

**MEPBM Games**  
**presents**

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



GAME # 143



## **Galadhrim**

Victory points : 1000  
 Victory Conditions :  
   To hold at game end the artifact: Orc Slayer #106.  
   To terminate 10 characters by personal challenge or by assassination.  
   To hold at game end the artifact: Water-skimmer #29.  
   To hold at game end the population center of Dragon Mount at 2206.  
   To hold in stores at game end the greatest amount of Mithril.

Top 3 Free Peoples :

**Galadhrim [ 1000 ]   Half-Orcs [ 942 ]   Frost Men [ 725 ]**

Special Nation Abilities :  
   #01 Scout/recon at double normal skill rank.  
   #14 All new troop recruits start at training 25.  
   #24 Can learn lost conjure mounts spell.  
   #32 Navies can travel open seas w/o fear of storms/lost.

Internet G143N11  
 JOHN WELTY 109211  
 NONE  
 NONE  
 NONE

Game # : 143  
 Player # : 11  
 Turn # : 12  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 8889  
 Special Service : YES

# Galadhrim

(A Free People)

Season : Winter

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Hated	# 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
#10 Half-Orcs	: Tolerated	#12 Drib Le Chin	: Disliked	#13 Ull Navala	: Disliked
#14 Farrelly	: Hated	#15 Nacth Strum	: Disliked	#16 Shadowborn	: Disliked
#17 Heathen Kings	: Disliked	#18 Vampiric Order	: Disliked	#19 Scourge	: Disliked
#20 Black Numenroens	: Hated	#21 Enlightned Shadow	: Hated	#22 Fallen	: Disliked
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karamaikos	: Neutral

## POPULATION CENTERS

<b>Argentia</b>	Location : @ 2605 in Open Plains				Climate is Severe			
Size : Major Town	Fortifications : Tower	Loyalty : 61	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	14	0	0	0	62	0	1	0
Current stores	0	0	0	0	400	0	2	-

<b>Bloodrune</b>	Location : @ 2904 in Mountains				Climate is Polar			
Size : Town	Fortifications : None	Loyalty : 65	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	13	4	0	0	0	360
Current stores	0	0	13	8	0	0	0	-

<b>Deathwatch</b>	Location : @ 2804 in Mountains				Climate is Polar			
Size : Village	Fortifications : None	Loyalty : 21	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	55	12	2	0	0	0	0
Current stores	0	0	12	4	0	0	0	-

<b>Denkoa</b>	Location : @ 2304 in Mountains				Climate is Polar			
Size : Village	Fortifications : Tower	Loyalty : 46	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	31	31	5	0	0	0	0
Current stores	0	0	31	10	0	0	0	-

<b>Erendor</b>	Location : @ 2905 in Open Plains				Climate is Severe			
Size : Major Town	Fortifications : Tower	Loyalty : 57	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	31	0	0	0	22	0	1	0
Current stores	0	0	0	0	146	0	2	-

<b>Frostrune</b>	Location : @ 2704 in Mountains				Climate is Polar			
Size : Village	Fortifications : None	Loyalty : 61	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	34	5	0	0	0	360
Current stores	0	0	34	10	0	0	0	-

<b>Galliant</b>	Location : @ 2508 in Open Plains				Climate is Cold			
Size : Camp	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	96	0	0	0	135	0	9	0
Current stores	0	0	0	0	1050	0	18	-

<b>Gundabad</b>	Location : @ 2204 in Hills & Rough				Climate is Polar			
Size : Town	Fortifications : Tower	Loyalty : 36	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	17	0	0	0	0	0	1	330
Current stores	420	0	0	0	0	0	17	-

An army bearing the banner of the Galadhrim under Regent Celeborn is here.

An army bearing the banner of the Galadhrim under Captain Elfhelm is here.

An army bearing the banner of the Galadhrim under Captain Galadriel is here.

