

**MEPBM Games**  
**presents**

# Middle-earth Play-By-Mail™

## Fourth Age, circa 1000



GAME # 141



**--- Acadians Eliminated ---**

Victory points : 400  
Victory Conditions :

To hold at game end the population center of Rath Cael at 1715.  
To acquire 10 additional artifacts (13) of any alignment.  
To see to the termination of Zig Sha by any means whatsoever.  
To see to the termination of Bruturuk by any means whatsoever.  
To hold at game end the greatest amount of artifacts.

Top 3 Free Peoples :

**Sing a Song [ 1342 ] Plane [ 1042 ] Once Upon a Time [ 1033 ]**

Special Nation Abilities :

#02 Scout/recon at +20 to normal skill rank.  
#17 Build ships at 1/2 timber cost.  
#21 Hire new armies at no cost.  
#32 Navies can travel open seas w/o fear of storms/lost.

Internet G141N04  
BRAD BRUNET 109410  
NONE  
NONE  
NONE

Game #	:	141
Player #	:	4
Turn #	:	12
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	8992
Special Service	:	YES

# Acadians

(A Free People)

Season : Winter

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Disliked	# 2 South Kingdom	: Neutral	# 3 Wise Council	: Neutral
# 5 Silent Assembly	: Neutral	# 6 Thorinar	: Neutral	# 7 Sapphic Enclave	: Neutral
# 8 Nameless	: Neutral	# 9 Ground Pounders	: Neutral	#10 Sundered	: Neutral
#11 Lohmai'gwaith	: Neutral	#12 Sheri-Urk	: Hated	#13 Red Witches	: Disliked
#14 Dark Feast	: Disliked	#15 Twilight Hammer	: Hated	#16 Sh'iar Empire	: Disliked
#17 Great Trollusk	: Hated	#18 Benîm an Pharazôn	: Disliked	#19 RhunLandChattelCo	: Disliked
#20 Tribes of Angmar	: Disliked	#21 Lands	: Neutral	#22 Sing a Song	: Neutral
#23 Once Upon a Time	: Neutral	#24 Plane	: Neutral	#25 Alvernus	: Neutral

## POPULATION CENTERS

**Beaubassin** Location : @ 0611 in Mixed Forest Climate is Mild

Size : Village	Fortifications : None	Loyalty : 10	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	238	360	0	700
Current stores	0	0	0	0	0	0	0	-

A small army bearing the banner of the Acadians under Veteran D'Entremont is here.

**Louisbourg** Location : @ 0614 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Fort	Loyalty : 20	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	48	0	670	162	0	0
Current stores	0	0	192	0	0	0	0	-

**Malpeque** Location : @ 0714 in Mixed Forest Climate is Mild

Size : Village	Fortifications : None	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	677	79	0	0
Current stores	0	0	0	0	0	0	0	-

A small army bearing the banner of the Acadians under Veteran Saint-Etienne is here.

**Port Royale (Capital)** Location : @ 0613 in Mixed Forest Climate is Mild

Size : City	Fortifications : Fort	Loyalty : 85	Docks : Port	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	41	0	0	0	158	41	0	0
Current stores	0	0	0	0	0	0	0	-

A small army bearing the banner of the Acadians under Lord Champlain is here.

**Port-La-Joye** Location : @ 1120 in Shore/Plains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 1	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	252	0	0	0	450	0	18	0
Current stores	0	0	0	0	0	0	90	-

**Saint Pierre** Location : @ 0512 in Mixed Forest Climate is Mild

Size : Village	Fortifications : None	Loyalty : 5	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	346	187	0	0
Current stores	0	0	0	0	0	0	0	-

A small army bearing the banner of the Acadians under Commander Comeau is here.

**ARMIES AND NAVIES****Army Commander : Lord Champlain** Location : @ 0613 in Mixed Forest Climate is Mild

Army morale : 75 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops			Training	Weapon	Armor	# Troops	Troop Type
Lesser Dúnadan horsemen w/broadswords			50	50	50	100	Heavy Cavalry
Baggage Train	Leather	Bronze	Steel		Mithril		
Weapons	-	0	0		0		
Armor	0	0	0		0		
Food	122	Low Supplies !!					
War machines	0						

The City/Fort of Port Royale flying the flag of the Acadians is here.

