

MEPBM Games
presents

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



GAME # 141



Sapphic Enclave

Victory points : 500
 Victory Conditions :
 To hold at game end the artifact: Gurthdur #17.
 To see to the termination of Guarmath by any means whatsoever.
 To see to the termination of Valacar by any means whatsoever.
 To hold in stores at game end the greatest amount of Mithril.
 To terminate 10 characters by personal challenge or by assassination.

Top 3 Free Peoples :

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

Special Nation Abilities :
 #10 New mages start at rank up to 40.
 #14 All new troop recruits start at training 25.
 #21 Hire new armies at no cost.
 #24 Can learn lost conjure mounts spell.

Internet G141N07
 RICHARD THOMAS 109334
 NONE
 NONE
 NONE

Game #	:	141
Player #	:	7
Turn #	:	19
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	3452
Special Service	:	YES

Sapphic Enclave

(A Free People)

Season : Spring

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Hated	# 3 Wise Council	: Tolerated
# 4 Acadians	: Tolerated	# 5 Silent Assembly	: Tolerated	# 6 Thorinar	: Tolerated
# 8 Nameless	: Tolerated	# 9 Ground Pounders	: Tolerated	#10 Sundered	: Tolerated
#11 Lohmai'gwaith	: Tolerated	#12 Sheri-Urk	: Disliked	#13 Red Witches	: Disliked
#14 Dark Feast	: Disliked	#15 Twilight Hammer	: Disliked	#16 Sh'iar Empire	: Disliked
#17 Great Trollusk	: Disliked	#18 Bením an Pharazôn	: Disliked	#19 RhunLandChattelCo	: Disliked
#20 Tribes of Angmar	: Disliked	#21 Lands	: Neutral	#22 Sing a Song	: Neutral
#23 Once Upon a Time	: Neutral	#24 Plane	: Neutral	#25 Alvernus	: Neutral

POPULATION CENTERS

Androth (Capital) Location : @ 3328 in Mountains Climate is Cool

Size : City	Fortifications : Tower	Loyalty : 79	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	10	4	0	0	0	1500
Current stores	4496	0	30	0	0	0	475	-

Cúarthol Location : @ 3228 in Mountains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 19	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	136	0	24	0	0	0	1100
Current stores	0	136	0	0	0	0	0	-

Esgalduin Location : @ 3428 in Open Plains Climate is Hot

Size : Village	Fortifications : Tower	Loyalty : 38	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	122	0	0	0	205	0	6	0
Current stores	122	0	0	0	0	0	36	-

Galtran Location : @ 3427 in Open Plains Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 39	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	192	0	0	0	536	0	16	0
Current stores	192	0	0	0	0	0	96	-

Ninniach Location : @ 3829 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	288	0	48	0	0	0	0	1120
Current stores	288	0	144	0	0	0	0	-

Núath Location : @ 3329 in Mountains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 39	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	88	0	8	0	0	0	1500
Current stores	0	88	0	0	0	0	0	-

RF Location : @ 3533 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : Tower	Loyalty : 11	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	96	0	0	0	8	1120
Current stores	0	0	288	0	0	0	40	-

Thangor Location : @ 3528 in Open Plains Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 19	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	232	0	0	0	312	0	8	0
Current stores	232	0	0	0	0	0	48	-

Thara-pata Location : @ 3730 in Mountains Climate is Cool
 Size : Camp Fortifications : None Loyalty : 24 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 240 0 10 0 0 0 1000
 Current stores 0 240 0 0 0 0 0 -

Tudaninazul Location : @ 3334 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : Tower Loyalty : 13 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 72 0 0 224 0 800
 Current stores 0 0 216 0 0 851 0 -

Unulló Location : @ 3629 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : None Loyalty : 21 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 112 0 0 0 200 0 0 1040
 Current stores 112 0 0 0 0 0 0 -

Voronwa Location : @ 3527 in Open Plains Climate is Hot
 Size : Camp Fortifications : None Loyalty : 30 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 240 0 0 0 528 0 24 0
 Current stores 240 0 0 0 0 0 144 -

