

MEPBM Games
presents

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 143



Half-Orcs

Victory points : 500
 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 :

Galadhrim [1058] Rhosgobel [575] Frost Men [550]

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 # : 13
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 7181
 Special Service : YES

Half-Orcs

(A Free People)

Season : Winter

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 Farrely | : Hated | #15 Nacth Strum | : Hated | #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 Cold

| | | | | | | | | |
|---------------------|-----------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Village | Fortifications : None | Loyalty : 44 | Docks : None | Hidden ? : No | Sieged ? : No | | | |
| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
| Expected production | 0 | 106 | 0 | 10 | 0 | 0 | 0 | 660 |
| Current stores | 0 | 106 | 0 | 32 | 0 | 0 | 0 | - |

Bartrex Location : @ 3322 in Mountains Climate is Cold

| | | | | | | | | |
|---------------------|-----------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| 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 | 110 | 29 | 0 | 0 | 0 | 0 | 600 |
| Current stores | 0 | 110 | 183 | 0 | 0 | 0 | 0 | - |

Cagmolaga Location : @ 3013 in Mixed Forest Climate is Cold

| | | | | | | | | |
|---------------------|-----------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Village | Fortifications : None | Loyalty : 32 | Docks : None | Hidden ? : No | Sieged ? : No | | | |
| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
| Expected production | 0 | 0 | 0 | 0 | 269 | 91 | 0 | 0 |
| Current stores | 0 | 0 | 0 | 0 | 0 | 2365 | 0 | - |

Cor Dunneth Location : @ 4320 in Open Plains Climate is Hot

| | | | | | | | | |
|---------------------|-----------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Village | Fortifications : None | Loyalty : 18 | Docks : None | Hidden ? : No | Sieged ? : No | | | |
| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
| Expected production | 122 | 0 | 0 | 0 | 512 | 0 | 13 | 0 |
| Current stores | 511 | 0 | 0 | 0 | 0 | 0 | 99 | - |

Cungabok Location : @ 3914 in Open Plains Climate is Cold

| | | | | | | | | |
|---------------------|------------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Town | Fortifications : Tower | Loyalty : 65 | Docks : None | Hidden ? : No | Sieged ? : No | | | |
| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
| Expected production | 23 | 0 | 0 | 0 | 158 | 0 | 4 | 0 |
| Current stores | 154 | 0 | 0 | 0 | 0 | 0 | 55 | - |

Cuzdorf Location : @ 3816 in Open Plains Climate is Cold

| | | | | | | | | |
|---------------------|------------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Village | Fortifications : Tower | Loyalty : 34 | Docks : None | Hidden ? : No | Sieged ? : No | | | |
| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
| Expected production | 94 | 0 | 0 | 0 | 247 | 0 | 7 | 0 |
| Current stores | 675 | 0 | 0 | 0 | 0 | 0 | 119 | - |

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

| | | | | | | | | |
|---------------------|-----------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Town | Fortifications : None | Loyalty : 45 | Docks : None | Hidden ? : No | Sieged ? : No | | | |
| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
| Expected production | 27 | 0 | 0 | 0 | 110 | 0 | 2 | 0 |
| Current stores | 180 | 0 | 0 | 0 | 0 | 0 | 1079 | - |

Eastmoor Location : @ 3921 in Mountains Climate is Cold

| | | | | | | | | |
|---------------------|-----------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| 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 | 106 | 72 | 5 | 0 | 0 | 0 | 0 |
| Current stores | 0 | 106 | 456 | 15 | 0 | 0 | 0 | - |

Eastwall Location : @ 4013 in Shore/Plains Climate is Cold
 Size : Town Fortifications : Tower Loyalty : 37 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 20 0 0 0 178 0 5 0
 Current stores 146 0 0 0 0 0 86 -

Normog Location : @ 3411 in Shore/Plains Climate is Cold
 Size : Town Fortifications : None Loyalty : 34 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 47 0 0 0 104 0 4 0
 Current stores 378 0 0 0 0 0 67 -

Sargortheb Location : @ 3712 in Shore/Plains Climate is Cold
 Size : Town Fortifications : None Loyalty : 21 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 27 0 0 0 90 0 4 0
 Current stores 180 0 0 0 0 0 52 -

