

MEPBM Games
presents

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 143



Half-Orcs

Victory points : 750
 Victory Conditions :
 To hold at game end the artifact: Talisman of Absorption #175.
 To hold at game end the artifact: Usriev #206.
 To hold at game end the artifact: Palantír of Osgiliath #166.
 To hold at game end the population center of Mudflat Landing at 3112.
 To hold in stores at game end the greatest amount of Mithril.

Top 3 Free Peoples :

Rhosgobel [800] Dustbighters [750] Half-Orcs [750]

Special Nation Abilities :
 #11 New agents start at rank up to 40.
 #12 New commanders start at rank up to 40.
 #22 Uncover secrets at minimum 40 (all characters).
 #24 Can learn lost conjure mounts spell.

Internet G143N10
 ADAM WATERS 110093
 NONE
 NONE
 NONE

Game # : 143
 Player # : 10
 Turn # : 8
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 2015
 Special Service : YES

Half-Orcs

(A Free People)

Season : Fall

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Neutral	# 3 Frost Men	: Tolerated
# 4 Dustbighters	: Tolerated	# 5 Aerithryn	: Tolerated	# 6 Amestrians	: Tolerated
# 7 Faux Meddle Aarmy	: Tolerated	# 8 Twin Scorpions	: Tolerated	# 9 Rhosgobel	: Tolerated
#11 Galadhrim	: Tolerated	#12 Drib Le Chin	: Hated	#13 Ull Navala	: Hated
#14 Farrelly	: Disliked	#15 Nacth Strum	: Disliked	#16 Shadowborn	: Hated
#17 Heathen Kings	: Disliked	#18 Vampiric Order	: Disliked	#19 Scourge	: Hated
#20 Black Numenroans	: Disliked	#21 Enlightned Shadow	: Neutral	#22 Fallen	: Neutral
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karamaikos	: Neutral

POPULATION CENTERS

Arex Location : @ 3321 in Mountains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 22	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	220	0	20	0	0	0	1100
Current stores	0	440	0	40	0	0	0	-

Bartrex Location : @ 3322 in Mountains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 26	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	184	48	0	0	0	0	1000
Current stores	0	368	0	0	0	0	0	-

Cagmolaga Location : @ 3013 in Mixed Forest Climate is Mild

Size : Village	Fortifications : None	Loyalty : 38	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	806	274	0	0
Current stores	0	0	0	0	714	1544	0	-

Cungabok Location : @ 3914 in Open Plains Climate is Cool

Size : Town	Fortifications : Tower	Loyalty : 63	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	62	0	0	0	422	0	10	0
Current stores	0	0	0	0	562	0	23	-

Cuzdorf Location : @ 3816 in Open Plains Climate is Mild

Size : Village	Fortifications : Tower	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	281	0	0	0	742	0	22	0
Current stores	0	0	0	0	1002	0	54	-

Dungortheb Location : @ 3711 in Shore/Plains Climate is Cool

Size : Town	Fortifications : None	Loyalty : 48	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	72	0	0	0	293	0	5	0
Current stores	0	0	0	0	318	0	0	-

Eastmoor Location : @ 3921 in Mountains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	176	120	8	0	0	0	0
Current stores	0	352	0	16	0	0	0	-

Eastwall Location : @ 4013 in Shore/Plains Climate is Cool

Size : Village	Fortifications : Tower	Loyalty : 44	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	70	0	0	0	634	0	19	0
Current stores	0	0	0	0	787	0	38	-

Fjordland Location : @ 4413 in Mixed Forest Climate is Cool
 Size : Village Fortifications : None Loyalty : 34 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 352 160 0 980
 Current stores 0 0 0 0 205 400 0 -

Normog Location : @ 3411 in Shore/Plains Climate is Cool
 Size : Village Fortifications : None Loyalty : 36 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 166 0 0 0 371 0 13 0
 Current stores 0 0 0 0 351 0 29 -