Wilóke Location : @ 3426 in Mountains Climate is Cool
 Size : Town Fortifications : Tower Loyalty : 39 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 174 0 6 0 0 0 1200
 Current stores 0 174 0 0 0 2000 0 -

ARMIES AND NAVIES

Army Commander : Captain Halbarad Location : @ 3623 in Desert Wastes Climate is Hot
 Army morale : 18 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Elven horseriders w/broadswords 37 10 28 506 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0

Army Commander : Commander Igbert Location : @ 3529 in Hills & Rough Climate is Hot
 Army morale : 7 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Elven horseriders w/broadswords 25 10 0 600 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0

The Camp of Tokeliant flying the flag of the Bením an Pharazôn is here.
 A small army bearing the banner of the Bením an Pharazôn under Regent Azrubín is here.

COMPANY COMMANDERS :

Veteran Glóredhel Location : @ 3530 Traveling with her are : Gallan - Otrane.

MARKET PRICES

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

MISCELLANEOUS

Maintenance Costs expected next turn are:			Totals for Nation:	Stores	Production
Armies/Navies :	6636		Leather	5682	1186
Pop Centers :	2500		Bronze	638	638
Characters :	22360		Steel	678	226
			Mithril	0	52
Total :	31496		Food	0	1781
			Timber	2851	224
Current Tax rate :	66%		Mounts	839	62
Revenue expected next turn :	25230 (-6266)				
Current Gold reserve :	8917				

Ritual character terminations: 1

Ships have been left anchored at the following locations:

None

You have the following double agents:

Hecate of the Lohmai'gwaith @ 2713

Double agent Hecate reports she was ordered to assassinate a character. She was not able to assassinate the character because there is no (or no longer a) character with id "nerya".

Double agent Hecate reports she was ordered to move. She accepted the movement orders.

Lavinia of the Lohmai'gwaith @ 2519

Double agent Lavinia reports she was ordered to name a new agent. A new agent named Umbridge was available.

Double agent Lavinia reports she was ordered to move. She accepted the movement orders.

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item #	Latent	Alignment	Known Powers
Cloak of the Heavens	Cloak 136	Yes	None	Increases Agent Rank by 10.

You have hidden the following additional artifacts:

None

NATION MESSAGES

*Kelumë is no longer under our control.
Uplink is no longer under our control.
Our populace reports that a season change is imminent!*

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 3623

In the Hot climate of the Desert Wastes of 3623, a conflict took place about midday in high winds.

At the head of a calm army rode **Commander Woodrow** of the nation of the RhunLandChattelCo. 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
1 Lesser Mannish horsemen w/scimitars	bronze/steel	bronze/steel	solid ranks
1190 Mixed Mannish footmen w/battle axes	bronze/steel	bronze/steel	a mob
387 Lesser Mannish archers w/short bows	arrows	none	a mob
35 Mannish slaves w/shortswords	bronze	leather	a mob

At the head of a demoralized army rode **Captain Haleth** of the nation of the Sapphic Enclave. The mount on which she rode stood cautiously at the rear of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
723 Wood Elf footsoldiers w/broadswords	wooden	none	ragged ranks

At the head of a demoralized army rode **Captain Halbarad** of the nation of the Sapphic Enclave. The mount on which she rode stood cautiously at the rear of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
882 Mixed Elven horseriders w/broadswords	wooden	leather/bronze	ragged ranks

Suddenly, violent bolts of lightning crashed into and around the battleground. Unnaturally strong and driving rain caused Army Commanders to review their chosen tactics. Captain Haleth changed tactics to standard battle formation. Captain Halbarad changed tactics to standard battle formation.

Report from Haleth.....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 shouted across the battlefield.. Keep close ranks. Use standard formation. Like we practiced!

Against the forces of Woodrow, it was a classic attack - our standard formation against theirs.

Report from Halbarad.....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 given in loud commands.. Keep close ranks. Use standard formation. Like we practiced!

Against the forces of Woodrow, it was a classic attack - our standard formation against theirs.