**Kandor**

Location : @ 2805 in Open Plains Climate is Severe

Size : Town	Fortifications : Tower	Loyalty : 49	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	26	0	0	0	49	0	2	0
Current stores	0	0	0	0	320	0	4	-

**Odin's Gate**

Location : @ 2404 in Mountains Climate is Polar

Size : Village	Fortifications : Tower	Loyalty : 36	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	38	0	2	0	0	0	330
Current stores	0	0	0	4	0	0	0	-

**Wastelands (Capital)**

Location : @ 2705 in Open Plains Climate is Severe

Size : City	Fortifications : Fort	Loyalty : 100	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	13	0	0	0	46	0	1	0
Current stores	0	0	78	250	374	0	0	-

A small army bearing the banner of the Galadhrim under Lord Kiirdan is here.

**ARMIES AND NAVIES****Army Commander : Regent Celeborn**

Location : @ 2204 in Hills &amp; Rough Climate is Polar

Army morale : 70 Warships : 0 Transports : 0 (5) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Mixed Elven horseriders w/broadswords		39	11	28	641	Heavy Cavalry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	0	Out of Food !!				
War machines	2					

Characters traveling with army : - Ohtar Zen - Zandramas.

The Town/Tower of Gundabad flying the flag of the Galadhrim is here.

An army bearing the banner of the Galadhrim under Captain Elfhelm is here.

An army bearing the banner of the Galadhrim under Captain Galadriel is here.

**Army Commander : Captain Elfhelm**

Location : @ 2204 in Hills &amp; Rough Climate is Polar

Army morale : 40 Warships : 0 Transports : 0 (5) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Mixed Elven horseriders w/broadswords		26	10	40	671	Heavy Cavalry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	3	Low Supplies !!				
War machines	0					

The Town/Tower of Gundabad flying the flag of the Galadhrim is here.

An army bearing the banner of the Galadhrim under Regent Celeborn is here.

An army bearing the banner of the Galadhrim under Captain Galadriel is here.

**Army Commander : Captain Galadriel**

Location : @ 2204 in Hills &amp; Rough Climate is Polar

Army morale : 31 Warships : 0 Transports : 0 (5) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Mixed Elven horseriders w/broadswords		27	10	15	500	Heavy Cavalry
Wood Elf footsoldiers w/broadswords		25	10	0	300	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	4	Low Supplies !!				
War machines	0					

The Town/Tower of Gundabad flying the flag of the Galadhrim is here.

An army bearing the banner of the Galadhrim under Regent Celeborn is here.

An army bearing the banner of the Galadhrim under Captain Elfhelm is here.

**Army Commander : Lord Kiirdan** Location : @ 2705 in Open Plains Climate is Severe  
 Army morale : 52 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Wood Elf footsoldiers w/broadswords 37 10 15 100 Heavy Infantry  
 Wood Elf mercenaries w/hand axes 57 30 10 100 Men-at-Arms  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 30  
 Armor 0 0 30  
 Food 133 Low Supplies !!  
 War machines 0  
 Characters traveling with army : - Frost - Tharudan.  
 The City/Fort of Wastelands flying the flag of the Galadhrim is here.

**COMPANY COMMANDERS :**

Veteran Beldurien Location : @ 2103 Traveling with her are : Kelrond.

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	26119	32632	9363	2074	246066	24962	13851
Purchase at market price/unit	3	3	4	20	2	3	4
Sell to market price/unit	1	1	2	11	1	1	2

**MISCELLANEOUS**

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 12572	Leather	420	197
Pop Centers : 4000	Bronze	0	124
Characters : 19540	Steel	168	90
	Mithril	286	18
Total : 36112	Food	2290	314
	Timber	0	0
Current Tax rate : 60%	Mounts	43	15
Revenue expected next turn : 31380 (-4732)			
Current Gold reserve : 2224			

Ritual character terminations: 1

Ships have been left anchored at the following locations:

None

You have the following double agents:

None

You have the following hostages:

Anaka of the Black Numenroeans is held by Celeborn at 2204 - No Gold ransom demanded at this time.

Dancu of the Black Numenroeans is held by Celeborn at 2204 - No Gold ransom demanded at this time.

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Blue Ring	Ring	35	Yes	Evil	Increases Mage Rank by 15.
Durcrist	Axe	120	No	Good	COMBAT - Increases damage by 500 points.
Herugrim	Sword	135	No	Good	COMBAT - Increases damage by 1000 points.

