

MEPBM Games

presents

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



GAME # 47



South Kingdom

Victory points : 525

Victory Conditions :

To connect and hold at game end the population center of Hornburg at 2121.
To connect and hold at game end the population center of Sairtheod at 4027.
To hold at game end the artifact: Ar-sil #45.
To see to the termination of Samedl by any means whatsoever.
To terminate 10 characters by personal challenge or by assassination.

Top 3 Positions :

North Kingdom [1600] Beogrim [1517] Riverlands [1475]

Special Nation Abilities :

#09 New emissaries start at rank up to 40.
#12 New commanders start at rank up to 40.
#17 Build ships at 1/2 timber cost.
#19 Build fortifications at 1/2 timber cost.

Internet G047N02
DAVID HOUSE 110820
NONE
NONE
NONE

Game #	:	47
Player #	:	2
Turn #	:	32
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	9834
Special Service	:	YES

South Kingdom

(A Neutral)

Season : Winter

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Friendly	# 3 Duaron	: Hated	# 4 Stonekeep's Watch	: Hated
# 5 Wardens	: Hated	# 6 Nurn Freeholders	: Hated	# 7 Daloriennes	: Neutral
# 8 Vallian	: Hated	# 9 Esgal Edhel	: Disliked	#10 Beogrim	: Hated
#11 Dothraki	: Hated	#12 Hastily Patient	: Neutral	#13 Haven's Bane	: Neutral
#14 Unseeing Eye	: Neutral	#15 Gondimarim	: Hated	#16 Isteroth Kingdom	: Disliked
#17 Clavero	: Disliked	#18 Cechove	: Hated	#19 Tsalagi	: Neutral
#20 Corsairs	: Disliked	#21 Nothraman	: Hated	#22 Eriadorian	: Friendly
#23 Shadow Crew	: Friendly	#24 Riverlands	: Friendly	#25 Deepwood Rangers	: Friendly

POPULATION CENTERS

Asmalind Location : @ 3108 in Open Plains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 43	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	46	0	0	0	118	0	7	0
Current stores	46	0	0	0	118	0	26	-

Brassawat Location : @ 2725 in Hills & Rough Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 31	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	140	0	0	108	0	1400
Current stores	0	0	140	0	0	108	0	-

Dunastir Location : @ 2824 in Mountains Climate is Severe

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	22	6	0	0	0	440
Current stores	0	0	22	0	0	0	0	-

Forimlad Location : @ 2722 in Shore/Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 17	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	281	0	0	0	245	0	22	0
Current stores	281	0	0	0	245	0	44	-

Hadronim Location : @ 2413 in Mixed Forest Climate is Warm

Size : Town	Fortifications : None	Loyalty : 20	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	582	162	0	0
Current stores	0	0	0	0	582	162	0	-

Foreign characters reported in the hex : **Anastrial.****A large army bearing the banner of the Beogrim under Regent Warmog is here.****A huge army bearing the banner of the Deepwood Rangers under Regent Yazmina Blackhand is here.**

Javasyl Location : @ 2214 in Mountains Climate is Severe

Size : Town	Fortifications : None	Loyalty : 61	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	67	31	5	0	0	0	0
Current stores	0	0	31	0	0	0	0	-

Kaclat Gulch Location : @ 2903 in Open Plains Climate is Polar

Size : City	Fortifications : Tower	Loyalty : 71	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	7	0	0	0	12	0	0	0
Current stores	7	0	0	0	12	0	0	-

Minas Tirith (Capital) Location : @ 2924 in Shore/Plains Climate is Mild

Size : City	Fortifications : Fort	Loyalty : 100	Docks : Harbor	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber	Mounts	Gold		
Expected production	132 0 0 0 381 0	5	0		
Current stores	132 595 0 0 0 0	10	-		

A navy bearing the banner of the South Kingdom under Lord Durifin is here.