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

Report from Haleth.....Our foot soldiers engaged the other troops in the desert wastes and took the battle to them. The troops tried to fight well, but they needed much more training. They fought very poorly. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

Report from Halbarad.....Our cavalry rode swiftly across the open desert and thundered into the enemy, killing many. 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.

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

Captain Haleth: 236 Food

Captain Halbarad: 639 Food

After the battle.... Woodrow's forces were destroyed/routed in the battle. Woodrow appeared to have survived. Haleth's forces were victorious in the battle, but suffered huge losses. Haleth appeared to have survived. Halbarad's forces were victorious in the battle, but suffered some losses. Halbarad appeared to have survived.

Battle at 3434

In the Hot climate of the Hills & Rough of 3434, a conflict took place in the early morning hours during a driving storm.

At the head of a demoralized army rode **Captain Siane** of the nation of the Sapphic Enclave. The mount on which she rode stood cautiously at the rear of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
400 Wood Elf footsoldiers w/broadswords	wooden	none	ragged ranks

At the head of a demoralized army rode **Regent Shatterstar** of the nation of the Sh'iar Empire. 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
866 Mixed Mannish horsemen w/shortswords	wooden/bronze	leather/bronze	ragged ranks

The Town of C-Band flying the flag of the Sapphic Enclave is situated in the Hills & Rough here. It is fortified by a Tower, and it is under siege or attack.

Report from Siane.....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 Shatterstar, they charged...right into our ambush!

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

Report from Siane.....Our foot soldiers struggled up and down the slopes in order to engage the enemy lines. The troops tried to fight well, but they needed much more training. They fought very poorly. However, we were overrun in less than a few hours.

After the battle.... Siane's forces were destroyed/routed in the battle. Siane appeared to have survived. Shatterstar's forces were victorious in the battle, but suffered minor losses. Shatterstar appeared to have survived.

The battle for C-Band was vicious and quick. Although the defending militia fought hard to stem the assault, they were outnumbered and eventually fell before the onslaught!

After the attack on the population center.... Shatterstar's army survived the attack on the Town, but suffered some losses. Shatterstar 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 Sh'iar Empire.

Battle at 3529

In the Hot climate of the Hills & Rough of 3529, a conflict took place in the early afternoon under an

overcast sky.

At the head of a demoralized army rode **Lord Valandil** of the nation of the Sapphic Enclave. The mount on which she rode stood cautiously at the rear of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
800 Wood Elf footsoldiers w/broadswords	wooden	leather/bronze	a mob

At the head of a calm army rode **Regent Azrubín** of the nation of the Benîm an Pharazôn. 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
601 Mixed Mannish horsemen w/shortswords	wooden/bronze	bronze/steel	ragged ranks

The Camp of Tokeliant flying the flag of the Benîm an Pharazôn is situated in the Hills & Rough here.

Report from Valandil.....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 Azrubín, they charged...right into our ambush!

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

Report from Valandil.....Our foot soldiers struggled up and down the slopes in order to engage the enemy lines. The troops tried to fight well, but they needed much more training. They fought very poorly. Although we fought hard, and although the battle lasted many days, we were defeated..

After the battle.... Valandil's forces were destroyed/routed in the battle. Valandil was captured. Azrubín's forces were victorious in the battle, but suffered some losses. Azrubín appeared to have survived.

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.....
Dervorin	215	RfsPers	
Dervorin	810	MovChar	3530
Gallan	525	InfOthr	
Gallan	215	RfsPers	
Glóredhel	215	RfsPers	
Glóredhel	690	StlGold	
Gorlim	215	RfsPers	
Gorlim	810	MovChar	3228
Grieta	710	PrenMgy	
Grieta	330	CstCjSp	508 500
Halbarad	215	RfsPers	
Halbarad	230	AttEnemy	am
Haleth	215	RfsPers	
Haleth	230	AttEnemy	ch
Igbert	400	HvCvly	500 ^ ^
Igbert	850	MovArmy	e se ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Marach	710	PrenMgy	
Marach	330	CstCjSp	508 500
Oruthan	615	Assass	azrub
Oruthan	215	RfsPers	
Otrane	525	InfOthr	
Otrane	215	RfsPers	
Siane	215	RfsPers	
Siane	230	AttEnemy	am
Ugbert	325	NatSell	fo 100
Ugbert	325	NatSell	mi 100
Ulbar	810	MovChar	3530
Ulbar	215	RfsPers	
Valandil	215	RfsPers	
Valandil	230	AttEnemy	am

Batby



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

Batby was located in an unknown location.