Sargortheb Location : @ 3712 in Shore/Plains Climate is Cool
 Size : Town Fortifications : None Loyalty : 37 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 72 0 0 0 240 0 10 0
 Current stores 0 0 0 0 261 0 20 -

Warholm Location : @ 3710 in Open Plains Climate is Cool
 Size : Major Town Fortifications : None Loyalty : 52 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 112 0 0 0 384 0 10 0
 Current stores 0 0 0 0 417 0 20 -

Woja City Location : @ 3612 in Shore/Plains Climate is Cool
 Size : Major Town Fortifications : Fort Loyalty : 49 Docks : Harbor Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 96 0 0 0 262 0 6 0
 Current stores 0 0 0 0 285 0 12 -

Yaargle (Capital) Location : @ 3913 in Shore/Plains Climate is Cool
 Size : City Fortifications : Fort Loyalty : 77 Docks : Port Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 40 0 0 0 152 0 5 0
 Current stores 3412 96 1041 0 242 0 669 -

A small army bearing the banner of the Half-Orcs under Captain Nox the Impailer is here.

ARMIES AND NAVIES

Army Commander : Captain Dunga Location : @ 4018 in Shore/Plains Climate is Mild
 Army morale : 20 Warships : 0 Transports : 0 (2) Travel mode : Evasive
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Mannish horsemen w/lances 18 10 0 295 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0

An army bearing the banner of the Half-Orcs under Captain Kuzwar Blackboot is here.

A small army bearing the banner of the Half-Orcs under Captain Lugmuk is here.

Army Commander : Captain Kuzwar Blackboot Location : @ 4018 in Shore/Plains Climate is Mild
 Army morale : 25 Warships : 0 Transports : 0 (9) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Mannish horsemen w/lances 10 10 30 500 Heavy Cavalry
 Plainsman footmen w/broadswords 10 10 0 1300 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 4 Low Supplies !!
 War machines 0

A small army bearing the banner of the Half-Orcs under Captain Dunga is here.

A small army bearing the banner of the Half-Orcs under Captain Lugmuk is here.

Army Commander : Captain Lugmuk Location : @ 4018 in Shore/Plains Climate is Mild

Army morale : 27 Warships : 0 Transports : 0 (4) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Mixed Mannish horsemen w/lances	10	30	30	500	Heavy Cavalry
Plainsman horsemen w/broadswords	40	40	40	100	Light Cavalry
Baggage Train Leather Bronze	Steel	Mithril			
Weapons - 0	0		0		
Armor 0	0		0		
Food 0	Out of Food !!				
War machines 12					

A small army bearing the banner of the Half-Orcs under Captain Dunga is here.

An army bearing the banner of the Half-Orcs under Captain Kuzwar Blackboot is here.

Army Commander : Lord Morzug Bloodaxe Location : @ 4419 in Open Plains Climate is Hot

Army morale : 42 Warships : 0 Transports : 0 (4) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Mixed Mannish horsemen w/lances	18	17	11	598	Heavy Cavalry
Baggage Train Leather Bronze	Steel	Mithril			
Weapons - 0	0		0		
Armor 0	0		0		
Food 0	Out of Food !!				
War machines 0					

Characters traveling with army : - Pishaxe.

The Town/Tower of Dul Mordeth flying the flag of the Frost Men is here.

A small army bearing the banner of the Frost Men under Captain Krush is here.

An army bearing the banner of the Frost Men under Lord Spear Fist is here.

Army Commander : Captain Nox the Impailer Location : @ 3913 in Shore/Plains Climate is Cool

Army morale : 45 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Plainsman horsemen w/broadswords	40	40	40	100	Light Cavalry
Baggage Train Leather Bronze	Steel	Mithril			
Weapons - 0	0		0		
Armor 0	0		0		
Food 0	Out of Food !!				
War machines 0					

The City/Fort of Yaargle flying the flag of the Half-Orcs is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	29582	32434	7960	3555	226018	21817	3986
Purchase at market price/unit	2	2	4	12	2	2	7
Sell to market price/unit	1	1	2	7	1	1	4

MISCELLANEOUS

Maintenance Costs expected next turn are:

Armies/Navies :	17758
Pop Centers :	4250
Characters :	17860
Total :	39868

Totals for Nation:

Leather	3412	971
Bronze	1256	580
Steel	1041	168
Mithril	56	28
Food	5144	4658
Timber	1944	434
Mounts	865	100

Current Tax rate :	60%
Revenue expected next turn :	37580 (-2288)
Current Gold reserve :	155

No new characters available at this time

Ships have been left anchored at the following locations:

8 warships at hex 3913
4 transports at hex 3913

You have the following double agents:

None

You have the following hostages:

Asbjorn of the Ull Navala is held by Orsma at 4326 - No Gold ransom demanded at this time.

You possess the following artifacts:

None

You have hidden the following additional artifacts:

None

NATION MESSAGES

*The loyalty was influenced from the efforts or presence of Shelob at Arex.
There are rumors of road construction around 2423.
There are rumors of a sabotage attempt involving Darwing at Appatutty.
60 Gold was stolen at Sargortheb.
1995 Gold was stolen at Bartrex.
There are rumors of a theft attempt involving Epitesi at Morkai Castle.
There are rumors of a theft attempt involving Fiorel at Morkai Castle.*

ENCOUNTER MESSAGES

Encounter for Emok at 3321

He turned and quietly made his way out of the cave. With frequent glances over his shoulder, he finally left the area, and with it, the dark sense of forboding which had been weighing heavily upon his mind.

COMBAT MESSAGES

Battle at 4419

In the Hot climate of the Open Plains of 4419, a conflict took place in the early hours of the evening in high winds.

At the head of a rebellious army rode **Captain Morzug Bloodaxe** of the nation of the Half-Orcs. The mount on which he rode moved with trepidation to the center of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
863 Mixed Mannish horsemen w/lances	wooden/bronze	leather/bronze	a mob

At the head of a demoralized army rode **Commander Thorgrim** of the nation of the Ull Navala. 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
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700 Mixed Mannish footmen w/battle axes	wooden	none	a mob
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At the head of a highly energetic army rode **Warlord Dain Ironrod** of the nation of the Dustbighters. The mount on which he rode cantered anxiously along the side of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1160 Dwarven ponyriders w/war hammers	wooden/bronze	none/leather	a mob
27 Dwarven ponyriders w/battle axes	steel	steel	exemplary

At the head of a demoralized army rode **Lord Jorhun** of the nation of the Ull Navala. The mount on which he rode stood cautiously at the rear of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
400 Mixed Mannish horsemen w/shortswords	wooden	none	a mob

At the head of a highly energetic army rode **Captain Spear Fist** of the nation of the Frost Men. The mount on which he rode cantered anxiously along the side of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1371 Northman horsemen w/battle axes	wooden/bronze	leather/bronze	ragged ranks

At the head of a calm army rode **Captain Krush** of the nation of the Frost Men. 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
394 Northman footmen w/broadswords	wooden	none	a mob

The Major Town of Dul Mordeth flying the flag of the Ull Navala is situated in the Open Plains here. It is fortified by a Castle, and it is under siege or attack.

Report from Morzug Bloodaxe.....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 given by the blare of the bugles.. Keep close ranks. Use standard formation. Like we practiced!

Against the forces of Thorgrim, our standard formation adjusted as they veered off and hit our flank.

Against the forces of Jorhun, our standard formation adjusted as they veered off and hit our flank.

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

Report from Morzug Bloodaxe.....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. The troops fought well, but they could have been better trained. They fought as if uninspired. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

After the battle.... Morzug Bloodaxe's forces were victorious in the battle, but suffered minor losses. Morzug Bloodaxe appeared to have survived. Thorgrim's forces were destroyed/routed in the battle. Thorgrim appeared to have survived. Dain Ironrod's forces were victorious in the battle, but suffered minor losses. Dain Ironrod appeared to have survived. Jorhun's forces were destroyed/routed in the battle. Jorhun appeared to have survived. Spear Fist's forces were victorious in the battle, but suffered minor losses. Spear Fist appeared to have survived. Krush's forces were victorious in the battle, but suffered minor losses. Krush appeared to have survived.