**Army Commander : Commander Comeau** Location : @ 0512 in Mixed Forest Climate is Mild

Army morale : 33 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops			Training	Weapon	Armor	# Troops	Troop Type
Eriadoran footmen w/spears			10	10	0	500	Heavy Infantry
Baggage Train	Leather	Bronze	Steel		Mithril		
Weapons	-	0	0		0		
Armor	0	0	0		0		
Food	245	Low Supplies !!					
War machines	0						

The Village of Saint Pierre flying the flag of the Acadians is here.

**Army Commander : Veteran D'Entremont** Location : @ 0611 in Mixed Forest Climate is Mild

Army morale : 19 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops			Training	Weapon	Armor	# Troops	Troop Type
Eriadoran footmen w/spears			10	10	0	300	Heavy Infantry
Baggage Train	Leather	Bronze	Steel		Mithril		
Weapons	-	0	0		0		
Armor	0	0	0		0		
Food	194	Low Supplies !!					
War machines	0						

The Village of Beaubassin flying the flag of the Acadians is here.

**Army Commander : Veteran Saint-Etienne** Location : @ 0714 in Mixed Forest Climate is Mild

Army morale : 10 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops			Training	Weapon	Armor	# Troops	Troop Type
Eriadoran footmen w/spears			10	10	0	200	Heavy Infantry
Baggage Train	Leather	Bronze	Steel		Mithril		
Weapons	-	0	0		0		
Armor	0	0	0		0		
Food	0	Out of Food !!					
War machines	0						

The Village of Malpeque flying the flag of the Acadians is here.

**Army Commander : Commander Veniot** Location : @ 0711 in Hills & Rough Climate is Mild

Army morale : 28 Warships : 0 Transports : 0 (4) Travel mode : Normal

Troops			Training	Weapon	Armor	# Troops	Troop Type
Eriadoran footmen w/spears			10	10	0	800	Heavy Infantry
Baggage Train	Leather	Bronze	Steel		Mithril		
Weapons	-	0	0		0		
Armor	0	0	0		0		
Food	490	Low Supplies !!					
War machines	0						

**The Town/Fort of Grand-Pre flying the flag of the North Kingdom is here.****An army bearing the banner of the North Kingdom under Warlord Pathan is here.****An army bearing the banner of the North Kingdom under Lord Patrocles is here.**

**COMPANY COMMANDERS :**

None

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	32595	22451	5318	1823	278442	16634	2884
Purchase at market price/unit	3	3	5	23	2	4	10
Sell to market price/unit	1	1	2	11	1	2	5

**MISCELLANEOUS**

Maintenance Costs expected next turn are:			Totals for Nation:	Stores	Production
Armies/Navies :	7800		Leather	0	293
Pop Centers :	2500		Bronze	0	0
Characters :	16120		Steel	192	48
			Mithril	0	0
Total :	26420		Food	0	2539
			Timber	0	829
Current Tax rate :	102%		Mounts	90	18
Revenue expected next turn :	23650 (-2770)				
Current Gold reserve :	1096				

**Ships have been left anchored at the following locations:**

None

**You have the following double agents:**

None

**You have the following hostages:**

None

**You possess the following artifacts:**

Name of artifact	Item	#	Latent	Alignment	Known Powers
Stone-mace of Setmaenen	Mace	175	No	Good	COMBAT - Increases damage by 500 points.

**You have hidden the following additional artifacts:**

None

**NATION MESSAGES***The nation has gone bankrupt!**There are rumors of a theft attempt involving Bregolas at Swollen Toe.**There are rumors of a theft attempt involving Jackl at Taverna.**There are rumors of a theft attempt involving Oruthan at Morannon.**1096 Gold was transported from the Alvernus to Port Royale.**Our populace reports that a season change is imminent!**Our populace reports that the deadline for allegiance change has passed!**The nation has been eliminated from play!*

## ENCOUNTER MESSAGES

### Encounter for Pierre Lejeune at 1010

Pierre Lejeune came over a small ridge line only to hear screams and cries for help in the valley below. Moving cautiously forward, he peered from behind some bushes and other foliage to see that a small farming village had been raided by some ten to twenty mounted Orcs and Wolves. The women of the village have already been made captive and the few remaining men seem hardpressed by the rampaging Orcs. The captives are to one side with only a few guards. It is obvious to Pierre Lejeune that he will be noticed as soon as he leaves his place of concealment. Should Pierre Lejeune

FREE the captives  
 ATTACK the Orcs and save the farmers  
 JOIN the Orcs in pillaging the village  
 GO immediately for help  
 WATCH from hiding to see the outcome  
 FLEE

How will Pierre Lejeune react ? (Choose any reaction shown in all CAPS or provide info requested in parenthesis. If no reaction is given, he will be assumed to have chosen "FLEE".)

