

**MEPBM Games**  
**presents**

# Middle-earth Play-By-Mail™

## Fourth Age, circa 1000



GAME # 143



### **Faux Meddle Army**

Victory points : 400  
 Victory Conditions :  
     To hold at game end the population center of Tal De Todes at 3729.  
     To hold at game end the artifact: Steward's Blade #136.  
     To see to the termination of Kriegs Adler by any means whatsoever.  
     To hold at game end the artifact: Dragon Helm of Dor-Lómin #12.  
     To acquire 10 additional artifacts (10) of any alignment.

Top 3 Free Peoples :

**Frost Men [ 1225 ]   Aerithryn [ 1175 ]   Rhosgobel [ 933 ]**

Special Nation Abilities :  
     #01 Scout/recon at double normal skill rank.  
     #21 Hire new armies at no cost.

Internet G143N07  
 NATE KEENE 110758  
 NONE  
 NONE  
 NONE

Game #	:	143
Player #	:	7
Turn #	:	4
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	9534
Special Service	:	YES

# Faux Meddle Army

(A Free People)

Season : Summer

## 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
# 8 Twin Scorpions	: Tolerated	# 9 Rhosgobel	: Tolerated	#10 Half-Orcs	: Tolerated
#11 Galadhrim	: Tolerated	#12 Drib Le Chin	: Disliked	#13 Ull Navala	: Disliked
#14 Farrelly	: Disliked	#15 Nacth Strum	: Disliked	#16 Shadowborn	: Hated
#17 Heathen Kings	: Hated	#18 Vampiric Order	: Disliked	#19 Scourge	: Disliked
#20 Black Numenroans	: Disliked	#21 Enlightned Shadow	: Neutral	#22 Fallen	: Neutral
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karamaikos	: Neutral

## POPULATION CENTERS

**Charne** Location : @ 3723 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 33	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	0	192	24	1040
Current stores	0	0	0	0	0	192	24	-

**Enyarma** Location : @ 3426 in Mountains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	280	0	30	0	0	0	1200
Current stores	0	560	0	60	0	0	0	-

**Fifth Lab** Location : @ 3437 in Hills & Rough Climate is Hot

Size : Major Town	Fortifications : Tower	Loyalty : 53	Docks : None	Hidden ? : YES	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	80	0	0	0	0	70	0	800
Current stores	160	0	0	0	13	386	0	-

**Ishval** Location : @ 3433 in Hills & Rough Climate is Hot

Size : Major Town	Fortifications : Tower	Loyalty : 53	Docks : Port	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	355	0	6	1200
Current stores	0	0	0	0	1075	0	37	-

**Liore (Capital)** Location : @ 3536 in Desert Wastes Climate is Hot

Size : Major Town	Fortifications : Fort	Loyalty : 69	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	90	0	0	0	0	0	3	0
Current stores	180	0	0	0	19	0	15	-

**Lisgardh** Location : @ 3420 in Open Plains Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 29	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	136	0	0	0	632	0	8	0
Current stores	272	0	0	0	1264	0	16	-

**Nwalya** Location : @ 3923 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	144	0	0	0	144	8	0
Current stores	0	144	0	0	0	144	8	-

**Thangor** Location : @ 3922 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 46	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	648	88	0	1040
Current stores	0	0	0	0	648	88	0	-

**Xerxes**

Location : @ 3438 in Desert Wastes Climate is Hot

Size : Camp	Fortifications : Tower	Loyalty : 48	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	248	0	56	0	0	0	24	0
Current stores	496	0	280	0	5	0	120	-

**ARMIES AND NAVIES****Army Commander : Captain Jean Havoc**

Location : @ 3237 in Desert Wastes Climate is Hot

Army morale : 10 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Haradan footmen w/broadswords	10	10	0	400	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	1	Low Supplies !!			
War machines	0				

The City/Fort of Felhammer Hold flying the flag of the Heathen Kings is here.