Odin's Gate Location : @ 2321 in Mountains Climate is Severe

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 77 19 0 0 0	0	400		
Current stores	0 0 19 0 0 0	0	-		

Pelargir Location : @ 2927 in Shore/Plains Climate is Mild

Size : Major Town	Fortifications : Tower	Loyalty : 46	Docks : Harbor	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber	Mounts	Gold		
Expected production	130 0 0 0 299 0	4	0		
Current stores	130 0 0 0 299 0	8	-		

Pinnath Location : @ 2428 in Hills & Rough Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 26	Docks : None	Hidden ? : No	Sieged ? : YES
Surplus Product	Leather Bronze Steel Mithril Food Timber	Mounts	Gold		
Expected production	216 0 0 0 0 0	27	1000		
Current stores	384 0 0 0 0 0	72	-		

Qarth Location : @ 2420 in Open Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 18	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber	Mounts	Gold		
Expected production	252 0 0 0 410 0	22	0		
Current stores	252 0 0 0 410 0	60	-		

Stonekeep Location : @ 1918 in Hills & Rough Climate is Mild

Size : City	Fortifications : Keep	Loyalty : 32	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber	Mounts	Gold		
Expected production	0 0 22 0 185 34	0	0		
Current stores	0 0 312 0 740 34	20	-		

Sumartri Location : @ 2708 in Hills & Rough Climate is Cold

Size : Village	Fortifications : None	Loyalty : 28	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber	Mounts	Gold		
Expected production	0 110 0 0 0 0	7	720		
Current stores	0 0 0 0 0 0	26	-		

Taerham Location : @ 2514 in Mixed Forest Climate is Warm

Size : Town	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 0 366 102	0	0		
Current stores	0 0 0 0 366 102	0	-		

ARMIES AND NAVIES**Army Commander : Lord Corinna** Location : @ 2527 in Hills & Rough Climate is Mild

Army morale : 28	Warships : 0	Transports : 0 (7)	Travel mode : Normal
Troops	Training	Weapon	Armor # Troops Troop Type
Dúnadan footmen w/broadswords	18	11	9 1649 Heavy Infantry
Baggage Train Leather Bronze Steel Mithril			
Weapons - 0 0 0			
Armor 0 0 0			
Food 0 Out of Food !!			
War machines 0			

The Village/Tower of Linhir flying the flag of the Duaron is here.

A large army bearing the banner of the Duaron under Warlord Zandy is here.

Army Commander : Lord Ordun Halbor Location : @ 2628 in Shore/Plains Climate is Mild
 Army morale : 28 Warships : 0 Transports : 0 (8) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Dúnadan footmen w/broadswords 12 11 1 2000 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 364 Low Supplies !!
 War machines 0

Navy Commander : Lord Durifin Location : @ 2924 in Shore/Plains Climate is Mild
 Army morale : 46 Warships : 7 Transports : 1 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Dúnadan footmen w/broadswords 12 11 1 100 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 18 Low Supplies !!
 War machines 0
 Characters traveling with army : - Fedoras - Hevran.
 The City/Fort of Minas Tirith flying the flag of the South Kingdom is here.

COMPANY COMMANDERS :

Veteran Huron Location : @ 2427 Traveling with him are : **Ablish - Angel of Death - Hisab - Loki - Riadeegha**
 .
 Veteran Teantur Location : @ 3815 Traveling with him are : **Agbathû - Armand - Bidahs - Cagh Monûnaw - Ilfirin - Rahdi - Tigon - Wyatan.**

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 : 15396	Leather	1232	1064
Pop Centers : 4500	Bronze	595	254
Characters : 28040	Steel	524	234
	Mithril	0	11
Total : 47936	Food	2772	2598
	Timber	406	406
Current Tax rate : 60%	Mounts	266	94
Revenue expected next turn : 43460 (-4476)			
Current Gold reserve : 0			

Ritual character terminations: 3

Ships have been left anchored at the following locations:

None

You have the following double agents:

Ferdh Feyheart of the Deepwood Rangers @ 2315

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

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

Double agent Ferdh Feyheart reports he moved with the army to 2315.

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Palantír of Minas Anor	Orb	53	No	None	SCRYING - "Scout Area" on any hex.
Romoquenáro	Bow	83	No	None	COMBAT - Increases damage by 750 points.

You have hidden the following additional artifacts:

Name of artifact	#	Location
Staff of the Wanderer	4	Klú Relortin has hidden it in the Coastal Waters at 2729

NATION MESSAGES

Linhir is no longer under our control.

Local militia spotted The Viper at Stonekeep and thwarted her mission.

Local militia spotted Angbor at Stonekeep and thwarted his mission.

Local militia spotted Qtara at Forimlad and thwarted her mission.

