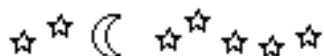


MEPBM Games
presents

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



GAME # 47



Deepwood Rangers

Victory points : 900

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 [1750] Riverlands [1275] Shadow Crew [1025]

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 #	:	31
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	8427
Special Service	:	YES

Deepwood Rangers

(A Neutral)

Season : Fall

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 : 99	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 35	85 3379	0	-

An 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 : 68	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	3 404	0	-

Canastaur Location : @ 2216 in Mixed Forest Climate is Mild

Size : Town	Fortifications : None	Loyalty : 47	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze	Steel Mithril	Food Timber	Mounts	Gold
Expected production	0 0	84 0	427 200	0	0
Current stores	0 0	336 0	9 400	0	-

Dolendyr Location : @ 2315 in Open Plains Climate is Mild

Size : Major Town	Fortifications : None	Loyalty : 71	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze	Steel Mithril	Food Timber	Mounts	Gold
Expected production	36 0	0 0	158 0	4	0
Current stores	50 0	0 0	3 0	16	-

Eryntir Location : @ 2515 in Open Plains Climate is Mild

Size : Village	Fortifications : Tower	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze	Steel Mithril	Food Timber	Mounts	Gold
Expected production	180 0	0 0	727 0	7	0
Current stores	252 0	0 0	15 0	28	-

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

A small army bearing the banner of the Dothraki under Lord Widfara is here.

Farothhand Location : @ 2415 in Open Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze	Steel Mithril	Food Timber	Mounts	Gold
Expected production	122 0	0 0	734 0	7	0
Current stores	1 0	0 0	15 0	0	-

Galadhir Location : @ 2516 in Open Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 28	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze	Steel Mithril	Food Timber	Mounts	Gold
Expected production	281 0	0 0	331 0	22	0
Current stores	393 0	0 0	7 0	88	-

Imcelon Location : @ 2414 in Mixed Forest Climate is Warm
 Size : Village Fortifications : None Loyalty : 32 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 12 672 0 -

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

An army bearing the banner of the North Kingdom under Lord Lothar is here.

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

Judgement Location : @ 2908 in Mixed Forest Climate is Cool
 Size : Major Town Fortifications : None Loyalty : 37 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 36 0 86 67 0 0
 Current stores 0 0 216 0 2 202 0 -

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

A small army bearing the banner of the Beogrim under Regent Feor 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 Cool
 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 0 710 294 0 0
 Current stores 0 0 0 0 14 588 0 -

Kirandol Location : @ 2116 in Mountains Climate is Cold
 Size : Major Town Fortifications : None Loyalty : 56 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 29 36 7 0 0 0 0
 Current stores 0 145 144 42 0 0 0 -

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

Labothdol Location : @ 1508 in Hills & Rough Climate is Cool
 Size : Town Fortifications : None Loyalty : 43 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 120 96 0 0 0 106 0 0
 Current stores 168 288 0 444 0 212 0 -

Maranwë Location : @ 2416 in Mixed Forest Climate is Mild
 Size : Camp Fortifications : None Loyalty : 15 Docks : None Hidden ? : No Sieged ? : YES
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 639 234 0 0
 Current stores 0 0 0 0 298 516 0 -

Nincelys Location : @ 2215 in Mountains Climate is Cold
 Size : Village Fortifications : None Loyalty : 22 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 67 10 0 0 0 840
 Current stores 0 0 167 38 0 0 0 -

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

Nornorsa Location : @ 3009 in Mixed Forest Climate is Cool
 Size : Village Fortifications : None Loyalty : 23 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 128 0 0 0 378 192 0 0
 Current stores 179 0 0 0 8 384 0 -

Orniath Location : @ 2513 in Mixed Forest Climate is Warm
 Size : Village Fortifications : None Loyalty : 28 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 18 688 0 -