Batby could not escape from being held hostage.

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

Dervorin



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

Dervorin was located in the Hills & Rough at 3434.

She was ordered to refuse all personal challenges.

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

She is currently in the Mountains at 3530. The Town/Fort of Aughaur flying the flag of the Red Witches is here.

Gallan



Ranks : Command 0 Agent 0 Emissary 68 Mage 0
 Health 100 Stealth 0 Challenge 34
 Artifacts : None
 Spells (+0) : None

Gallan was located in the Mountains at 3530.

She was ordered to refuse all personal challenges.

She was ordered to influence their population center loyalty. She was not able to influence/reduce the population center loyalty because the populace was not influenced. Current loyalty is perceived to be normal. Continued efforts may succeed.

She is traveling with Glóredhel in the Mountains at 3530. The Town/Fort of Aughaur flying the flag of the Red Witches is here.

Glóredhel



Ranks : Command 10 Agent 60 Emissary 0 Mage 15
 Health 46 Stealth 0 Challenge 51
 Artifacts : None
 Spells (+0) : #302 Long Stride(49)

Glóredhel was located in the Mountains at 3530.

She was ordered to refuse all personal challenges.

She was ordered to steal the Gold. 1620 Gold was stolen at Aughaur.

She commands a company in the Mountains at 3530. The Town/Fort of Aughaur flying the flag of the Red Witches is here.

Gorlim



Ranks : Command 59 Agent 0 Emissary 0 Mage 36
 Health 100 Stealth 0 Challenge 68
 Artifacts : None

Spells (+0) : #4 Major Heal(85) #302 Long Stride(96) #412 Research Artifact(59)

Gorlim was located in the Hills & Rough at 3529.

She was ordered to refuse all personal challenges.

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

She is currently in the Mountains at 3228. The Village of Cúarthol flying the flag of the Sapphic Enclave is here.

Grieta



Ranks : Command 0 Agent 0 Emissary 0 Mage 50
 Health 100 Stealth 0 Challenge 50
 Artifacts : None

Spells (+0) : #104 Resistances(85) #214 Call Winds(88) #308 Capital Return(63)
 #414 Scry Hex(72) #508 Conjure Mounts(84)

Grieta was located in the Mountains at 3328.

She was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 240 Mounts were conjured.

She was ordered to prentice magery. The prentice magery was successful and her Mage rank has been improved.

She is currently in the Mountains at 3328. The City/Tower of Androth flying the flag of the Sapphic Enclave is here.

Halbarad



Ranks : Command 42 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 42
 Artifacts : None
 Spells (+0) : None

Halbarad was located in the Desert Wastes at 3623.

She was ordered to refuse all personal challenges.

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 Desert Wastes at 3623.

Haleth



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

Haleth was located in the Desert Wastes at 3623.

She was ordered to refuse all personal challenges.

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

Haleth was kidnaped.

The army commanded by Haleth has been disbanded because no suitable commander was present.

Neddet escaped from being held hostage.

Haleth could not escape from being held hostage.

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

Igbert



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

Igbert was located in the Mountains at 3328.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

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

He commands an army in the Hills & Rough at 3529. The Camp of Tokeliant flying the flag of the Benim an Pharazôn is here.

Marach



Ranks : Command 0 Agent 0 Emissary 0 Mage 62
 Health 100 Stealth 0 Challenge 62
 Artifacts : None

Spells (+0) : #102 Barriers(94) #210 Words of Calm(84) #302 Long Stride(100)
 #406 Divine Army(80) #508 Conjure Mounts(83)

Marach was located in the Mountains at 3328.

She was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 305 Mounts were conjured.

She was ordered to prentice magery. The prentice magery was successful and her Mage rank has been improved.