4450 Gold was stolen at Stonekeep.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES



Challenge from Hisab at 2327

In the Hills & Rough of 2327 a ritual duel began. A large circle was drawn on the dueling grounds of the city. As the residents of Madenor gathered around, Hisab, a healthy agent stepped forth and called challenge. In answer, Imlida, a healthy emissary stepped forth. Those watching calculated the odds at 3 to 1 in favor of the challenger. 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, Imlida fell to a well placed dagger cunningly thrown by Hisab. Hisab was noted to have suffered no wounds in the fight.

Battle at 2428

In the Mild climate of the Hills & Rough of 2428, a conflict took place in the early morning hours under an overcast sky.

At the head of a rebellious army rode **Lord Bekhali** of the nation of the South Kingdom. 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
1967 Dúnadan footmen w/broadswords	wooden/bronze	leather/bronze	a mob

At the head of a calm army rode **Commander Tatiannya** of the nation of the Duaron. 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
290 Lesser Dúnadan horsemen w/broadswords	wooden	none	a mob
1582 Mixed Mannish footmen w/spears	wooden	none	a mob

The Village of Pinnath flying the flag of the Duaron is situated in the Hills & Rough here.

Report from Bekhali.....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.. Head straight for them and then strike the left flank...the left flank!

Against the forces of Tatiannya, we hit their flank and they hit ours.

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

Report from Bekhali.....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 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..

Lord Bekhali:

5 Food
15 Mithril armor
15 Mithril weapons

After the battle.... Bekhali's forces were victorious in the battle, but suffered huge losses. Bekhali appeared to have survived. Tatiannya's forces were destroyed/routed in the battle. Tatiannya appeared to have survived.

The battle for Pinnath 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.... Bekhali's army survived the attack on the Village, but suffered some losses. Bekhali 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 South Kingdom.

Battle at 2627

In the Mild climate of the Hills & Rough of 2627, a conflict took place in the early morning hours under an overcast sky.

At the head of a rebellious army rode **Lord Corinna** of the nation of the South Kingdom. 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
1674 Dúnadan footmen w/broadswords	wooden/bronze	none/leather	a mob

The Camp of Thargelion flying the flag of the Duaron is situated in the Hills & Rough here.

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

The battle for Thargelion 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.... Corinna's army survived the attack on the Camp, but suffered minor losses. Corinna appeared to have survived. The Camp has been reduced to a Ruins. The Ruins of Thargelion now flies no known flag.

Battle at 2618

In the Cold climate of the Hills & Rough of 2618, a conflict took place in the early afternoon in high winds.

At the head of a calm army rode **Lord Pordred** of the nation of the Wardens. 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
323 Haradan mûmakriders w/falchions	wooden	none	ragged ranks

The Village of Laimë flying the flag of the South Kingdom is situated in the Hills & Rough here.

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

The battle for Laimë 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.... Pordred's army survived the attack on the Village, but suffered minor losses. Pordred appeared to have survived. The Village has been reduced to a Ruins. The Ruins of Laimë now flies no known flag.

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.....
Agbathû	215	RfsPers	
Agbathû	500	Double	endyw
Bekhali	255	CptrPop	fl
Bekhali	850	MovArmy	w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Corinna	255	CptrPop	fl
Corinna	850	MovArmy	w w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Durbaran	525	InfOthr	
Durbaran	810	MovChar	2427
Durifin	435	ArmyMan	
Durifin	765	SplArmy	ordun ^ ^ 2000 ^ ^ ^
Esfalia	947	NatTran	2924 br 91
Esfalia	520	InfYour	
Fedoras	408	HvInfan	500 ^ ^
Fedoras	325	NatSell	mi 100
Hevran	340	TrPo2Ar	381
Hevran	925	Recon	
Hisab	210	IssPers	imlid

Hisab	615	Assass	rivan
Huron	930	ScoChar	
Huron	820	MovCmpy	2427
Ilfirin	500	Double	endyw
Ilfirin	215	RfsPers	
Jalib	215	RfsPers	
Jalib	500	Double	solon
Kahreb	810	MovChar	2722
Kahreb	520	InfYour	
Meneldil	820	MovCmpy	2427
Meneldil	525	InfOthr	
Ordun Halbor	185	DnStNat	8
Ordun Halbor	860	ForcMar	sw se sw sw w w ^ ^ ^ ^ ^ ^ ^ no
Rahdi	935	UsScArt	53 2427
Rahdi	935	UsScArt	53 4018
Teantur	925	Recon	
Teantur	820	MovCmpy	3815
Uruitë	810	MovChar	3024
Uruitë	665	SabBrdg	e
Veantur	710	PrenMgy	
Veantur	520	InfYour	

Agbath



Ranks : Command 0 Agent 0 Emissary 90 Mage 0
 Health 100 Stealth 0 Challenge 45
 Artifacts : None
 Spells (+0) : None

Agbathû was located in the Open Plains at 4307.