Orod thoron Location : @ 2309 in Mountains Climate is Cold
 Size : Town Fortifications : Fort Loyalty : 35 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 54 7 0 0 0 720
 Current stores 381 0 216 14 0 0 0 -

Panalar Location : @ 1411 in Hills & Rough Climate is Mild
 Size : Town Fortifications : None Loyalty : 21 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 10 206 0 -

Quenlos Location : @ 2421 in Open Plains Climate is Mild
 Size : Village Fortifications : None Loyalty : 37 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 283 0 0 0 13 0 56 -

Razaria Location : @ 2512 in Open Plains Climate is Mild
 Size : Village Fortifications : None Loyalty : 40 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 216 0 0 0 490 0 7 0
 Current stores 313 0 0 0 10 0 30 -

Stronhold Location : @ 2907 in Mixed Forest Climate is Cold
 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 0 164 65 5 0
 Current stores 0 0 0 0 3 130 20 -

Unseen Location : @ 0412 in Mixed Forest Climate is Mild
 Size : Major Town Fortifications : None Loyalty : 56 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 5 302 0 -

Valdenost Location : @ 2917 in Open Plains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 41 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 117 0 0 0 630 0 9 0
 Current stores 164 0 0 0 13 0 36 -

ARMIES AND NAVIES

Army Commander : Veteran Belladara Location : @ 2908 in Mixed Forest Climate is Cool
 Army morale : 25 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 13 10 11 600 Heavy Infantry
 Mixed Northman mercenaries w/maces 25 30 10 200 Men-at-Arms
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 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 Beogrim under Regent Feor is here.

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

Army Commander : Veteran Glanyssa Location : @ 2116 in Mountains Climate is Cold
 Army morale : 12 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 10 10 0 800 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 101 Low Supplies !!
 War machines 0
 The Major Town of Kirandol flying the flag of the Deepwood Rangers is here.

Army Commander : Commander Inga the Gay Location : @ 2616 in Open Plains Climate is Mild
 Army morale : 15 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 14 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

Army Commander : Lord Melani Goldeye Location : @ 2817 in Hills & Rough Climate is Mild
 Army morale : 36 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman horsemen w/maces 15 10 48 337 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 564 Low Supplies !!
 War machines 0
 Characters traveling with army : - Zelik the Mad.
The Village of Phaelin flying the flag of the Stonekeep's Watch is here.

Army Commander : Commander Padraic Location : @ 2314 in Mixed Forest Climate is Warm
 Army morale : 37 Warships : 0 Transports : 0 (5) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 11 10 3 1100 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 46 Low Supplies !!
 War machines 0
 Characters traveling with army : - Harodh Clubfoot.
The City/Fort of Ardhenath flying the flag of the Deepwood Rangers is here.

Army Commander : Warlord Sarah Redblade Location : @ 2414 in Mixed Forest Climate is Warm
 Army morale : 69 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
 Armor 0 0
 Food 140 Low Supplies !!
 War machines 4
 Characters traveling with army : - Ferdh Feyheart.
The Village of Imcelon flying the flag of the Deepwood Rangers is here.
An army bearing the banner of the North Kingdom under Lord Lothar is here.

Army Commander : Veteran Valden the Fat Location : @ 2908 in Mixed Forest Climate is Cool
 Army morale : 10 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 10 10 0 400 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 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.
A small army bearing the banner of the Beogrim under Regent Feor is here.

Army Commander : Regent Yazmina Blackhand Location : @ 2411 in Open Plains Climate is Mild
 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
 Food 0 Out of Food !!
 War machines 0

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	29280	32569	5200	0	195615	31677	2654
Purchase at market price/unit	3	3	7	101	2	3	11
Sell to market price/unit	1	1	4	53	1	1	6

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 30629	Leather	2294	1402
Pop Centers : 3500	Bronze	437	125
Characters : 25120	Steel	1179	277
	Mithril	573	24
Total : 59249	Food	543	8706
	Timber	8083	2376
Current Tax rate : 60%	Mounts	274	75
Revenue expected next turn : 61160 (+1911)			
Current Gold reserve : 10497			

Ships have been left anchored at the following locations:

None

You have the following double agents:**Gundor of the Dothraki @ 1817**

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

Double agent Gundor reports he was ordered to assassinate a character. He was not able to assassinate the character because of tight security.