She is currently in the Mountains at 3328. The City/Tower of Androth flying the flag of the Sapphic Enclave is here.

Nienor



Ranks : Command 0 Agent 0 Emissary 83 Mage 60
 Health 100 Stealth 0 Challenge 70
 Artifacts : None

Spells (+0) : #412 Research Artifact(94) #413 Scry Population Center(96)
 #415 Scry Area(83) #418 Locate Artifact(95) #428 Locate Artifact True(69)
 #508 Conjure Mounts(84)

Nienor was located in an unknown location.

Nienor could not escape from being held hostage.

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

Oruthan



Ranks : Command 33 Agent 71 (81) Emissary 0 Mage 42
 Health 100 Stealth 0 Challenge 78
 Artifacts : #136 Cloak of the Heavens
 Spells (+0) : #104 Resistances(86) #412 Research Artifact(99)
 #418 Locate Artifact(55) #508 Conjure Mounts(91)

Oruthan was located in the Hills & Rough at 3529.

She was ordered to refuse all personal challenges.

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

She is currently in the Hills & Rough at 3529. The Camp of Tokeliant flying the flag of the Benim an Pharazôn is here.

Otrane



Ranks : Command 0 Agent 0 Emissary 79 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Otrane was located in the Mountains at 3530.

She was ordered to refuse all personal challenges.

She was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Aughaur. Current loyalty is perceived to be marginal.

She is traveling with Glóredhel in the Mountains at 3530. The Town/Fort of Aughaur flying the flag of the Red Witches is here.

Siane



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

Siane was located in the Hills & Rough at 3434.

She was ordered to refuse all personal challenges.

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

Siane was assassinated.

Ugbert



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

Ugbert was located in the Mountains at 3328.

He was ordered to have the nation sell to the caravans. 104 Mithril were sold for 5096 Gold.

He was ordered to have the nation sell to the caravans. 10525 Food were sold for 10525 Gold.

He is currently in the Mountains at 3328. The City/Tower of Androth flying the flag of the Sapphic Enclave is here.

Ulbar



Ranks : Command 0 Agent 0 Emissary 66 Mage 15
 Health 100 Stealth 0 Challenge 36
 Artifacts : None
 Spells (+0) : #416 Reveal Production(99)

Ulbar was located in the Hills & Rough at 3434.

She was ordered to refuse all personal challenges.

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

She is currently in the Mountains at 3530. The Town/Fort of Aughaur flying the flag of the Red Witches is here.

Valandil



Ranks : Command 57 Agent 0 Emissary 0 Mage 0
 Health 84 Stealth 0 Challenge 57
 Artifacts : None
 Spells (+0) : None

Valandil was located in the Hills & Rough at 3529.