He was ordered to refuse all personal challenges.

He was ordered to recruit a double agent. He was not able to recruit the double agent because the target character does not have emissary or agent skill.

He moved with the company to 3815.

He is traveling with Teantur in the Open Plains at 3815. The Major Town/Fort of Alorahdannon flying the flag of the Beogrim is here.

Bekhali



Ranks : Command 54 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 54
 Artifacts : None
 Spells (+0) : None

Bekhali was located in the Hills & Rough at 2428.

She was ordered to capture the Village of Pinnath. See Combat Messages.

The army commanded by Bekhali has been disbanded because of minimum size requirements.

She was ordered to move the army. She was not able to move the army because she does not command an army.

She is currently in the Hills & Rough at 2428. The Camp of Pinnath flying the flag of the South Kingdom is here.

Corinna



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

Corinna was located in the Hills & Rough at 2627.

She was ordered to capture the Camp of Thargelion. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She was ordered to move the army. She accepted the army movement orders. Movement was stopped by non-(friendly/tolerant) fortifications.

She commands an army in the Hills & Rough at 2527. The Village/Tower of Linhir flying the flag of the Duaron is here.

Durbaran



Ranks : Command 0 Agent 0 Emissary 78 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Durbaran was located in the Mountains at 3124.

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

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

He is currently in the Hills & Rough at 2427. The City/Castle of Carcomy flying the flag of the Duaron is here.

Durifin



Ranks : Command 54 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 54
 Artifacts : None
 Spells (+0) : None

Durifin was located in the Shore/Plains at 2924.

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

He was ordered to split the army. The army was split. 364 Food was transferred.

He commands a navy offshore at 2924. The City/Fort of Minas Tirith flying the flag of the South Kingdom is here.

Esfalia



Ranks : Command 0 Agent 0 Emissary 57 Mage 0
 Health 100 Stealth 0 Challenge 28
 Artifacts : None
 Spells (+0) : None

Esfalia was located in the Shore/Plains at 2924.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Minas Tirith.

She was ordered to have the nation transport by the caravans. 595 Bronze (+10%) transported to Minas Tirith.

She is currently in the Shore/Plains at 2924. The City/Fort of Minas Tirith flying the flag of the South Kingdom is here.

Fedoras



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

Fedoras was located in the Shore/Plains at 2924.

He was ordered to have the nation sell to the caravans. 338 Mithril were sold for 17914 Gold.

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

He is traveling with Durifin in the Shore/Plains at 2924. The City/Fort of Minas Tirith flying the flag of the South Kingdom is here.

Hevran



Ranks : Command 44 Agent 0 Emissary 0 Mage 0
 Health 97 Stealth 0 Challenge 44
 Artifacts : None
 Spells (+0) : None

Hevran was located in the Shore/Plains at 2924.

She was ordered to transfer some Food from the population center to the army. 381 Food was transferred.

She was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Lucinda of the Wardens with about 1100 troops at 3024. See report below.

She is traveling with Durifin in the Shore/Plains at 2924. The City/Fort of Minas Tirith flying the flag of the South Kingdom is here.

Hisab



Ranks : Command 0 Agent 78 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 73+
 Artifacts : None
 Spells (+0) : None

Hisab was located in the Hills & Rough at 2327.

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

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

He moved with the company to 2427.

He is traveling with Huron in the Hills & Rough at 2427. The City/Castle of Carcomy flying the flag of the Duaron is here.

Huron



Ranks : Command 10 Agent 61 Emissary 20 Mage 0
 Health 100 Stealth 0 Challenge 50
 Artifacts : None
 Spells (+0) : None

Huron was located in the Hills & Rough at 2327.

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

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

Found: Ablish. Nothing else was reported at this time.

He commands a company in the Hills & Rough at 2427. The City/Castle of Carcomy flying the flag of the Duaron is here.

Ilfirin



Ranks : Command 0 Agent 0 Emissary 81 Mage 0
 Health 100 Stealth 0 Challenge 40
 Artifacts : None
 Spells (+0) : None

Ilfirin was located in the Open Plains at 4307.