The attacking war machines let loose with a strong barrage of aerial missiles that tore at the fortifications and inflicted significant damage before the actual ground assault! The battle for Dul Mordeth 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.... Morzug Bloodaxe's army survived the attack on the Major Town, but suffered minor losses. Morzug Bloodaxe appeared to have survived. Dain Ironrod's army survived the attack on the Major Town, but suffered minor losses. Dain Ironrod appeared to have survived. Spear Fist's army survived the attack on the Major Town, but suffered minor losses. Spear Fist appeared to have survived. Krush's army survived the attack on the Major Town, but suffered minor losses. Krush appeared to have survived. The Major Town has been reduced to a Town. The Castle has been reduced to a Tower. The Town has been under siege/attack this turn. The Town now flies the flag of the Frost Men.

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.....
Dunga	430	TrpsMan	hc
Dunga	850	MovArmy	w w ^ ^ ^ ^ ^ ^ ^ ^ ^ ev
Emok	520	InfYour	
Emok	585	Uncover	
Feardach	550	ImprPop	
Feardach	810	MovChar	3914
Furmug	550	ImprPop	
Furmug	810	MovChar	4013
Grummsh	610	GrdChar	kuzwa
Grummsh	947	NatTran	3913 st 100
Kuzwar Blackboot	325	NatSell	fo 65
Kuzwar Blackboot	860	ForcMar	e se sw se sw se ^ ^ ^ ^ ^ ^ ^ no
Lugmuk	215	RfsPers	
Lugmuk	850	MovArmy	nw w w ^ ^ ^ ^ ^ ^ ^ ^ no
Morzug Bloodaxe	215	RfsPers	
Morzug Bloodaxe	255	CptrPop	st
Nox the Impailer	400	HvCvlyr	500 ^ br
Nox the Impailer	765	SplArmy	kuzwa 500 ^ 1300 ^ ^ ^
Okmok	690	StlGold	
Okmok	920	ScoPop	
Orsma	620	Kidnap	asbjo
Orsma	810	MovChar	4326
Pishaxe	610	GrdChar	morzu
Pishaxe	870	MovJoin	4419 morzu
Slorsa	610	GrdChar	grumm
Slorsa	947	NatTran	3913 le 100
Tholmok the Drunk	330	CstCjSp	508 230
Tholmok the Drunk	710	PrenMgy	
Ufgamuk theBloody	330	CstCjSp	508 240
Ufgamuk theBloody	948	TranCar	3711 3913 mo 470

Dunga



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

Dunga was located in the Shore/Plains at 4218.
 Lack of Food may have affected army movement.
 Lack of Food restricted the army morale.
 He was ordered to put some troops on maneuvers. The maneuvers for the Heavy Cavalry were completed.
 He was ordered to move the army. He accepted the army movement orders.
He commands an army in the Shore/Plains at 4018.

Emok



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

Emok was located in the Mountains at 3321.
 He was forced to flee the encounter. See Encounter messages.
 He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Arex.
 He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Heathen Kings seeks to see to the termination of Ossimoro by any means whatsoever. - uncovered that the nation of the North Kingdom possesses Special Nation Ability #7.
He is currently in the Mountains at 3321. The Camp of Arex flying the flag of the Half-Orcs is here.

Feardach



Ranks : Command 10 Agent 0 Emissary 73 Mage 20
 Health 100 Stealth 0 Challenge 43
 Artifacts : None
 Spells (+0) : #4 Major Heal(73) #508 Conjure Mounts(50)

Feardach was located in the Open Plains at 3816.
 He was ordered to improve the population center size. Cuzdorf was improved to a Village.
 He was ordered to move. He accepted the movement orders.
He is currently in the Open Plains at 3914. The Town/Tower of Cungabok flying the flag of the Half-Orcs is here.