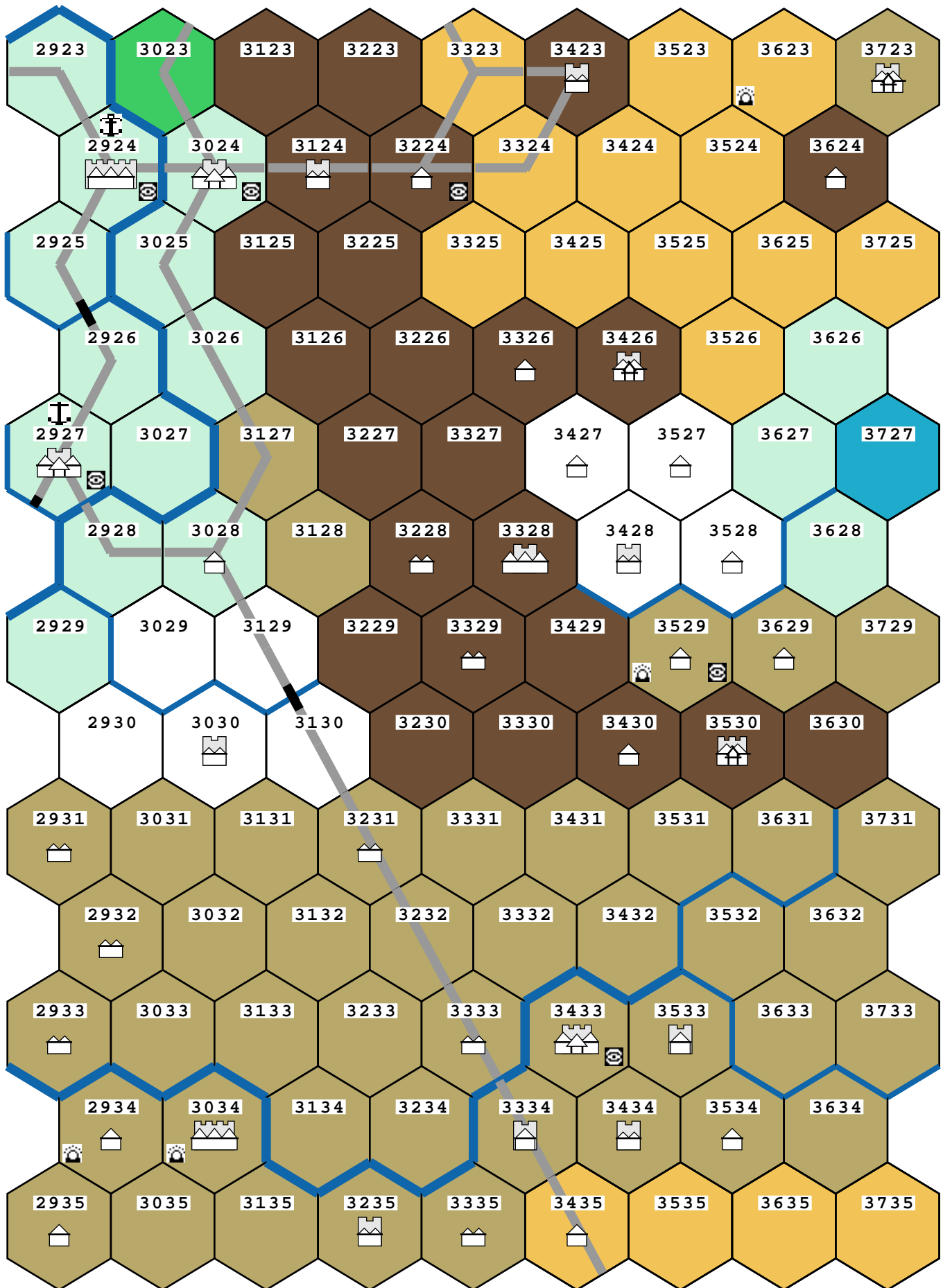
She was ordered to refuse all personal challenges.

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

Valandil was captured during combat by Azrubín.

Valandil could not escape from being held hostage.

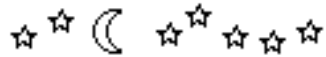
She is currently being held hostage. Location unknown. No Gold ransom demanded at this time.



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

Sapphic Enclave

URNSHEET



Game # 141



RICHARD THOMAS 109334
 NONE
 NONE
 NONE

Game # : 141
 Player # : 7
 Turn # : 20
 Security # : 3452

Return this turnsheet before JUNE 30 2013

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

Daytime Phone #: _____

Dervorin (ID: dervo) @ 3530 Emissary

Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____	Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____
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Gallan (ID: galla) @ 3530 Emissary

Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____	Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____
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Glóredhel (ID: glore) @ 3530 Command Agent Mage

Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____	Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____
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Gorlim (ID: gorli) @ 3228 Command Mage

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

Grieta (ID: griet) @ 3328 Mage

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

Halbarad (ID: halba) @ 3623 Command

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				
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Igbert (ID: igber) @ 3529 Command

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

Marach (ID: marac) @ 3328 Mage

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

Oruthan (ID: oruth) @ 3529 Command Agent Mage

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

Otrane (ID: otran) @ 3530 Emissary

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

Ugbert (ID: ugber) @ 3328 Command

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Ulbar (ID: ulbar) @ 3530 Emissary Mage

Order	->	#	Code	Type
Required				
Information				