Warholm Location : @ 3710 in Open Plains Climate is Cold
 Size : Major Town Fortifications : None Loyalty : 51 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 42 0 0 0 144 0 4 0
 Current stores 280 0 0 0 0 0 52 -

Woja City Location : @ 3612 in Shore/Plains Climate is Cold
 Size : Major Town Fortifications : Fort Loyalty : 44 Docks : Harbor Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 36 0 0 0 98 0 2 0
 Current stores 240 0 0 0 0 0 30 -

Yaargle (Capital) Location : @ 3913 in Shore/Plains Climate is Cold
 Size : City Fortifications : Fort Loyalty : 74 Docks : Port Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 15 0 0 0 57 0 2 0
 Current stores 430 2814 41 0 0 0 555 -

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

ARMIES AND NAVIES

Army Commander : Lord Dunga Location : @ 4325 in Open Plains Climate is Hot
 Army morale : 30 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Mannish horsemen w/lances 22 10 60 501 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0

The un-owned Ruins/Fort of The Hive is here.

An army bearing the banner of the Scourge under Captain Hooshal Degu is here.

A small army bearing the banner of the Scourge under Captain Hulegu is here.

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

Army Commander : Lord Lugmuk Location : @ 4325 in Open Plains Climate is Hot
 Army morale : 52 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Plainsman footmen w/broadswords 23 10 0 541 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0

The un-owned Ruins/Fort of The Hive is here.

A small army bearing the banner of the Half-Orcs under Lord Dunga is here.
An army bearing the banner of the Scourge under Captain Hooshal Degu is here.
A small army bearing the banner of the Scourge under Captain Hulegu is here.

Army Commander : Captain Nox the Impailer Location : @ 3913 in Shore/Plains Climate is Cold
 Army morale : 45 Warships : 0 Transports : 0 (4) Travel mode : Normal

| Troops | Training | Weapon | Armor | # Troops | Troop Type |
|----------------------------------|----------|--------|-------|----------|---------------|
| Mixed Mannish horsemen w/lances | 10 | 10 | 0 | 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 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 | 28458 | 29432 | 12740 | 1620 | 247292 | 35992 | 10296 |
| Purchase at market price/unit | 2 | 2 | 3 | 20 | 2 | 2 | 3 |
| 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 : 9070 | Leather | 3174 | 453 |
| Pop Centers : 4250 | Bronze | 3136 | 322 |
| Characters : 17340 | Steel | 680 | 101 |
| | Mithril | 47 | 15 |
| Total : 30660 | Food | 0 | 1967 |
| | Timber | 2365 | 91 |
| Current Tax rate : 61% | Mounts | 2194 | 47 |
| Revenue expected next turn : 40910 (+10250) | | | |
| Current Gold reserve : 0 | | | |

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:

Gromm of the Nacth Strum is held by Okmok at 4325 - No Gold ransom demanded at this time.
 Nauma of the Ull Navala is held by Okmok at 4325 - No Gold ransom demanded at this time.
 Asbjorn of the Ull Navala is held by Orsma at 4325 - No Gold ransom demanded at this time.
 Ngoba the Slaver of the Scourge is held by Orsma at 4325 - No Gold ransom demanded at this time.

You possess the following artifacts:

None

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of an armed conflict involving the Drib Le Chin at 2315.
 There are rumors of an assassination attempt involving A Hill Giant and Dernwyn.
 There are rumors of an assassination attempt involving Mag Tremontaine and Angbor.
 257 Gold was stolen at Sargortheb.
 There are rumors of a theft attempt involving Aurel at Kel Horend.
 There are rumors of Gold being transported by caravan from Chillwind Grotto to Deadman's Cairn.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 4325

In the Hot climate of the Open Plains of 4325, a conflict took place in the early hours of the evening during a driving storm.