Furmug



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

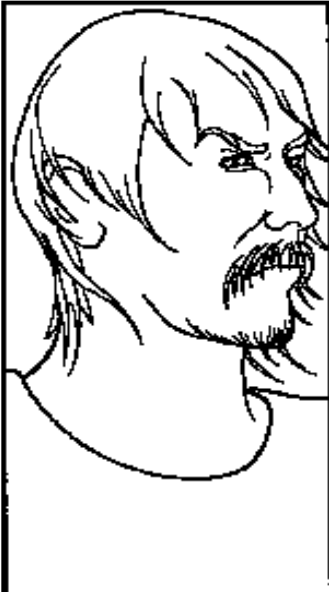
Furmug was located in the Mixed Forest at 4413.

He was ordered to improve the population center size. Fjordland was improved to a Village.

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

He is currently in the Shore/Plains at 4013. The Village/Tower of Eastwall flying the flag of the Half-Orcs is here.

Grummsh



Ranks : Command 40 Agent 63 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 57
 Artifacts : None
 Spells (+0) : None

Grummsh was located in the Shore/Plains at 3913.

He was ordered to guard a character. Kuzwar Blackboot was guarded.

He was ordered to have the nation transport by the caravans. 1041 Steel (+10%) transported to Yaargle.

He is currently in the Shore/Plains at 3913. The City/Fort of Yaargle flying the flag of the Half-Orcs is here.

Kuzwar Blackboot



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

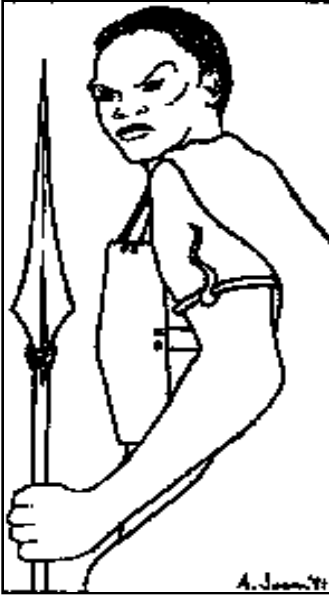
Kuzwar Blackboot was located in the Shore/Plains at 3913.

He was ordered to have the nation sell to the caravans. 9553 Food were sold for 9553 Gold.

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 4018.

Lugmuk



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

Lugmuk was located in the Open Plains at 4319.
 He was ordered to refuse all personal challenges.
 Lack of Food may have affected army movement.
 Lack of Food restricted the army morale.
 He was ordered to move the army. He accepted the army movement orders.
He commands an army in the Shore/Plains at 4018.

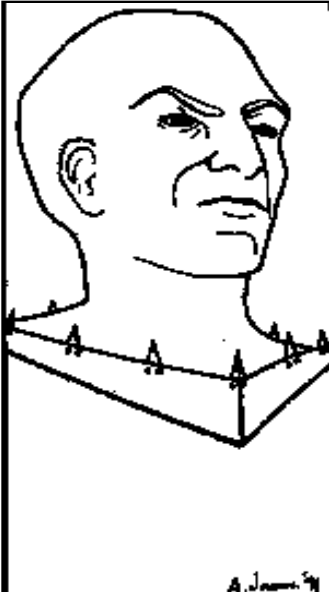
Morzug Bloodaxe



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

Morzug Bloodaxe was located in the Open Plains at 4419.
 He was ordered to refuse all personal challenges.
 He was ordered to capture the Major Town of Dul Mordeth. See Combat Messages.
 Lack of Food may have affected army movement.
 Lack of Food restricted the army morale.
He commands an army in the Open Plains at 4419. The Town/Tower of Dul Mordeth flying the flag of the Frost Men is here.

Nox the Impailer



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

Nox the Impailer was located in the Shore/Plains at 3913.
 He was ordered to recruit some heavy cavalry. 500 Heavy Cavalry w/Wood weapons and Bronze armor were recruited.
 He was ordered to split the army. The army was split. 4 Food was transfered.
He commands an army in the Shore/Plains at 3913. The City/Fort of Yaargle flying the flag of the Half-Orcs is here.