You have hidden the following additional artifacts:

None

## NATION MESSAGES

*There are rumors of an armed conflict involving the Dustbighters at 2912.  
There are rumors of an armed conflict involving the Black Numenroeans at 2103.  
165 Gold was stolen at Kandor.  
Our populace reports that the deadline for allegiance change has passed!*

## ENCOUNTER MESSAGES

**Report from the major town at 2605.**

The tremors which have occurred in the neighboring regions at first struck fear into the hearts of our citizens. Then, however, they began to rejoice that the founders had been wise enough not to build on a dormant volcano as it was evident that some others had done. Even though we tried to tell them that any of the mountains in the region could hide dormant volcanos, they refused to listen to us as usual and loyalty has increased accordingly.

**Report from the village at 2404.**

The tremors which have occurred in the neighboring regions at first struck fear into the hearts of our citizens. Then, however, they began to rejoice that the founders had been wise enough not to build on a dormant volcano as it was evident that some others had done. Even though we tried to tell them that any of the mountains in the region could hide dormant volcanos, they refused to listen to us as usual and loyalty has increased accordingly.

## COMBAT MESSAGES

**Battle at 2103**

In the Polar climate of the Hills & Rough of 2103, a conflict took place in the early morning hours during a driving storm.

At the head of a calm army rode **Commander Durax** of the nation of the Black Numenroeans. 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
600 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a highly energetic army rode **Regent Celeborn** of the nation of the Galadhrim. In his hands was borne the glowing Axe called Durcrist. 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
1095 Mixed Elven horseriders w/broadswords	wooden/bronze	leather/bronze	ragged ranks

At the head of a calm army rode **Commander Ba'ber** of the nation of the Black Numenroeans. 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
1000 Mixed Mannish footmen w/battle axes	wooden	none	a mob

The City of Nan Loke flying the flag of the Black Numenroeans is situated in the Hills & Rough here. It is fortified by a Tower.

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

Report from Celeborn.....My commanders moved among the troops before battle, readying them, bolstering their

resolve, and issuing last minute orders. These troops didn't need much encouragement and waved and joked with their Commanders, offering bets on who would find the best plunder. Finally the order was given by the clear voice of their Commander.. Keep close ranks. Use standard formation. Like we practiced! As our troops deployed, a cheer went up as balls of light green light burst among the enemy, and they realized that the mages had already started the battle. The men cheered as a few boulders and some flying debris struck among the enemy troops.

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

Against the forces of Ba'ber, 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. **Celeborn** burst forth with a blood curdling yell and rushed to meet whatever foes would face his glowing Axe.

**Zandramas** stood off to one side making magical gestures and incanting arcane words. Suddenly, many of her comrades counted their blessings as they evaded blows which surely should have landed!

Report from Celeborn.....Our cavalry rode swiftly around and over the small hills and attacked the enemy savagely. The troops fought very well, but more training would have raised them to great heights. They fought with great spirit. 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..

Regent Celeborn: 7 Food

After the battle.... Durax's forces were destroyed/routed in the battle. Durax appeared to have survived. Celeborn's forces were victorious in the battle, but suffered some losses. Celeborn appeared to have survived. Ba'ber's forces were destroyed/routed in the battle. Ba'ber appeared to have survived but suffers from serious wounds.

## 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.....
Arwen	520	InfYour	
Arwen	605	GrdLoc	
Beldurien	610	GrdChar	kelro
Beldurien	820	MovCmpy	2103
Celeborn	230	AttEnmy	ch
Celeborn	850	MovArmy	e se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Elfhelm	400	HvCvlyr	371 ^ st
Elfhelm	850	MovArmy	w w nw w w ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Frost	185	DnStNat	21