Double agent Gundor reports he moved with the company to 1817.

You have the following hostages:

None

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

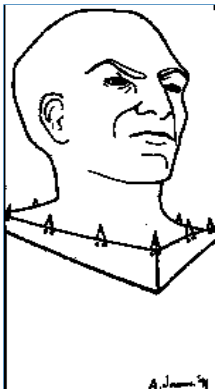
The loyalty was influenced/reduced at Jusot.
 The loyalty was influenced/reduced at Stronhold.
 Local militia spotted Gundor at Ardhenath and thwarted his mission.
 There are rumors of a kidnap attempt involving Baragund and Darik the Slow.
 Local militia spotted Artamir at Farothhand and thwarted his mission.
 1425 Gold was stolen at Imcelon.
 1325 Gold was stolen at Eryntir.
 1575 Gold was stolen at Orniath.
 Our populace reports that a season change is imminent!

ENCOUNTER MESSAGES

Encounter for Lord Melani Goldeye at 2817

One evening as the army was getting ready to settle in for the night, scouts reported that a group of wild horses were seen grazing nearby. Always ready to add new stock to our supplies, we started to send troops to gather them up when it became clear that they had come to us. As we moved closer, they moved away, but it was as if they wanted us to follow. We did, and after a few miles, we came upon a large herd of them seemingly waiting for our arrival. They were of good sound flesh, although a few of them needed a good meal or two. We decided to send them to the capital to add to our supply of mounts, but as we moved to corral them, they began snorting in anger and attacked us ferociously. We had all we could do not to get trampled and bitten for our troubles and we lost men before we could get away.

COMBAT MESSAGES



Challenge from Darik the Slow at 2315

In the Open Plains of 2315 a ritual duel began. A large circle was drawn on the paving stones near the market. As Darik the Slow's army stood by, Darik the Slow, a healthy warrior stepped forth and called challenge. In his hands was borne the glowing Sword called Elenrûth. In answer, Baragund, a healthy agent stepped forth. In his hands was borne the glowing Spear called Spear of Following. Those watching calculated the odds at roughly even. The fight began in earnest. Bystanders gasped as the combatants cut and slashed at each other. Driving blows and skillful stabs followed each other in quick succession. Finally, Darik the Slow fell to a well placed dagger cunningly thrown by Baragund. Baragund was noted to have suffered light wounds in the fight.

Battle at 2412

In the Mild climate of the Open Plains of 2412, a conflict took place in the early afternoon in a dense and oppressive fog.

At the head of a calm army rode **Regent Warmog** of the nation of the Beogrim. 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
3000 Mixed Easterling chariotmen w/spears	bronze/steel	bronze/steel	a mob

At the head of a rebellious army rode **Lord Kirah the Knife** 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
365 Woodman horsemen w/maces	bronze	mithril	a mob

The Village of Brethilost flying the flag of the Duaron is situated in the Open Plains here. It is fortified by a Fort.

Report from Kirah the Knife....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 shouted across the battlefield.. Charge!! Charge!!

Against the forces of Warmog, 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.

Report from Kirah the Knife....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. However, we were overrun in less than a few hours.

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

Regent Warmog: 38 Food

After the battle.... Warmog's forces were victorious in the battle, but suffered minor losses. Warmog appeared to have survived. Kirah the Knife's forces were destroyed/routed in the battle. Kirah the Knife appeared to have survived but suffers from grievous wounds.

Battle at 2416

In the Mild climate of the Mixed Forest of 2416, a conflict took place in the early morning hours under a omen-filled sky.