At the head of a calm army rode **Regent Morzug Bloodaxe** of the nation of the Half-Orcs. 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 |
|--------------------------------------|---------------|----------------|--------------|
| 1576 Mixed Mannish horsemen w/lances | wooden/bronze | leather/bronze | a mob |
| 81 Plainsman horsemen w/broadswords | bronze/steel | bronze/steel | ragged ranks |

At the head of a demoralized army rode **Lord Subotei** of the nation of the Scourge. 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 |
|---|---------|-------|------------|
| 300 Mixed Mannish footmen w/battle axes | wooden | none | a mob |

At the head of a demoralized army rode **Captain Gozen Aguchu** of the nation of the Scourge. 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 |
|---|---------|-------|------------|
| 900 Mixed Mannish footmen w/battle axes | wooden | none | a mob |

At the head of a demoralized army rode **Lord Dunga** of the nation of the Half-Orcs. 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 |
|--------------------------------------|---------|-------|------------|
| 1000 Mixed Mannish horsemen w/lances | wooden | steel | a mob |

At the head of a demoralized army rode **Captain Gengis the Smiter** of the nation of the Scourge. 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 |
|---|---------|-------|------------|
| 500 Mixed Mannish footmen w/battle axes | wooden | none | a mob |

At the head of a rebellious army rode **Captain Lugmuk** 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 |
|--------------------------------------|---------|-------|------------|
| 1394 Plainsman footmen w/broadswords | wooden | none | a mob |

The City of The Hive flying the flag of the Scourge 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 shouted across the battlefield.. Charge!! Charge!! The men cheered as boulders and flying debris were hurled upon the enemy troops. Against the forces of Subotei, we charged...right into their ambush.
 Against the forces of Gozen Aguchu, when we charged, they attempted to surround us.
 Against the forces of Gengis the Smiter, we charged...right into their ambush.

Report from Dunga.....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 Subotei, they had laid an ambush, but our standard formation adjusted.
 Against the forces of Gozen Aguchu, they attempted to surround our standard formation.
 Against the forces of Gengis the Smiter, they had laid an ambush, but our standard formation adjusted.

Report from Lugmuk.....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 passed down the ranks.. Head straight for them and then strike the left flank...the left flank!
 Against the forces of Subotei, they tried to lay an ambush, but we broke into their exposed flank.
 Against the forces of Gozen Aguchu, when we hit their flank, they attempted to surround us.
 Against the forces of Gengis the Smiter, they tried to lay an ambush, but we broke into their exposed flank.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Altan Ashugh** stood off to one side making magical gestures and incanting arcane words. Suddenly, ghostly spirits of cool breezes and stormy winds floated from the earth, each enveloping an enemy and carrying him to his death!

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.

Report from Dunga.....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. 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.

Report from Lugmuk.....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. 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 Morzug Bloodaxe: 287 Food