He was ordered to refuse all personal challenges.

He was ordered to recruit a double agent. He was not able to recruit the double agent because the target character does not have emissary or agent skill.

He moved with the company to 3815.

He is traveling with Teantur in the Open Plains at 3815. The Major Town/Fort of Alorahdannon flying the flag of the Beogrim is here.

Jalib



Ranks : Command 0 Agent 0 Emissary 83 Mage 0
 Health 100 Stealth 0 Challenge 41
 Artifacts : None
 Spells (+0) : None

Jalib was located in the Open Plains at 3108.

He was ordered to refuse all personal challenges.

He was ordered to recruit a double agent. He was not able to recruit the double agent because he was not able to influence the character. Continued efforts may succeed.

He is currently in the Open Plains at 3108. The Village of Asmalind flying the flag of the South Kingdom is here.

Kahreb



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

Kahreb was located in the Shore/Plains at 2924.

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

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

He is currently in the Shore/Plains at 2722. The Village of Forimlad flying the flag of the South Kingdom is here.

Kl Relortin



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

Klú Relortin was located in an unknown location.

Klú Relortin could not escape from being held hostage.

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

K nebra



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

Kônebra was located in an unknown location.

Kônebra could not escape from being held hostage.

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

Meneldil



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

Meneldil was located in the Hills & Rough at 1918.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Stonekeep. Stonekeep is now under our control.

Meneldil was assassinated.

The company commanded by Meneldil has been disbanded because no suitable commander was present.

He was ordered to move the company. He was not permitted orders because he has died.

Ordun Halbor



Ranks : Command 52 Agent 0 Emissary 0 Mage 0
 Health 89 Stealth 0 Challenge 52
 Artifacts : None
 Spells (+0) : None

Ordun Halbor was located in the Shore/Plains at 2924.

He was ordered to downgrade our relations. Our relations with the Vallian were downgraded.

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

He commands an army in the Shore/Plains at 2628.

Rahdi



Ranks : Command 0 Agent 0 Emissary 0 Mage 48
 Health 100 Stealth 0 Challenge 48
 Artifacts : #53 Palantír of Minas Anor
 Spells (+0) : #102 Barriers(97) #308 Capital Return(53) #406 Divine Army(96)
 #417 Divine Characters w/Forces(65) #419 Divine Nation Forces(65)

Rahdi was located in the Open Plains at 4307.

He moved with the company to 3815.

He was ordered to use a scrying artifact. Palantír of Minas Anor #53 was used.

Foreign armies identified: - Urthel of the Dothraki with about 400 troops at 4019. See report below.

He was ordered to use a scrying artifact. Palantír of Minas Anor #53 was used.

Foreign armies identified: - Uvhara of the Duaron with about 600 troops at 2327. See report below.

He is traveling with Teantur in the Open Plains at 3815. The Major Town/Fort of Alorahdannon flying the flag of the Beogrim is here.

Teantur



Ranks : Command 10 Agent 0 Emissary 76 Mage 0
 Health 100 Stealth 0 Challenge 40
 Artifacts : None
 Spells (+0) : None

Teantur was located in the Open Plains at 4307.

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

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: None. See report below.

He commands a company in the Open Plains at 3815. The Major Town/Fort of Alorahdannon flying the flag of the Beogrim is here.

Uruit



Ranks : Command 0 Agent 78 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 58
 Artifacts : None
 Spells (+0) : None

Uruitē was located in the Shore/Plains at 2924.

He was ordered to sabotage a bridge. He was not able to sabotage a bridge because there was no bridge found.

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

He is currently in the Shore/Plains at 3024. The Camp/Tower of Osgiliath flying the flag of the Wardens is here.