**Army Commander : Commander Louis Armstrong**

Location : @ 3337 in Desert Wastes Climate is Hot

Army morale : 3 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Haradan footmen w/broadswords	10	10	0	400	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	1	Low Supplies !!			
War machines	0				

The Town/Fort of Stormfury Flats flying the flag of the Heathen Kings is here.

**COMPANY COMMANDERS :**

None

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	17296	12929	1515	1734	85009	13810	1466
Purchase at market price/unit	3	4	8	24	2	4	13
Sell to market price/unit	2	3	5	17	1	3	9

**MISCELLANEOUS****Maintenance Costs expected next turn are:****Totals for Nation:****Stores****Production**

Armies/Navies :	3200	Leather	1108	554
Pop Centers :	3000	Bronze	704	424
Characters :	11040	Steel	280	56
		Mithril	60	30
Total :	17240	Food	3024	1635
		Timber	810	494
		Mounts	220	73
Current Tax rate :	40%			
Revenue expected next turn :	14280 (-2960)			
Current Gold reserve :	12467			

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:

None

You have hidden the following additional artifacts:

None

## NATION MESSAGES

*There are rumors of an armed conflict involving the Ull Navala at 4220.*

*There are rumors of an encounter involving Lumpi at 3209.*

*The loyalty was influenced from the efforts or presence of Razarac at Xerxes.*

*222 Gold was stolen at Xerxes.*

*There are rumors of a theft attempt involving Ariocho at Devil's Nest.*

*216 Gold was stolen at Enyarma.*

*Local militia spotted Vladimir I at Enyarma and thwarted his mission.*

*7500 Gold was transported from the Amestrians to Liore.*

*Our populace reports that a season change is imminent!*

## ENCOUNTER MESSAGES

**Encounter for Alphonse Elric at 3719**

Alphonse Elric had just bedded down for a good night's rest when his eyes were arrested by a soft glow emanating from over the next hill. Deciding that he had better discover the source of this glow, he picked up his belongings and made his way cautiously over the rise. As he drew closer, he noticed that the glow seemed to be coming from a small cave set back into the hill. He entered the cave ready for anything but halted in amazement when he entered the central chamber. Inside was a large dark mirror with constantly shifting images of people, places, and ancient artifacts. It was from the mirror that the glow was emanating. Across from the mirror stood a skeleton of a giant humanoid decked out in an assortment of intricately carved armor and holding a giant sword in readiness. Finally, between the mirror and the skeleton was a stout door set into the wall and fastened with a stout metal lock formed by an ancient craft. Should Alphonse Elric

Touch the mirror and call out a name \_\_\_\_\_ (Character ID)  
Touch the mirror and call out a place \_\_\_\_\_ (Hex #)  
Touch the mirror and call out an artifact \_\_\_\_\_ (Artifact #)  
DESTROY the mirror  
Try to OPEN the lock on the door  
ATTACK the skeleton  
STEAL the armor and weapons from the skeleton  
FLEE

How will Alphonse Elric 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".)

**Encounter for Edward Elric at 4027**

Edward Elric was traveling down a shadowy ravine, when he came about a sharp bend and stopped. An involuntary gasp escaped as he took in the horrifying scene before him. Stretched across the ravine, no more than a few strides from where he stood, was a large web. The ground beneath the web was littered with the bones of Men, Elves, Orcs and creatures he did not wish to guess at. No sooner had he decided to leave (and quickly) than he felt a terrible presence approaching. Just as he turned to look, around the bend came a great Spider, as large as a horse and clearly intent on having him for dinner.

ATTACK the Spider  
 Say \_\_\_\_\_ (only one word)  
 Offer the Spider FOOD  
 COMMAND the Spider to stop  
 FLEE

How will Edward Elric 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 3334

In the Hot climate of the Hills & Rough of 3334, a conflict took place in the early afternoon in a dense and oppressive fog.