Okmok



Ranks : Command 0 Agent 60 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 45
 Artifacts : None
 Spells (+0) : None

Okmok was located in the Open Plains at 4327.

He was ordered to steal the Gold. 2150 Gold was stolen at Dull Sword.

He was ordered to scout the population center. A scout of the population center was attempted. Town named Dull Sword - owned by the Scourge - fortified with a Tower . Nothing else was reported at this time.

He is currently in the Open Plains at 4327. The Town/Tower of Dull Sword flying the flag of the Scourge is here.

Orsma



Ranks : Command 0 Agent 71 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 53
 Artifacts : None
 Spells (+0) : None

Orsma was located in the Open Plains at 4319.

He was ordered to kidnap a character. Asbjorn was kidnaped.

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

He is currently in the Open Plains at 4326. The Town/Tower of Thousand Spears flying the flag of the Scourge is here.

Pishaxe



Ranks : Command 0 Agent 42 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 31
 Artifacts : None
 Spells (+0) : None

Pishaxe was located in the Open Plains at 4419.

He was ordered to guard a character. Morzug Bloodaxe was guarded.

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

He is traveling with Morzug Bloodaxe in the Open Plains at 4419. The Town/Tower of Dul Mordeth flying the flag of the Frost Men is here.

Slorsa



Ranks : Command 0 Agent 42 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 31
 Artifacts : None
 Spells (+0) : None

Slorsa was located in the Shore/Plains at 3913.

She was ordered to guard a character. Grummsh was guarded.

She was ordered to have the nation transport by the caravans. 2859 Leather (+10%) transported to Yaargle.

She is currently in the Shore/Plains at 3913. The City/Fort of Yaargle flying the flag of the Half-Orcs is here.

Tholmok the Drunk



Ranks : Command 10 Agent 0 Emissary 0 Mage 49
 Health 100 Stealth 0 Challenge 51
 Artifacts : None

Spells (+0) : #413 Scry Population Center(66) #415 Scry Area(78)
 #416 Reveal Production(86) #508 Conjure Mounts(73)

Tholmok the Drunk was located in the Shore/Plains at 3711.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 230 Mounts were conjured.

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

He is currently in the Shore/Plains at 3711. The Town of Dungortheb flying the flag of the Half-Orcs is here.

Ufgamuk theBloody



Ranks : Command 10 Agent 0 Emissary 0 Mage 48
 Health 100 Stealth 0 Challenge 50
 Artifacts : None

Spells (+0) : #414 Scry Hex(81) #415 Scry Area(57) #416 Reveal Production(79)
 #508 Conjure Mounts(87)

Ufgamuk theBloody was located in the Shore/Plains at 3711.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 240 Mounts were conjured.

He was ordered to transport by the caravans. The transport was changed because there was insufficient Mounts. 436 Mounts (+10%) transported from Dungortheb to Yaargle.

He is currently in the Shore/Plains at 3711. The Town of Dungortheb flying the flag of the Half-Orcs is here.

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

Furmug (ID: furmu) @ 4013 Emissary

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

Grumms (ID: grumm) @ 3913 Command Agent

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

Kuzwar Blackboot (ID: kuzwa) @ 4018 Command

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

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Lugmuk (ID: lugmu) @ 4018 Command
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Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required			_____			Required			_____	
Information			_____			Information			_____	
			_____						_____	
			_____						_____	

Morzug Bloodaxe (ID: morzu) @ 4419 Command

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

Nox the Impailer (ID: nox t) @ 3913 Command

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

Okmok (ID: okmok) @ 4327 Agent

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

Orsma (ID: orsma) @ 4326 Agent

Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required		<hr/>				Required		<hr/>		
Information		<hr/>				Information		<hr/>		
		<hr/>						<hr/>		

Pishaxe (ID: pisha) @ 4419 Agent

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

Slorsa (ID: slors) @ 3913 Agent

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

Tholmok the Drunk (ID: tholm) @ 3711 Command Mage

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

Ufgamuk theBloody (ID: ufgam) @ 3711 Command Mage

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