## COMBAT MESSAGES

### Battle at 0711

In the Mild climate of the Hills & Rough of 0711, a conflict took place about midday in a dense and oppressive fog.

At the head of a rebellious army rode **Veteran Biencourt** of the nation of the Acadians. 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
2988 Eriadoran footmen w/spears	wooden/bronze	none	a mob

At the head of a calm army rode **Lord Patrocles** of the nation of the North Kingdom. 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
2350 Dúnadan knights w/lances	wooden	leather/bronze	ragged ranks
917 Lesser Dúnadan knights w/shortswords	bronze/steel	bronze/steel	solid ranks
100 Dúnadan footmen w/broadswords	wooden	none	a mob

The Major Town of Grand-Pre flying the flag of the Acadians is situated in the Hills & Rough here. It is fortified by a Fort, and it is under siege or attack.

Report from Biencourt.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. The troops needed this encouragement because many feared that they would die in the battle. Finally the order was shouted across the battlefield.. Head straight for them and then strike the left flank...the left flank!

Against the forces of Patrocles, we hit their flank and they stayed with their standard formation.

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

Report from Biencourt.....Our foot soldiers struggled up and down the slopes in order to engage the enemy lines. The troops tried to fight well, but they needed much more training. They fought very poorly. However,

we were overrun in less than a few hours.

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

Lord Patrocles: 249 Food

After the battle.... Biencourt's forces were destroyed/routed in the battle. Biencourt appeared to have survived but suffers from grievous wounds. Patrocles's forces were victorious in the battle, but suffered some losses. Patrocles appeared to have survived.

The battle for Grand-Pre 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.... Patrocles's army survived the attack on the Major Town, but suffered some losses. Patrocles appeared to have survived. The Major Town has been reduced to a Town. The Fort has not been affected. The Town has been under siege/attack this turn. The Town now flies the flag of the North Kingdom.

#### Battle at 1414

In the Mild climate of the Open Plains of 1414, a conflict took place in the hours of late morning under a clear sky.

At the head of a demoralized army rode **Veteran Cormier** of the nation of the Acadians. 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
700 Eriadoran footmen w/spears	wooden	none	a mob

At the head of a demoralized army rode **Veteran Harimutari** of the nation of the Great Trollusk. 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
1200 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a demoralized army rode **Commander Rashkgnar** of the nation of the Great Trollusk. 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
898 Mixed Mannish footmen w/battle axes	wooden	none	a mob

The Town of Caraquet flying the flag of the Acadians is situated in the Open Plains here. It is fortified by a Tower, and it is under siege or attack.

Report from Cormier.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. The troops needed this encouragement because many feared that they would die in the battle. Finally the order was shouted across the battlefield.. Keep close ranks. Use standard formation. Like we practiced!

Against the forces of Harimutari, they charged our standard formation and hit us hard.

Against the forces of Rashkgnar, they charged our standard formation and hit us hard.

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

Report from Cormier.....Our foot soldiers engaged the other troops in the open and took the battle to them. The troops tried to fight well, but they needed much more training. They fought very poorly. However, we were overrun in less than a few hours.

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

The battle for Caraquet 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.... Harimutari's army survived the attack on the Town, but suffered minor losses. Harimutari appeared to have survived. Rashkgnar's army survived the attack on the Town, but suffered minor losses. Rashkgnar appeared to have survived. The Town has been reduced to a Ruins. The Tower has not been affected. The Ruins of Caraquet 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](http://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.....
Arsenault	520	InfYour	
Arsenault	325	NatSell	fo 100
Biencourt	215	RfsPers	
Biencourt	230	AttEnemy	fl
Broussard	810	MovChar	1005
Broussard	910	ScoArea	
Champlain	408	HvInfan	500 ^ ^
Champlain	765	SplArmy	venio ^ ^ 800 ^ ^ ^
Comeau	408	HvInfan	300 ^ ^
Comeau	850	MovArmy	nw nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Cormier	215	RfsPers	
Cormier	770	HrArmy	300 hi ^ ^ 1234
D'Aulnay	525	InfOthr	
D'Aulnay	810	MovChar	1010
D'Entremont	605	GrdLoc	
D'Entremont	408	HvInfan	200 ^ ^
Durelle	810	MovChar	1410
Durelle	910	ScoArea	
JF Breau	930	ScoChar	
JF Breau	810	MovChar	0612
Martin	520	InfYour	
Martin	810	MovChar	0512
Pierre Lejeune	525	InfOthr	
Pierre Lejeune	810	MovChar	1010
Robichaud	520	InfYour	
Robichaud	325	NatSell	le 100
Saint-Etienne	770	HrArmy	300 hi ^ ^ 1234
Saint-Etienne	605	GrdLoc	
Veniot	860	ForcMar	ne ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Veniot	325	NatSell	ti 100