At the head of a demoralized army rode **Commander Inga the Gay** of the nation of the Deepwood Rangers. 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 Woodman footmen w/battle axes	wooden	none	a mob

The Village of Maranwë flying the flag of the Nurn Freeholders is situated in the Mixed Forest here.

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

The battle for Maranwë 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.... Inga the Gay's army survived the attack on the Village, but suffered minor losses. Inga the Gay 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. 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	420	MenAtAr	200
Belladara	860	ForcMar	w w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Carla Darkeye	215	RfsPers	
Carla Darkeye	731	NamAgen	Jalik Macehand m
Darik the Slow	210	IssPers	barag
Darik the Slow	408	HvInfan	400 ^ ^
Ezkania	215	RfsPers	
Ezkania	685	StlArt	167
Ferdh Feyheart	215	RfsPers	
Ferdh Feyheart	610	GrdChar	yazmi
Glanyssa	315	PrchCar	fo 101
Glanyssa	408	HvInfan	400 ^ ^
Harodh Clubfoot	215	RfsPers	
Harodh Clubfoot	408	HvInfan	500 ^ ^
Inga the Gay	255	CptrPop	fl
Inga the Gay	860	ForcMar	e e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Kirah the Knife	215	RfsPers	
Kirah the Knife	230	AttEnmy	ch
Melani Goldeye	400	HvCvlyr	85 ^ ^
Melani Goldeye	860	ForcMar	e se e e se ^ ^ ^ ^ ^ ^ ^ ^ no
Padraic	325	NatSell	fo 99
Padraic	728	NamComm	Lamronos m
Roddik the Shy	215	RfsPers	
Roddik the Shy	615	Assass	halet
Sarah Redblade	355	TrTrps	yazmi ^ ^ 2650 ^ ^ ^
Sarah Redblade	860	ForcMar	h sw se se ^ ^ ^ ^ ^ ^ ^ ^ no
Valden the Fat	550	ImprPop	
Valden the Fat	770	HrArmy	400 hi ^ ^ 1
Xandros the Fair	525	InfOthr	
Xandros the Fair	810	MovChar	1814
Yazmina Blackhand	610	GrdChar	yazmi
Yazmina Blackhand	780	TrComm	yazmi y
Zelik the Mad	315	PrchCar	mo 57
Zelik the Mad	785	JnArmy	melan

Allek the Kind



Ranks : Command 0 Agent 64 Emissary 0 Mage 0
 Health 100 Stealth 21 Challenge 48
 Artifacts : None
 Spells (+0) : None

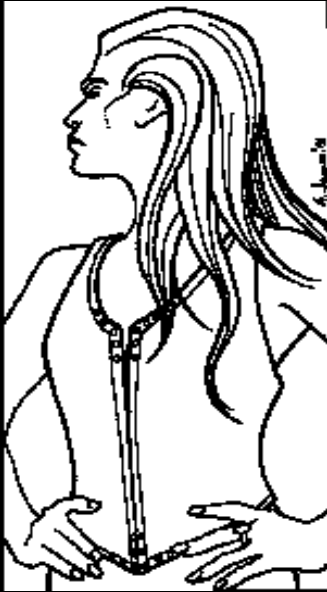
Allek the Kind was located in the Hills & Rough at 1918.

He was ordered to steal the Gold. 6100 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 Vallian - fortified with a Keep - loyalty = 32. Production - Food: 1030 - Timber: 190 - Steel: 110. Stores - Leather: 2802 - Bronze: 3439 - Steel: 290 - Food: 555 - Mounts: 20.

He is traveling with Meneldil of the South Kingdom in the Hills & Rough at 1918. The City/Keep of Stonekeep flying the flag of the Vallian is here.

Belladara



Ranks : Command 16 Agent 30 Emissary 10 Mage 0
 Health 100 Stealth 0 Challenge 27
 Artifacts : None
 Spells (+0) : None

Belladara was located in the Open Plains at 3108.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She was ordered to recruit some men-at-arms. 200 Men-at-Arms were recruited.

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

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. A new agent named Jalik Macehand was available.