At the head of a highly energetic army rode **Lord Husk the Unliving** of the nation of the Shadowborn. In his hands was borne the glowing Scimitar called Elfhewer. 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
339 Mixed Mannish horsemen w/shortswords	bronze/steel	bronze/steel	solid ranks

At the head of a highly energetic army rode **Lord Blut-Jagr** of the nation of the Nacch Strum. In his hands was borne the glowing Whip called Cuiviegurth. 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
362 Mixed Mannish horsemen w/shortswords	bronze/steel	bronze/steel	solid ranks

At the head of a highly energetic army rode **Captain Delphine** of the nation of the Heathen Kings. The mount on which she rode cantered anxiously along the side of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
480 Mixed Mannish horsemen w/shortswords	bronze	leather/bronze	ragged ranks

At the head of a demoralized army rode **Captain Dorlas Stormcloud** of the nation of the Heathen Kings. 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
339 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a demoralized army rode **Commander Olivier Armstrong** of the nation of the Faux Meddle Army. 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
800 Haradan footmen w/broadswords	wooden	none	a mob

At the head of a demoralized army rode **Commander Maes Hughes** of the nation of the Faux Meddle Army. 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 Haradan footmen w/broadswords	wooden	none	a mob

At the head of a demoralized army rode **Veteran Sûldun** of the nation of the Faux Meddle Army. 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 Haradan footmen w/broadswords	wooden	none	a mob

At the head of a demoralized army rode **Veteran Herubrand** of the nation of the Faux Meddle Aarmy. 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
800 Haradan footmen w/broadswords	wooden	none	a mob

The Camp of Sandstone Bridge flying the flag of the Vampiric Order is situated in the Hills & Rough here.

Report from Olivier Armstrong.....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.. Ambush. We're going to ambush them. Ambush!

Against the forces of Husk the Unliving, we laid a great ambush, but they surprised us and hit our flank.

Against the forces of Blut-Jagr, we laid a great ambush, but they surprised us and hit our flank.

Against the forces of Delphine, when we ambushed them, they attempted to surround us.

Against the forces of Dorlas Stormcloud, we laid a great ambush, but they surprised us and hit our flank.

Report from Maes Hughes.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. The troops needed this encouragement because many feared that they would die in the battle. Finally the order was given by the clear voice of their Commander.. Keep close ranks. Use standard formation. Like we practiced!

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

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

Against the forces of Delphine, they attempted to surround our standard formation.

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

Report from Söldun.....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 heard coursing through the ranks.. Keep close ranks. Use standard formation. Like we practiced!

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

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

Against the forces of Delphine, they attempted to surround our standard formation.

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

Report from Herubrand.....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.. Ambush. We're going to ambush them. Ambush!

Against the forces of Husk the Unliving, we laid a great ambush, but they surprised us and hit our flank.

Against the forces of Blut-Jagr, we laid a great ambush, but they surprised us and hit our flank.

Against the forces of Delphine, when we ambushed them, they attempted to surround us.

Against the forces of Dorlas Stormcloud, we laid a great ambush, but they surprised us and hit our flank.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Husk the Unliving** fought side by side with the troops and diverted many a blade during the pitched battle with his glowing Scimitar. **Maelstrom** rode among the troops with his glowing Sword, exhorting them to do their best and daring the enemy to meet him. **Blut-Jagr** fought side by side with the troops and diverted many a blade during the pitched battle with his glowing Whip. **Engle-Blut** stood off to one side making magical gestures and incanting arcane words. Suddenly, magical barriers sprung up around his comrades and prevented many a wound from occurring!

Report from Olivier Armstrong.....Our foot soldiers struggled up and down the slopes in order to engage the enemy lines. The troops tried to fight well, but they needed much more training. They fought very poorly. Although we fought hard, and although the battle lasted many days, we were defeated..

Report from Maes Hughes.....Our foot soldiers struggled up and down the slopes in order to engage the enemy lines. The troops tried to fight well, but they needed much more training. They fought very poorly. Although we fought hard, and although the battle lasted many days, we were defeated..

Report from Sûldun.....Our foot soldiers struggled up and down the slopes in order to engage the enemy lines. The troops tried to fight well, but they needed much more training. They fought very poorly. Although we fought hard, and although the battle lasted many days, we were defeated..