Arsenault



Ranks : Command 0 Agent 0 Emissary 42 Mage 0  
 Health 100 Stealth 0 Challenge 21  
 Artifacts : None  
 Spells (+0) : None

Arsenault was located in the Mixed Forest at 0613.

He was ordered to have the nation sell to the caravans. 2539 Food were sold for 2539 Gold.

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

***He is currently in the Mixed Forest at 0613. The City/Fort of Port Royale flying the flag of the Acadians is here.***

Biencourt



Ranks : Command 10 Agent 37 Emissary 0 Mage 0  
 Health 46 Stealth 0 Challenge 29  
 Artifacts : None  
 Spells (+0) : None

Biencourt was located in the Hills & Rough at 0711.

He was ordered to refuse all personal challenges.

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

Biencourt was wounded during combat.

***He is currently in the Hills & Rough at 0711. The Town/Fort of Grand-Pre flying the flag of the North Kingdom is here.***

Broussard



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

Broussard was located in the Shore/Plains at 1207.

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

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

He has encountered a crevice in the hillside which can be investigated.

***He is currently in the Hills & Rough at 1005.***



Champlain



Ranks : Command 50 Agent 0 Emissary 53 Mage 0  
 Health 100 Stealth 0 Challenge 66  
 Artifacts : #175 Stone-mace of Setmaenen/  
 Spells (+0) : None

Champlain was located in the Mixed Forest at 0613.

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

He was ordered to split the army. The army was split. 490 Food was transferred.  
*He commands an army in the Mixed Forest at 0613. The City/Fort of Port Royale flying the flag of the Acadians is here.*

Comeau



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

Comeau was located in the Mixed Forest at 0614.

He was ordered to recruit some heavy infantry. 300 Heavy Infantry w/Wood weapons and No armor were recruited.

He was ordered to move the army. He accepted the army movement orders.  
*He commands an army in the Mixed Forest at 0512. The Village of Saint Pierre flying the flag of the Acadians is here.*

Cormier



Ranks : Command 10 Agent 31 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 25  
 Artifacts : None  
 Spells (+0) : None

Cormier was located in the Open Plains at 1414.

He was ordered to refuse all personal challenges.

He was ordered to hire an army. He was not able to hire an army because the population center was not of the same nation.

*He is currently in the Open Plains at 1414. The un-owned Ruins/Tower of Caraquet is here.*

D'Aulnay



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

D'Aulnay was located in the Hills & Rough at 1008.

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

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

**He is currently in the Open Plains at 1010. The Village/Tower of Emenduin flying the flag of the North Kingdom is here.**

D'Entremont



Ranks : Command 10 Agent 31 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 25  
 Artifacts : None  
 Spells (+0) : None

D'Entremont was located in the Mixed Forest at 0611.

He was ordered to recruit some heavy infantry. 200 Heavy Infantry w/Wood weapons and No armor were recruited.

He was ordered to guard the location. Beaubassin was guarded.

**He commands an army in the Mixed Forest at 0611. The Village of Beaubassin flying the flag of the Acadians is here.**

Durelle



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

Durelle was located in the Hills & Rough at 1208.

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

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

**He is currently in the Hills & Rough at 1410. The Village of Haira flying the flag of the North Kingdom is here.**

JF Breau



Ranks : Command 0 Agent 55 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 41  
 Artifacts : None  
 Spells (+0) : None

JF Breau was located in the Open Plains at 1612.

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

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

Found: An unknown Free People Male. Agent Iarless - Alvernus. One or more reports may be incorrect. Nothing else was reported at this time.

*He is currently in the Mixed Forest at 0612.*

LeBlanc



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

LeBlanc was located in an unknown location.