Frost	325	NatSell	br 100	
Galadriel	408	HvInfan	300 ^ ^	
Galadriel	520	InfYour		
Ja Leesa	690	StlGold		
Ja Leesa	810	MovChar	1407	
Kelrond	215	RfsPers		
Kelrond	930	ScoChar		
Kiirdan	340	TrPo2Ar	132	
Kiirdan	435	ArmyMan		
Mithiriel	215	RfsPers		
Mithiriel	520	InfYour		
Ohtar Zen	210	IssPers	durax	
Ohtar Zen	690	StlGold		
Oleandrah	731	NamAgen	Luthien	f
Oleandrah	947	NatTran	2204 le 91	
Tharudan	330	CstCjSp	508 320	
Tharudan	705	RsrchSp	428	
Zandramas	210	IssPers	ba'be	
Zandramas	225	CstCbSp	108	

Arwen



Ranks : Command 0 Agent 21 Emissary 56 Mage 0  
 Health 100 Stealth 0 Challenge 31  
 Artifacts : None  
 Spells (+0) : None

Arwen was located in the Mountains at 2704.

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

She was ordered to guard the location. Frostrune was guarded.

***She is currently in the Mountains at 2704. The Village of Frostrune flying the flag of the Galadhrim is here.***

Beldurien



Ranks : Command 13 Agent 43 Emissary 0 Mage 10  
 Health 100 Stealth 0 Challenge 37  
 Artifacts : None  
 Spells (+0) : #302 Long Stride(91)

Beldurien was located in the Hills & Rough at 1609.

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

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

***She commands a company in the Hills & Rough at 2103. The City/Tower of Nan Loke flying the flag of the Black Numenroens is here.***

Celeborn



Ranks : Command 68 Agent 0 Emissary 0 Mage 30  
 Health 100 Stealth 0 Challenge 85  
 Artifacts : #120 Durcrist  
 Spells (+0) : #104 Resistances(89) #412 Research Artifact(85)  
 #508 Conjure Mounts(74)

Celeborn was located in the Hills & Rough at 2103.

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

He captured Anaka during combat.

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 Hills & Rough at 2204. The Town/Tower of Gundabad flying the flag of the Galadhrim is here.***



Elfhelm



Ranks : Command 45 Agent 0 Emissary 0 Mage 30  
 Health 100 Stealth 0 Challenge 52  
 Artifacts : None  
 Spells (+0) : #104 Resistances(50) #412 Research Artifact(50)

Elfhelm was located in the Open Plains at 2705.

She was ordered to recruit some heavy cavalry. 371 Heavy Cavalry w/Wood weapons and Steel armor were recruited.

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

*She commands an army in the Hills & Rough at 2204. The Town/Tower of Gundabad flying the flag of the Galadhrim is here.*

Frost



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

Frost was located in the Open Plains at 2705.

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

He was ordered to have the nation sell to the caravans. 1363 Bronze were sold for 1363 Gold.

*He is traveling with Kiirdan in the Open Plains at 2705. The City/Fort of Wastelands flying the flag of the Galadhrim is here.*

Galadriel



Ranks : Command 48 Agent 0 Emissary 65 Mage 0  
 Health 100 Stealth 0 Challenge 56  
 Artifacts : None  
 Spells (+0) : None

Galadriel was located in the Hills & Rough at 2204.

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

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

*She commands an army in the Hills & Rough at 2204. The Town/Tower of Gundabad flying the flag of the Galadhrim is here.*

Ja Leesa



Ranks : Command 0 Agent 47 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 35  
 Artifacts : None  
 Spells (+0) : None

Ja Leesa was located in the Hills & Rough at 2209.

She was ordered to steal the Gold. 3224 Gold was stolen at Abbasgholozadeh.

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

***She is currently in the Hills & Rough at 1407. The Town/Tower of Fornost Erain flying the flag of the North Kingdom is here.***

Kelrond



Ranks : Command 0 Agent 59 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 44  
 Artifacts : None  
 Spells (+0) : None

Kelrond was located in the Hills & Rough at 1609.

He was ordered to refuse all personal challenges.

He moved with the company to 2103.

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

Found: Cutpurse Durax - Black Numenroeans. Mystic Ultrac M'orkai - Black Numenroeans.

Rogue Vumrakka - Black Numenroeans. Burglar Leilwin Sedai - Darokin. Commander Ba'ber - Black Numenroeans. Nothing else was reported at this time.