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

Darik the Slow



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

Darik the Slow was located in the Open Plains at 2315.

He was ordered to challenge Baragund to personal combat. See Combat Messages.

The army commanded by Darik the Slow has been disbanded because no suitable commander was present.

He was ordered to recruit some heavy infantry. He was not permitted orders because he has died.

Ezkoria



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

Ezkoria was located in the Mixed Forest at 2314.

She was ordered to refuse all personal challenges.

She was ordered to steal an artifact. She was not able to complete her mission because the character was too well guarded. She was captured by Aerandir while performing her theft mission.

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 93 Stealth 29 (39) Challenge 45
 Artifacts : #92 Helm of Shadow
 Spells (+0) : None

Ferdh Feyheart was located in the Open Plains at 2411.

He was ordered to refuse all personal challenges.

He was ordered to guard a character. Yazmina Blackhand was guarded.

He moved with the army to 2414.

He is traveling with Sarah Redblade in the Mixed Forest at 2414. The Village of Imcelon flying the flag of the Deepwood Rangers is here.

Glanyssa



Ranks : Command 10 Agent 21 Emissary 12 Mage 0
 Health 36 Stealth 20 Challenge 19
 Artifacts : None
 Spells (+0) : None

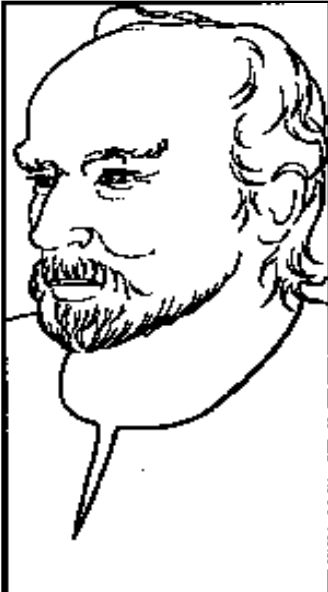
Glanyssa was located in the Mountains at 2116.

She was ordered to purchase from the caravans. 101 Food were bought for 202 Gold.

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

She commands an army in the Mountains at 2116. The Major Town of Kirandol 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 refuse all personal challenges.

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

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 34 Agent 36 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 55+
 Artifacts : None
 Spells (+0) : None

Inga the Gay was located in the Mixed Forest at 2416.

She was ordered to capture the Village of Maranwë. 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 2616.

Jalik Macehand



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

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 37 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.

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

Kirah the Knife was wounded during combat.

She is currently in the Open Plains at 2412. The Village/Fort of Brethilost flying the flag of the Duaron is here.

Lamronos



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

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

Melani Goldeye



Ranks : Command 50 Agent 44 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 58
 Artifacts : None
 Spells (+0) : None

Melani Goldeye was located in the Open Plains at 2415.

She was ordered to recruit some heavy cavalry. 85 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 had a special encounter. See Encounter Messages.

She commands an army in the Hills & Rough at 2817. The Village of Phaelin flying the flag of the Stonekeep's Watch 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. 24130 Food were sold for 24130 Gold.

He was ordered to name a new commander. A new commander named Lamronos 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.

Roddik the Shy



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

Roddik the Shy was located in the Mixed Forest at 2314.

He was ordered to refuse all personal challenges.

Roddik the Shy was assassinated.

He was ordered to assassinate a character. He was not permitted orders because he has died.

Sarah Redblade



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

Sarah Redblade was located in the Open Plains at 2411.

She was ordered to transfer some troops from the army to an army. 2650 Heavy Infantry were transfered.

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

She commands an army in the Mixed Forest at 2414. The Village of Imcelon 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 12 Agent 0 Emissary 87 Mage 0
 Health 100 Stealth 0 Challenge 46
 Artifacts : None
 Spells (+0) : None

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

He was ordered to improve the population center size. Judgement was improved to a Major Town.