LeBlanc could not escape from being held hostage.

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

Martin



Ranks : Command 0 Agent 0 Emissary 62 Mage 0  
 Health 100 Stealth 0 Challenge 31  
 Artifacts : None  
 Spells (+0) : None

Martin was located in the Mixed Forest at 0714.

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

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

*He is currently in the Mixed Forest at 0512. The Village of Saint Pierre flying the flag of the Acadians is here.*

Pierre Lejeune



Ranks : Command 0 Agent 0 Emissary 65 Mage 0  
 Health 100 Stealth 0 Challenge 32  
 Artifacts : None  
 Spells (+0) : None

Pierre Lejeune was located in the Hills & Rough at 1008.

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

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

He had a special encounter. See Encounter Messages.

***He is currently in the Open Plains at 1010. The Village/Tower of Emenduin flying the flag of the North Kingdom is here.***

Robichaud



Ranks : Command 0 Agent 0 Emissary 43 Mage 0  
 Health 100 Stealth 0 Challenge 21  
 Artifacts : None  
 Spells (+0) : None

Robichaud was located in the Mixed Forest at 0613.

He was ordered to have the nation sell to the caravans. 879 Leather were sold for 1758 Gold.

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

***He is currently in the Mixed Forest at 0613. The City/Fort of Port Royale flying the flag of the Acadians is here.***

Saint-Etienne



Ranks : Command 10 Agent 35 Emissary 0 Mage 0  
 Health 68 Stealth 0 Challenge 28  
 Artifacts : None  
 Spells (+0) : None

Saint-Etienne was located in the Mixed Forest at 0714.

He was ordered to guard the location. Malpeque was guarded.

He was ordered to hire an army. The troops hired was changed because there were insufficient available troops. The transfer of Food was changed because there was insufficient available. An army of 200 Heavy Infantry with 0 Food was hired.

***He commands an army in the Mixed Forest at 0714. The Village of Malpeque flying the flag of the Acadians is here.***

Veniot



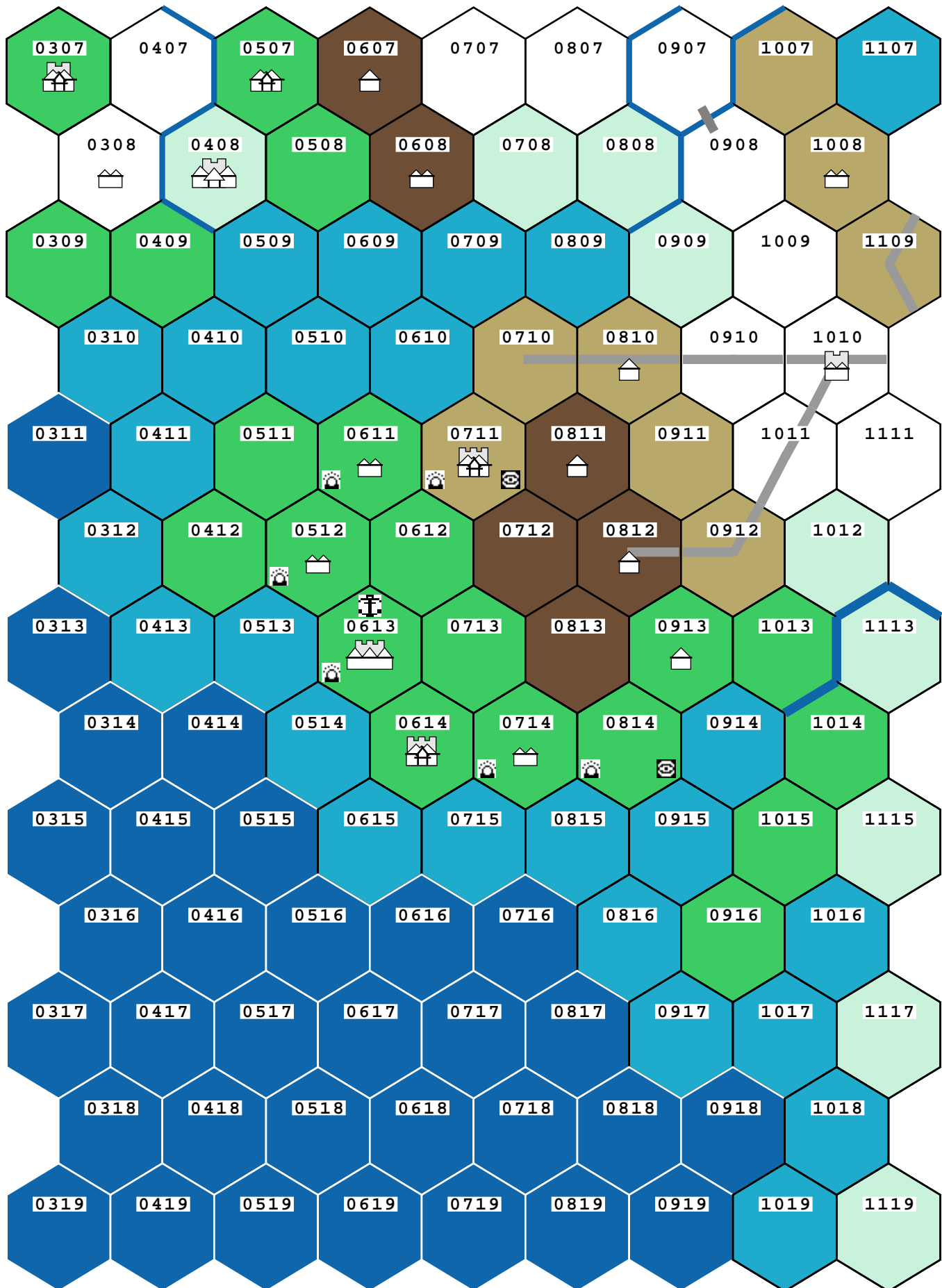
Ranks	: Command 37	Agent 0	Emissary 0	Mage 0
	Health 100	Stealth 0	Challenge 37	
Artifacts	: None			
Spells (+0)	: None			