Veantur



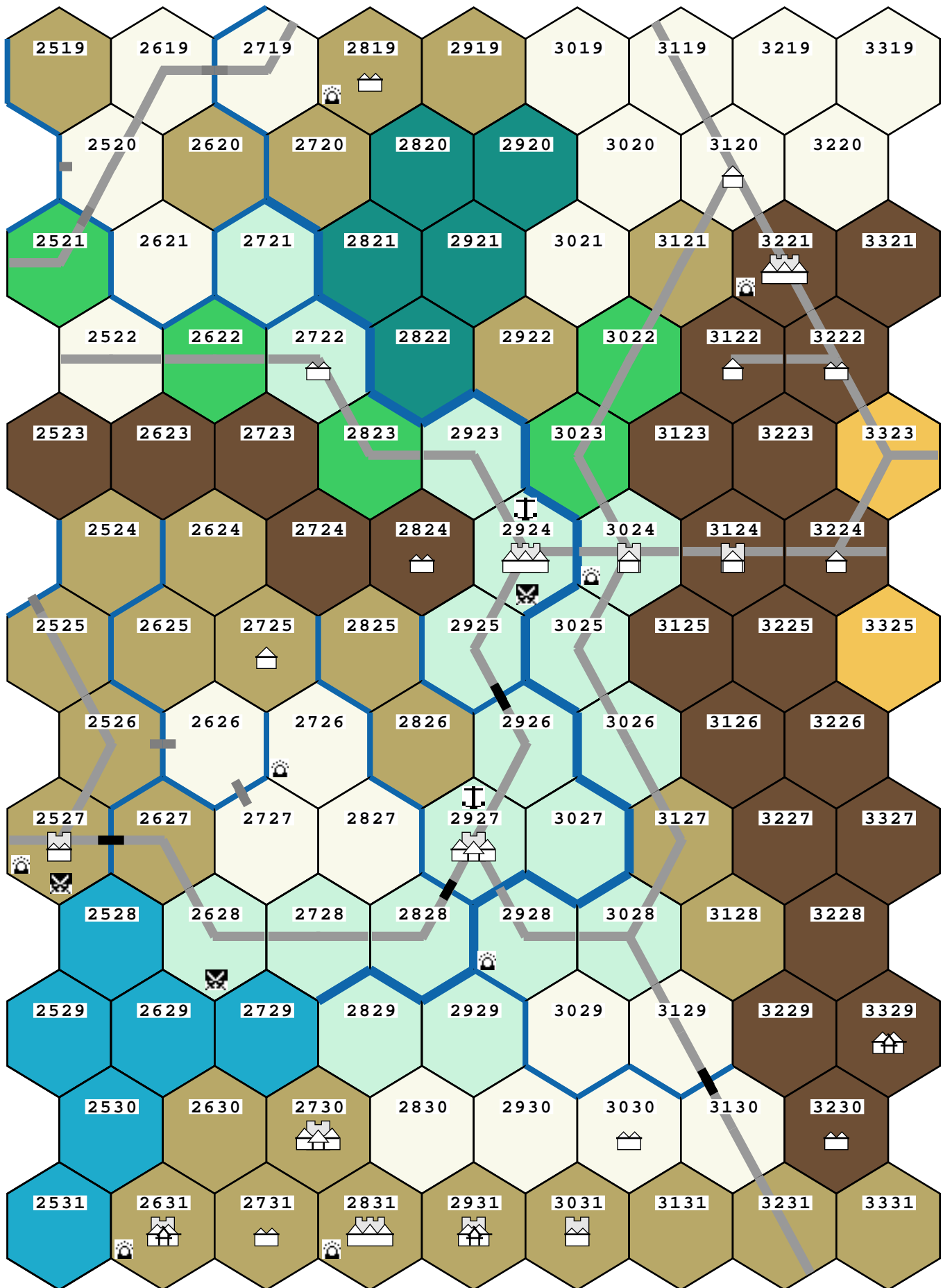
Ranks : Command 0 Agent 0 Emissary 62 Mage 71
 Health 100 Stealth 0 Challenge 108+
 Artifacts : #83 Romoquenáro/
 Spells (+0) : #308 Capital Return(96) #412 Research Artifact(98)
 #413 Scry Population Center(84) #418 Locate Artifact(84)
 #428 Locate Artifact True(78)