He was ordered to hire an army. An army of 400 Heavy Infantry with 1 Food was hired.
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 99 Mage 0
 Health 100 Stealth 0 Challenge 49
 Artifacts : None
 Spells (+0) : None

Xandros the Fair was located in the Open Plains at 2119.

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

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

He is currently in the Open Plains at 1814. The un-owned Ruins of Entwaine 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 guard a character. She was not able to guard the character because she can not "self" guard.

She was ordered to transfer the command. She was not able to transfer the command to the same character.

She commands an army in the Open Plains at 2411.

Zelik the Mad



Ranks : Command 0 Agent 50 Emissary 0 Mage 0
 Health 29 Stealth 19 Challenge 37
 Artifacts : None
 Spells (+0) : None

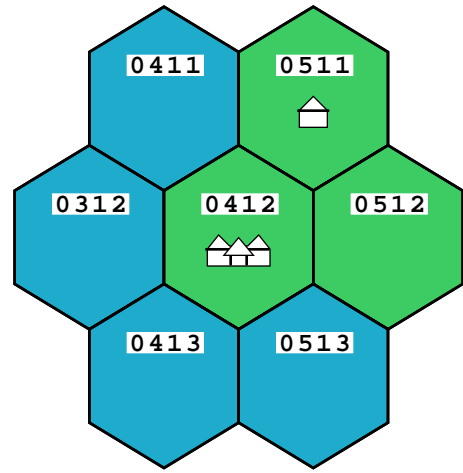
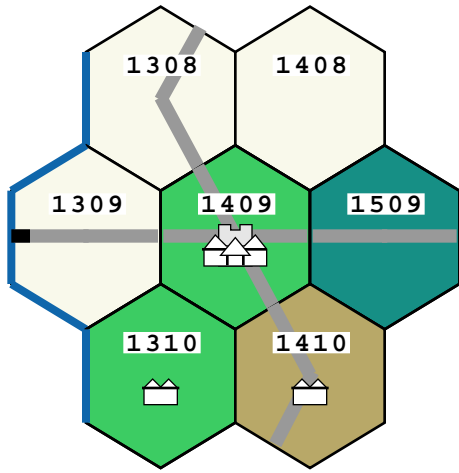
Zelik the Mad was located in the Open Plains at 2415.

He was ordered to purchase from the caravans. 57 Mounts were bought for 570 Gold.

He was ordered to join an army. He joined the army commanded by Melani Goldeye.

He moved with the army to 2817.

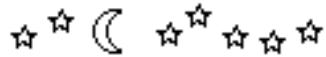
He is traveling with Melani Goldeye in the Hills & Rough at 2817. The Village of Phaelin flying the flag of the Stonekeep's Watch is here.



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

Deepwood Rangers

URNSHEET



Game # 47



ERNEST HAKEY 109238
 NONE
 NONE
 NONE

Game # : 47
 Player # : 25
 Turn # : 32
 Security # : 8427

Return this turnsheet before JANUARY 8 2013

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

Daytime Phone #: _____

Allele the Kind (ID: allele) @ 1918 Agent

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

Belladara (ID: bella) @ 2908 Command Agent Emissary

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

Carla Darkeye (ID: carla) @ 2314 Agent

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

Ferdh Feyheart (ID: ferdh) @ 2414 Agent

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

Glanyssa (ID: glany) @ 2116 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) @ 2616 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			_____				
			_____								_____				

Kirah the Knife (ID: kirah) @ 2412 Command

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) @ 2817 Command Agent

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			_____				
			_____								_____				

Sarah Redblade (ID: sarah) @ 2414 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) @ 1814 Emissary

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

Yazmina Blackhand (ID: yazmi) @ 2411 Command Agent

Order -> # _____ Code _____ Type _____ Order -> # _____ Code _____ Type _____

Required

Information

Required

Information

Zelik the Mad (ID: zelik) @ 2817 Agent

Order -> # _____ Code _____ Type _____ Order -> # _____ Code _____ Type _____

Required

Information

Required

Information