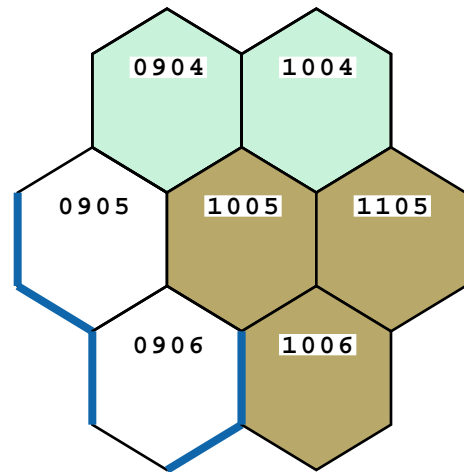
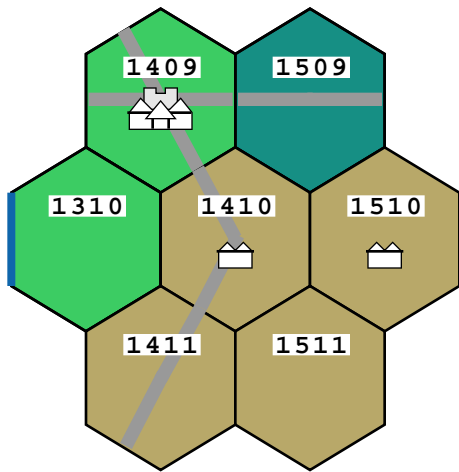
Veniot was located in the Mixed Forest at 0613.

He was ordered to have the nation sell to the caravans. 829 Timber were sold for 2487 Gold.

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

*He commands an army in the Hills & Rough at 0711. The Town/Fort of Grand-Pre flying the flag of the North Kingdom is here.*





Required Information	Required Information
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Champlain (ID: champ) @ 0613 Command Emissary

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

**Comeau** (ID: comea) @ 0512 Command

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

## Cormier (ID: cormi) @ 1414 Command Agent

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

D'Aulnay (ID: d'aul) @ 1010 Emissary

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

## D'Entremont (ID: d'ent) @ 0611 Command Agent

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

## Durelle (ID: durel) @ 1410 Agent

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

JF Breau (ID: jf b) @ 0612 Agent

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

**Martin** (ID: marti) @ 0512 Emissary

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

Pierre Lejeune (ID: pierr) @ 1010 Emissary

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

Robichaud (ID: robic) @ 0613 Emissary

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

Saint-Etienne (ID: saint) @ 0714 Command Agent

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

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Veniot (ID: venio) @ 0711 Command
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Order	->	#	Code	Type	Order	->	#	Code	Type
Required					Required				
Information					Information				