed conflict involving the Half-Orcs at 4220.
There are rumors of an armed conflict involving the Galadhrim at 2304.
There are rumors of a theft attempt involving Ancient Wight at Devil's Nest.
There are rumors of a theft attempt involving Ragnir at Dachrime.*

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 4220

In the Hot climate of the Open Plains of 4220, a conflict took place in the early morning hours during a driving storm.

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
506 Mixed Mannish horsemen w/lances	wooden/bronze	leather/bronze	ragged ranks

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

Troops	Weapons	Armor	Formations
423 Dwarven ponyriders w/war hammers	wooden/bronze	leather/bronze	ragged ranks
141 Dwarven ponyriders w/battle axes	steel	steel	solid ranks

At the head of a highly energetic army rode **Lord Subotei** of the nation of the Scourge. 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
800 Mixed Mannish horsemen w/shortswords	bronze	leather/bronze	ragged ranks

Report from Dain Ironrod.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. Some of the troops needed this encouragement but others were checking the readiness of their weapons. Finally the order was heard coursing through the ranks.. Charge!! Charge!!

Against the forces of Subotei, they met our charge with one of their own.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Ugusin Ordu** stood off to one side making magical gestures and incanting arcane words. Suddenly, many of her comrades felt their armor grow tougher and more resistant to the blows of their enemies.

Report from Dain Ironrod.....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. The troops fought well, but they could have been better trained. They fought as if uninspired. 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..

Captain Morzug Bloodaxe: 658 Food

Regent Dain Ironrod: 933 Food

After the battle.... Morzug Bloodaxe's forces were victorious in the battle, but suffered severe losses. Morzug Bloodaxe appeared to have survived. Dain Ironrod's forces were victorious in the battle, but suffered severe losses. Dain Ironrod appeared to have survived. Subotei's forces were destroyed/routed in the battle. Subotei appeared to have survived but suffers from grievous wounds.

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	610	GrdChar	uri t
Brand	810	MovChar	3921
Bumbur Snotbeard	330	CstCjSp	508 ^
Bumbur Snotbeard	947	NatTran	3214 le 100
Dain Ironrod	230	AttEnemy	ch
Dain Ironrod	860	ForcMar	w w w nw nw nw ^ ^ ^ ^ ^ ^ ^ no
Dernwyn	185	DnStNat	19
Dernwyn	860	ForcMar	nw nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ev
Drami	555	CreCmp	^
Drami	810	MovChar	3412
Falin Blackeye	400	HvCvlry	400 ^ ^
Falin Blackeye	765	SplArmy	dernw ^ 100 ^ ^ ^ ^
Floin	555	CreCmp	^
Floin	810	MovChar	3114
Frami	185	DnStNat	20
Frami	870	MovJoin	3817 dain
Groin	555	CreCmp	^
Groin	810	MovChar	3011
Suri Sackstomper	400	HvCvlry	400 ^ ^
Suri Sackstomper	860	ForcMar	se se ^ ^ ^ ^ ^ ^ ^ ^ ^ ev
Targon	610	GrdChar	suri
Targon	315	PrchCar	mo 44
Uri the Wright	330	CstCjSp	508 ^
Uri the Wright	710	PrenMgy	

Brand



Ranks : Command 0 Agent 44 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 33
 Artifacts : None
 Spells (+0) : None

Brand was located in the Open Plains at 3214.

He was ordered to guard a character. Uri the Wright was guarded.

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

He is currently in the Mountains at 3921. The Camp of Eastmoor flying the flag of the Half-Orcs is here.

Bumbur Snotbeard



Ranks : Command 0 Agent 0 Emissary 0 Mage 40
 Health 100 Stealth 0 Challenge 40
 Artifacts : None

Spells (+0) : #412 Research Artifact(72) #413 Scry Population Center(81)
 #415 Scry Area(56) #508 Conjure Mounts(70)

Bumbur Snotbeard was located in the Open Plains at 3214.

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

He was ordered to have the nation transport by the caravans. 1072 Leather (+10%) transported to Ochrefort.

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

Dain Ironrod



Ranks : Command 64 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 64
 Artifacts : #6 Robes of the Orc Priests #185 Flails of Horseslaying
 Spells (+0) : None

Dain Ironrod was located in the Open Plains at 4220.

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

He captured Ugusin Ordu during combat.

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

He commands an army in the Open Plains at 3817.

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 Open Plains at 3214.

He was ordered to downgrade our relations. He was not able to downgrade our relations because the populace did not support it. Continued efforts may succeed.

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.

Drami



Ranks : Command 0 Agent 0 Emissary 56 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 3017.

He was ordered to create a camp. No population center name was provided. A camp named Tyarretta was created.

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

He is currently in the Shore/Plains at 3412.

Falin Blackeye



Ranks : Command 30 Agent 10 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 31
 Artifacts : None
 Spells (+0) : None

Falin Blackeye was located in the Open Plains at 3214.

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

He was ordered to split the army. The army was split. 37 Food was transferred.

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

Floin



Ranks : Command 0 Agent 0 Emissary 50 Mage 0
 Health 100 Stealth 0 Challenge 25
 Artifacts : None
 Spells (+0) : None

Floin was located in the Mixed Forest at 2912.

He was ordered to create a camp. He was not able to complete the creation of the camp because there was insufficient populace. Continued efforts may succeed.

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

He is currently in the Mixed Forest at 3114.

Frami



Ranks : Command 40 Agent 40 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 47
 Artifacts : None
 Spells (+0) : None

Frami was located in the Open Plains at 3214.

He was ordered to downgrade our relations. He was not able to downgrade our relations because the populace did not support it. Continued efforts may succeed.

He was ordered to move and join the army. He accepted the movement orders. He joined the army commanded by Dain Ironrod.