Lord Dunga: 158 Food

Captain Lugmuk: 160 Food

After the battle.... Morzug Bloodaxe's forces were victorious in the battle, but suffered minor losses. Morzug Bloodaxe appeared to have survived. Subotei's forces were destroyed/routed in the battle. Subotei appeared to have survived. Gozen Aguchu's forces were destroyed/routed in the battle. Gozen Aguchu appeared to have survived. Dunga's forces were victorious in the battle, but suffered minor losses. Dunga appeared to have survived. Gengis the Smiter's forces were destroyed/routed in the battle. Gengis the Smiter appeared to have survived but suffers from deadly wounds. Lugmuk's forces were victorious in the battle, but suffered some losses. Lugmuk appeared to have survived.
 The attacking war machines let loose with a barrage of aerial missiles that were aimed at the fortifications but inflicted only minor damage before the actual ground assault! The battle for The Hive 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.... Morzug Bloodaxe's army survived the attack on the City, but suffered some losses. Morzug Bloodaxe appeared to have survived. Dunga's army survived the attack on the City, but suffered some losses. Dunga appeared to have survived. Lugmuk's army survived the attack on the City, but suffered some losses. Lugmuk appeared to have survived. The City has been reduced to a Ruins. The Castle has been reduced to a Fort. The Ruins of The Hive 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..... |
|-------------------|---------|------------|-----------------------------|
| Dunga | 215 | RfsPers | |
| Dunga | 250 | DstPop | st |
| Emok | 525 | InfOthr | |
| Emok | 810 | MovChar | 4226 |
| Feardach | 525 | InfOthr | |
| Feardach | 870 | MovJoin | 4325 morzu |
| Furmug | 525 | InfOthr | |
| Furmug | 810 | MovChar | 4226 |
| Grummsh | 185 | DnStNat | 14 |
| Grummsh | 325 | NatSell | fo 100 |
| Kuzwar Blackboot | 210 | IssPers | nisha |
| Kuzwar Blackboot | 870 | MovJoin | 3913 nox t |
| Lugmuk | 215 | RfsPers | |
| Lugmuk | 250 | DstPop | fl |
| Morzug Bloodaxe | 215 | RfsPers | |
| Morzug Bloodaxe | 250 | DstPop | ch |
| Nox the Impailer | 185 | DnStNat | 14 |
| Nox the Impailer | 325 | NatSell | le 20 |
| Okmok | 605 | GrdLoc | |
| Okmok | 810 | MovChar | 4325 |
| Orsma | 615 | Assass | chidi |
| Orsma | 215 | RfsPers | |
| Pishaxe | 215 | RfsPers | |
| Pishaxe | 610 | GrdChar | dunga |
| Slorsa | 215 | RfsPers | |
| Slorsa | 615 | Assass | nisha |
| Tholmok the Drunk | 330 | CstCjSp | 508 300 |
| Tholmok the Drunk | 710 | PrenMgy | |
| Ufgamuk theBloody | 330 | CstCjSp | 508 300 |
| Ufgamuk theBloody | 710 | PrenMgy | |

Dunga



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

Dunga was located in the Open Plains at 4325.

He was ordered to refuse all personal challenges.

He was ordered to destroy the City of The Hive. 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 4325. The un-owned Ruins/Fort of The Hive is here.

Emok



Ranks : Command 0 Agent 0 Emissary 74 Mage 0
 Health 100 Stealth 0 Challenge 37
 Artifacts : None
 Spells (+0) : None

Emok was located in the Open Plains at 4327.

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

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

He is currently in the Mountains at 4226. The Village of Dragon Scales flying the flag of the Scourge is here.

Feardach



Ranks : Command 10 Agent 0 Emissary 79 Mage 20
 Health 100 Stealth 0 Challenge 46
 Artifacts : None
 Spells (+0) : #4 Major Heal(73) #508 Conjure Mounts(50)

Feardach was located in the Open Plains at 4327.

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

He was ordered to move and join the army. He accepted the movement orders. He was not able to join the army because there was no such army commander.

He is currently in the Open Plains at 4325. The un-owned Ruins/Fort of The Hive is here.

Furmug



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

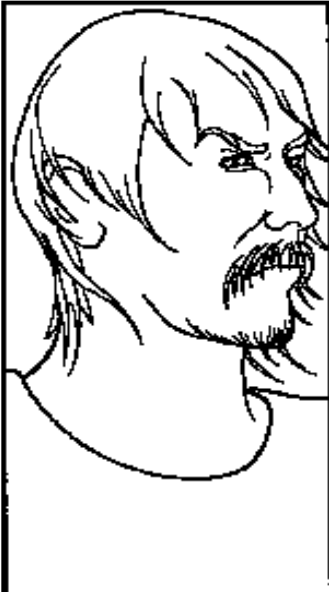
Furmug was located in the Mountains at 4215.

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

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

He is currently in the Mountains at 4226. The Village of Dragon Scales flying the flag of the Scourge is here.

Grummsh



Ranks : Command 40 Agent 69 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 61
 Artifacts : None
 Spells (+0) : None

Grummsh was located in the Shore/Plains at 3913.

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

He was ordered to have the nation sell to the caravans. 5112 Food were sold for 5112 Gold.

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

Kuzwar Blackboot was located in the Open Plains at 4325.

He was ordered to challenge Nishantha Kumara to personal combat.

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

Kuzwar Blackboot was wounded during combat.

Kuzwar Blackboot was assassinated.

He was ordered to move and join the army. He was not permitted orders because he has died.