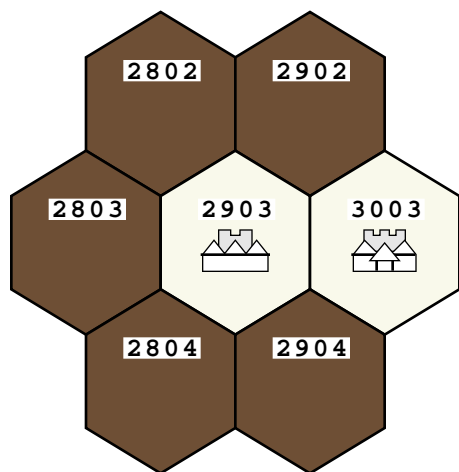
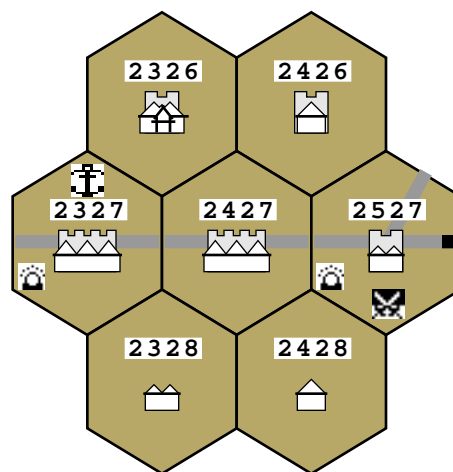
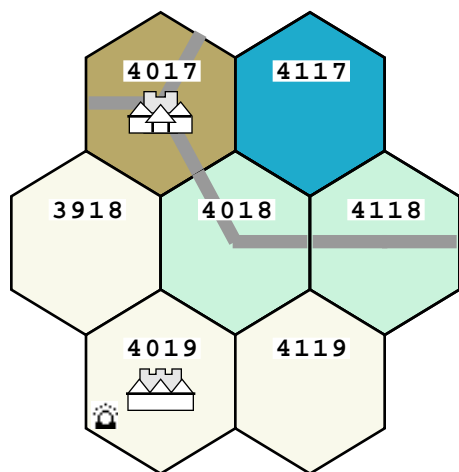
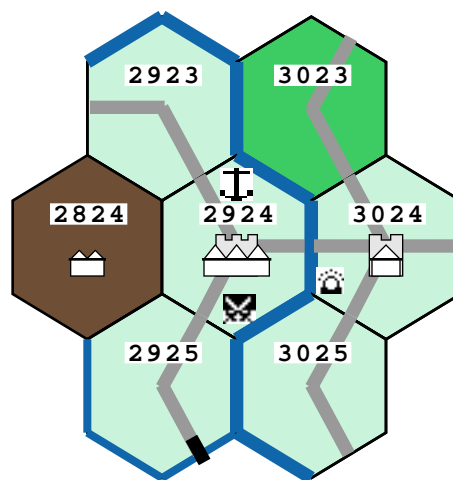
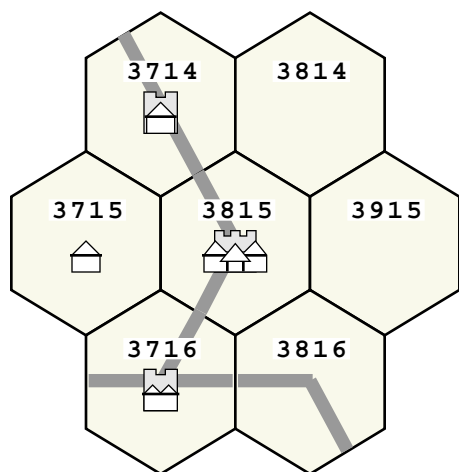
Veantur was located in the Mountains at 2214.

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

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

He is currently in the Mountains at 2214. The Town of Javasył flying the flag of the South Kingdom is here.





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

Durbaran (ID: durba) @ 2427 Emissary

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

Durifin (ID: durif) @ 2924 Command

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

Esfalia (ID: esfal) @ 2924 Emissary

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

Fedoras (ID: fedor) @ 2924 Command

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

Hevran (ID: hevra) @ 2924 Command

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

Hisab (ID: hisab) @ 2427 Agent

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

Huron (ID: huron) @ 2427 Command Agent Emissary

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

Ilfirin (ID: ilfir) @ 3815 Emissary

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

Jalib (ID: jalib) @ 3108 Emissary

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

Kahreb (ID: kahre) @ 2722 Emissary

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

Ordun Halbor (ID: ordun) @ 2628 Command

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

Rahdi (ID: rahdi) @ 3815 Mage

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

Teantur (ID: teant) @ 3815 Command Emissary

Order -> # Code Type

Order -> # Code Type

Required

Information

Required

Information

Uruitë (ID: uruit) @ 3024 Agent

Order -> # Code Type _____

Order -> # Code Type

Required

Information

Required

Information

Veantur (ID: veant) @ 2214 Emissary Mage

Order -> # Code Type

Order -> # Code Type _____

Required

Information

Required

Information