He is traveling with Dain Ironrod in the Open Plains at 3817.

Groin



Ranks : Command 0 Agent 0 Emissary 58 Mage 0
 Health 100 Stealth 0 Challenge 29
 Artifacts : None
 Spells (+0) : None

Groin was located in the Mixed Forest at 3113.

He was ordered to create a camp. No population center name was provided. A camp named Coimaas was created.

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

He is currently in the Mixed Forest at 3011.

Suri Sackstomper



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

Suri Sackstomper was located in the Shore/Plains at 3112.

She was ordered to recruit some heavy cavalry. 400 Heavy Cavalry 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 3214. The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.

Targon



Ranks : Command 0 Agent 44 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 33
 Artifacts : None
 Spells (+0) : None

Targon was located in the Shore/Plains at 3112.

She was ordered to purchase from the caravans. 44 Mounts were bought for 484 Gold.

She was ordered to guard a character. Suri Sackstomper was guarded.

She is currently in the Shore/Plains at 3112. The Major Town of Mudflat Landing flying the flag of the Dustbighters is here.

Uri the Wright



Ranks : Command 10 Agent 0 Emissary 0 Mage 45
 Health 100 Stealth 0 Challenge 47
 Artifacts : None

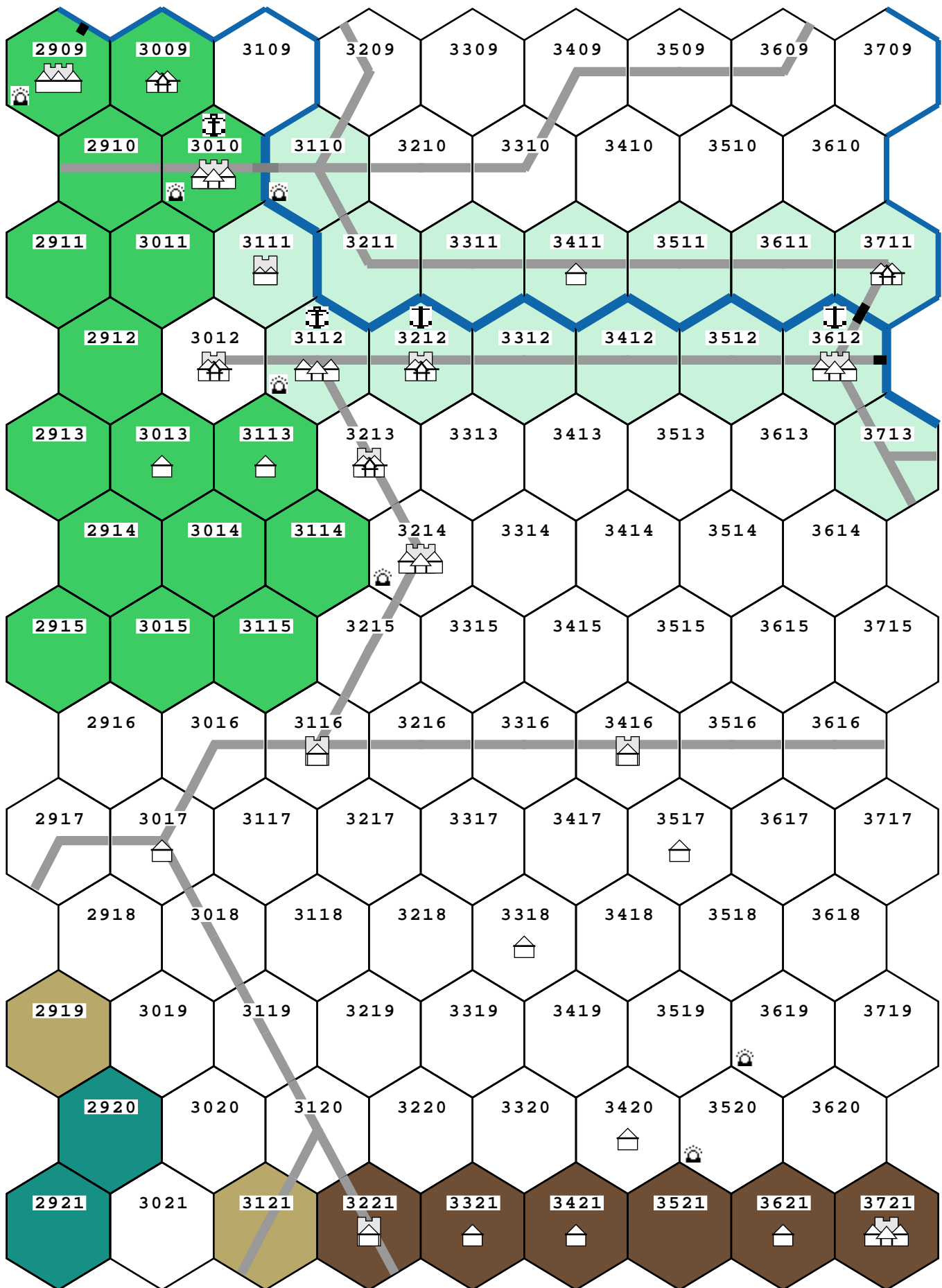
Spells (+0) : #412 Research Artifact(90) #418 Locate Artifact(73)
 #428 Locate Artifact True(66) #508 Conjure Mounts(74)

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

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 210 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.



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Dernwyn (ID: dernw) @ 3112 Command

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

Drami (ID: drami) @ 3412 Emissary Mage

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

Falin Blackeye (ID: falin) @ 3214 Command Agent

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

Floin (ID: floin) @ 3114 Emissary

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

Frami (ID: frami) @ 3817 Command Agent

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

Groin (ID: groin) @ 3011 Emissary

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) @ 3112 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			_____				
			_____								_____				
			_____								_____				