Lugmuk



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

Lugmuk was located in the Open Plains at 4325.
 He was ordered to refuse all personal challenges.
 He was ordered to destroy the City of The Hive. 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 4325. The un-owned Ruins/Fort of The Hive is here.

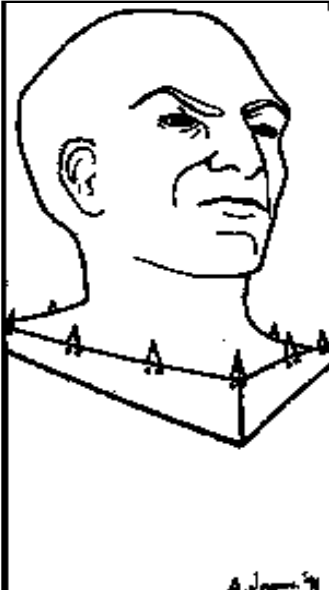
Morzug Bloodaxe



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

Morzug Bloodaxe was located in the Open Plains at 4325.
 He was ordered to refuse all personal challenges.
 He was ordered to destroy the City of The Hive. See Combat Messages.
 Lack of Food may have affected army movement.
 Lack of Food restricted the army morale.
 Morzug Bloodaxe was assassinated.
 The army commanded by Morzug Bloodaxe has been disbanded because no suitable commander was present.

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 downgrade our relations. He was not able to downgrade our relations because the populace did not support it. Continued efforts may succeed.
 He was ordered to have the nation sell to the caravans. 795 Leather were sold for 795 Gold.
 Lack of Food may have affected army movement.
 Lack of Food restricted the army morale.
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 71 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 53
 Artifacts : None
 Spells (+0) : None

Okmok was located in the Open Plains at 4425.

He was ordered to guard the location. Stormwall was guarded. He spotted Grendle while performing his guarding. He captured Nauma and thwarted her theft mission. He spotted Ariocho while performing his guarding. He captured Gromm and thwarted his theft mission.

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

He is currently in the Open Plains at 4325. The un-owned Ruins/Fort of The Hive is here.

Orsma



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

Orsma was located in the Open Plains at 4325.

He was ordered to refuse all personal challenges.

He was ordered to assassinate a character. Chidiebere Onuoha was assassinated.

He is currently in the Open Plains at 4325. The un-owned Ruins/Fort of The Hive is here.

Pishaxe



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

Pishaxe was located in the Open Plains at 4325.

He was ordered to refuse all personal challenges.

Pishaxe was wounded during combat.

Pishaxe was wounded during combat.

He was ordered to guard a character. Dunga was guarded. He was killed by Kazahg while performing his guard mission.

Slorsa



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

Slorsa was located in the Open Plains at 4325.

She was ordered to refuse all personal challenges.

She was ordered to assassinate a character. Nishantha Kumara was assassinated.

She is currently in the Open Plains at 4325. The un-owned Ruins/Fort of The Hive is here.

Tholmok the Drunk



Ranks : Command 10 Agent 0 Emissary 0 Mage 56
 Health 100 Stealth 0 Challenge 58
 Artifacts : None

Spells (+0) : #413 Scry Population Center(66) #415 Scry Area(78)
 #416 Reveal Production(86) #508 Conjure Mounts(81)

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

He was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 270 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 59
 Health 100 Stealth 0 Challenge 61
 Artifacts : None