***He is traveling with Beldurien in the Hills & Rough at 2103. The City/Tower of Nan Loke flying the flag of the Black Numenroeans is here.***

Kiirdan



Ranks : Command 56 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 56  
 Artifacts : None  
 Spells (+0) : None

Kiirdan was located in the Open Plains at 2705.

He was ordered to transfer some Food from the population center to the army. 132 Food was transferred.

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

***He commands an army in the Open Plains at 2705. The City/Fort of Wastelands flying the flag of the Galadhrim is here.***

Mithiriel



Ranks : Command 0 Agent 0 Emissary 63 Mage 0  
 Health 100 Stealth 0 Challenge 31  
 Artifacts : None  
 Spells (+0) : None

Mithiriel was located in the Mountains at 2304.

She was ordered to refuse all personal challenges.

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

*She is currently in the Mountains at 2304. The Village/Tower of Denkoa flying the flag of the Galadhrim is here.*

Ohtar Zen



Ranks : Command 63 Agent 47 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 71  
 Artifacts : None  
 Spells (+0) : None

Ohtar Zen was located in the Hills & Rough at 2103.

He was ordered to challenge Durax to personal combat.

He challenged Durax to personal combat, but was refused. He gained personal honor.

He was ordered to steal the Gold. He was not able to steal Gold because of tight security.

He moved with the army to 2204.

*He is traveling with Celeborn in the Hills & Rough at 2204. The Town/Tower of Gundabad flying the flag of the Galadhrim is here.*

Oleandrah



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

Oleandrah was located in the Open Plains at 2705.

She was ordered to name a new agent. She was not able to name an agent because there was insufficient Gold.

She was ordered to have the nation transport by the caravans. 403 Leather (+10%) transported to Gundabad.

*She is currently in the Open Plains at 2705. The City/Fort of Wastelands flying the flag of the Galadhrim is here.*

Tharudan



Ranks : Command 0 Agent 0 Emissary 0 Mage 64  
 Health 100 Stealth 0 Challenge 64  
 Artifacts : None

Spells (+0) : #104 Resistances(71) #412 Research Artifact(88)  
 #416 Reveal Production(96) #418 Locate Artifact(88) #428 Locate Artifact True(73)  
 #508 Conjure Mounts(100)

Tharudan was located in the Open Plains at 2705.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 320 Mounts were conjured.

He was ordered to research a spell. Locate Artifact True #428 was successfully researched.

***He is traveling with Kiirdan in the Open Plains at 2705. The City/Fort of Wastelands flying the flag of the Galadhrim is here.***

Zandramas



Ranks : Command 0 Agent 0 Emissary 0 Mage 63  
 Health 100 Stealth 0 Challenge 83  
 Artifacts : #35 Blue Ring #135 Herugrim  
 Spells (+0) : #4 Major Heal(100) #104 Resistances(90) #108 Blessings(86)  
 #412 Research Artifact(100) #418 Locate Artifact(88)  
 #428 Locate Artifact True(67) #508 Conjure Mounts(90)

Zandramas was located in the Hills & Rough at 2103.