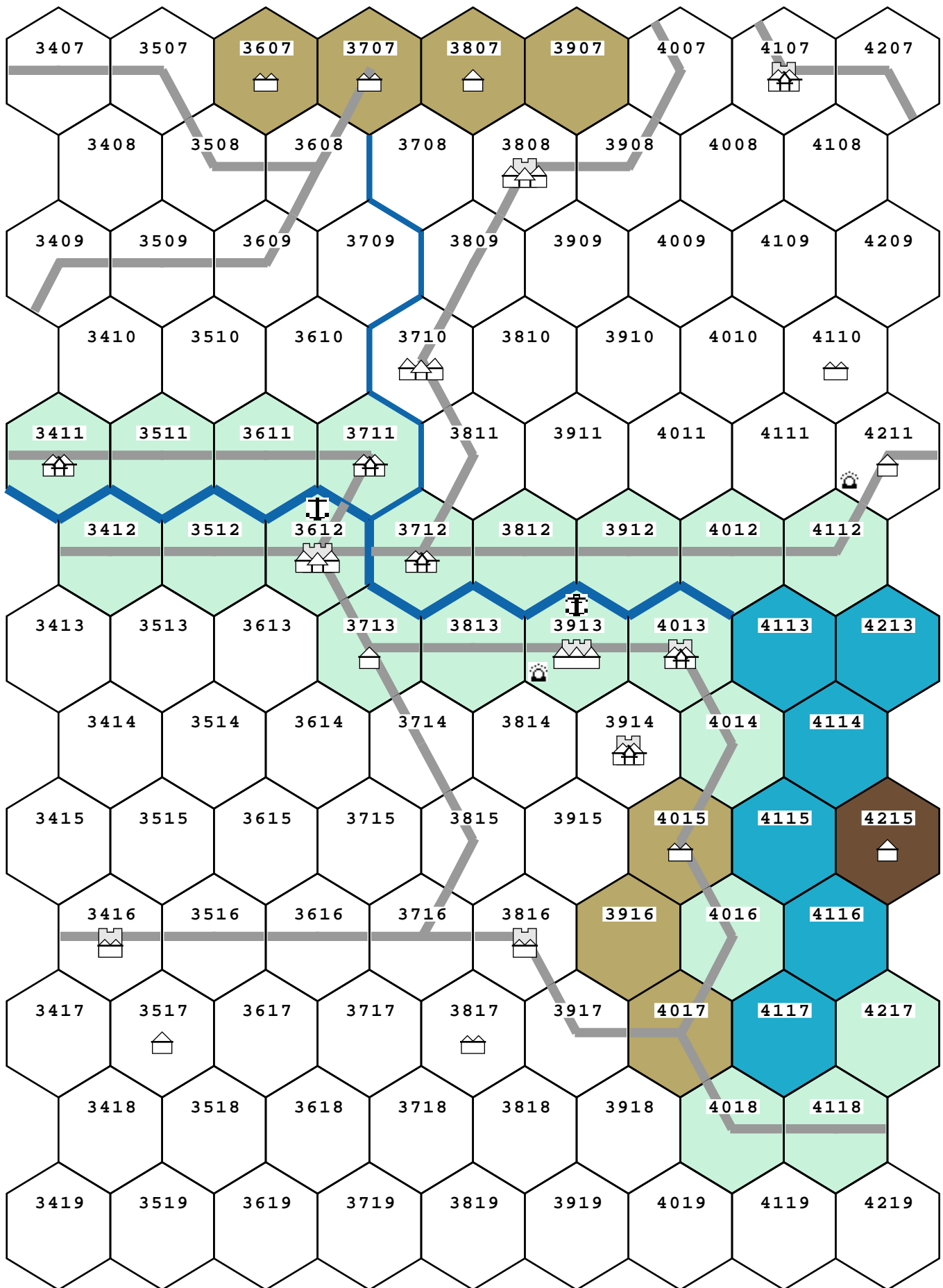
Spells (+0) : #414 Scry Hex(81) #415 Scry Area(57) #416 Reveal Production(79)
 #508 Conjure Mounts(92)

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

He was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 280 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.



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| Order | -> | # | Code | Type | Order | -> | # | Code | Type |
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| Information | | | | | Information | | | | |

Furmug (ID: furmu) @ 4226 Emissary

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Grummsh (ID: grumm) @ 3913 Command Agent

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Lugmuk (ID: lugmu) @ 4325 Command

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

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| Order | -> | # | _____ | Code | _____ | Type | _____ | Order | -> | # | _____ | Code | _____ | Type | _____ |
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Okmok (ID: okmok) @ 4325 Agent

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Orsma (ID: orsma) @ 4325 Agent

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| Order | -> | # | _____ | Code | _____ | Type | _____ | Order | -> | # | _____ | Code | _____ | Type | _____ |
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Slorsa (ID: slors) @ 4325 Agent

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

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

Ufgamuk theBloody (ID: ufgam) @ 3711 Command Mage

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