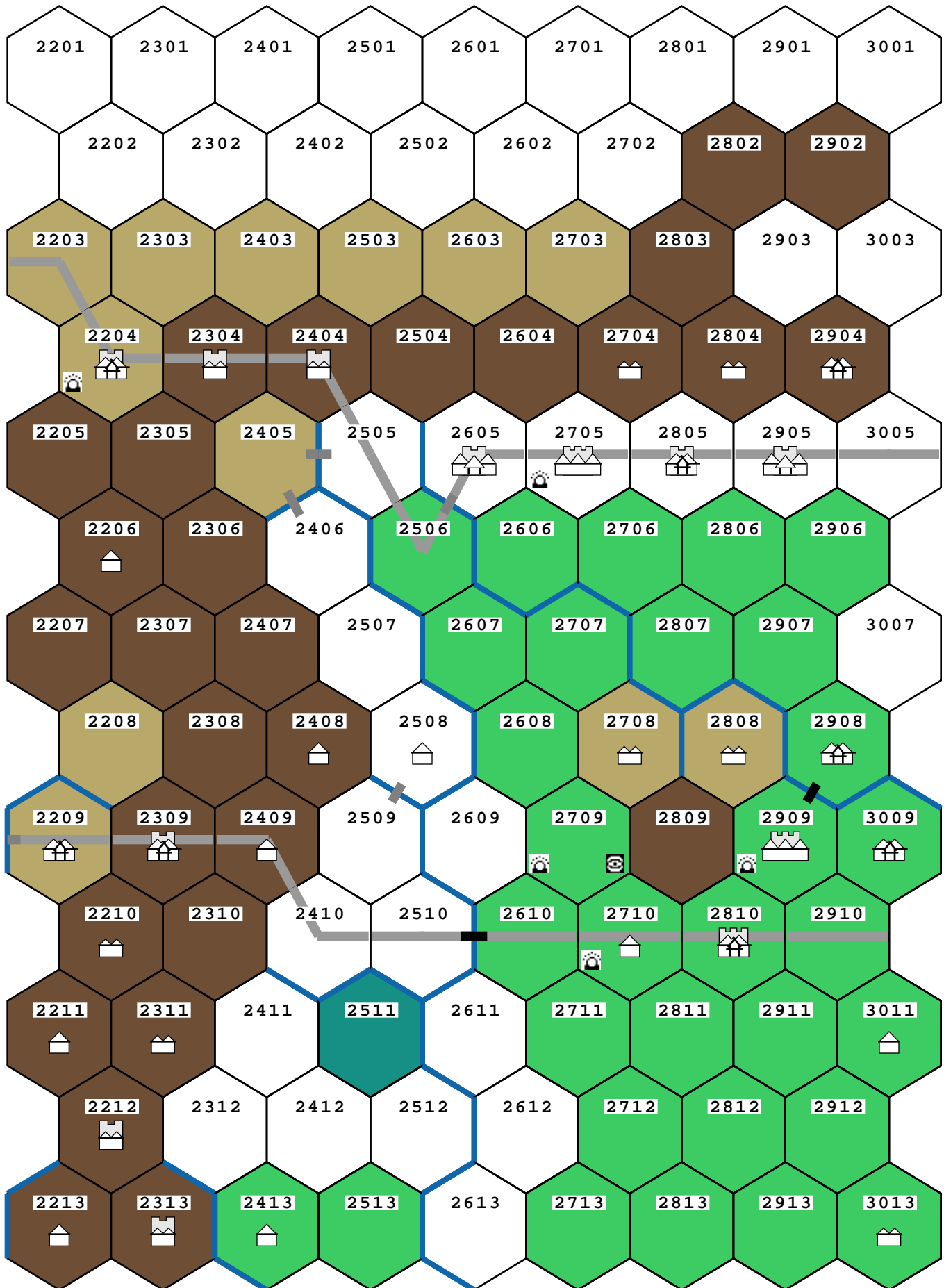
She was ordered to challenge Ba'ber to personal combat.

She challenged Ba'ber to personal combat, but was refused. She gained personal honor.

She was ordered to cast a combat spell. Blessings was cast.

She moved with the army to 2204.

***She is traveling with Celeborn in the Hills & Rough at 2204. The Town/Tower of Gundabad flying the flag of the Galadhrim is here.***



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

**Elfhelm (ID: elfhe) @ 2204 Command Mage**

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

**Frost (ID: frost) @ 2705 Command**

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

**Galadriel (ID: galad) @ 2204 Command Emissary**

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

**Ja Leesa (ID: ja le) @ 1407 Agent**

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

**Kelrond (ID: kelro) @ 2103 Agent**

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

**Kiirdan (ID: kiird) @ 2705 Command**

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

**Mithiriel (ID: mithi) @ 2304 Emissary**

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

**Ohtar Zen (ID: ohtar) @ 2204 Command Agent**

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

**Oleandrah (ID: olean) @ 2705 Agent**

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

**Tharudan (ID: tharu) @ 2705 Mage**

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

**Zandramas (ID: zandr) @ 2204 Mage**

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