Report from Herubrand.....Our foot soldiers struggled up and down the slopes in order to engage the enemy lines. The troops tried to fight well, but they needed much more training. They fought very poorly. Although we fought hard, and although the battle lasted many days, we were defeated..

After the battle.... Husk the Unliving's forces were victorious in the battle, but suffered some losses. Husk the Unliving appeared to have survived. Blut-Jagr's forces were victorious in the battle, but suffered some losses. Blut-Jagr appeared to have survived. Delphine's forces were victorious in the battle, but suffered severe losses. Delphine appeared to have survived. Dorlas Stormcloud's forces were victorious in the battle, but suffered huge losses. Dorlas Stormcloud appeared to have survived. Olivier Armstrong's forces were destroyed/routed in the battle. Olivier Armstrong appeared to have survived. Maes Hughes's forces were destroyed/routed in the battle. Maes Hughes appeared to have survived but suffers from serious wounds. Sûldun's forces were destroyed/routed in the battle. Sûldun appeared to have survived but suffers from light wounds. Herubrand's forces were destroyed/routed in the battle. Herubrand appeared to have survived but suffers from light 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.....
Alphonse Elric	555	CreCmp	^
Alphonse Elric	810	MovChar	3719
Edward Elric	690	StlGold	
Edward Elric	810	MovChar	4027
Gimforn	690	StlGold	
Gimforn	810	MovChar	3722
Herubrand	215	RfsPers	
Herubrand	240	Defend	am
Jean Havoc	770	HrArmy	400 hi ^ ^ 1
Jean Havoc	850	MovArmy	sw w nw ^ ^ ^ ^ ^ ^ ^ ^ no
Ling Yao	555	CreCmp	^
Ling Yao	810	MovChar	3519

Louis Armstrong	315	PrchCar	fo 1
Louis Armstrong	860	ForcMar	w sw w ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Maes Hughes	215	RfsPers	
Maes Hughes	850	MovArmy	sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
May Chang	555	CreCmp	^
May Chang	810	MovChar	3618
Olivier Armstrong	215	RfsPers	
Olivier Armstrong	240	Defend	am
Ragnir	605	GrdLoc	
Ragnir	810	MovChar	3536
Sûldun	215	RfsPers	
Sûldun	840	Stand	e



Alphonse Elric



Ranks : Command 10 Agent 0 Emissary 68 Mage 30  
Health 100 Stealth 0 Challenge 44  
Artifacts : None

Spells (+0) : #4 Major Heal(69) #302 Long Stride(76) #304 Fast Stride(84)

Alphonse Elric was located in the Open Plains at 3518.

He was ordered to create a camp. He was not able to complete the creation of the camp because there was insufficient populace. Continued efforts may succeed.

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 3719.**

Edward Elric



Ranks : Command 0 Agent 53 Emissary 0 Mage 30  
Health 100 Stealth 0 Challenge 46  
Artifacts : None

Spells (+0) : #4 Major Heal(56) #6 Greater Heal(58) #408 Perceive Nationality(64)

Edward Elric was located in the Hills & Rough at 3236.

He was ordered to steal the Gold. 2418 Gold was stolen at Hunter's Hall.

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

He had a special encounter. See Encounter Messages.

**He is currently in the Mountains at 4027. The Camp of Elsfleth flying the flag of the Nacth Strum is here.**

Gimforn



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

Spells (+0) : None

Gimforn was located in the Hills & Rough at 3432.

He was ordered to steal the Gold. He was not able to steal Gold because of tight security. He was killed by local militia while performing his theft mission.

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

Herubrand



Ranks : Command 10 Agent 0 Emissary 0 Mage 0  
 Health 93 Stealth 28 Challenge 10  
 Artifacts : None  
 Spells (+0) : None

Herubrand was located in the Hills & Rough at 3334.

He was ordered to refuse all personal challenges.

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

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

Herubrand was wounded during combat.

***He is currently in the Hills & Rough at 3334. The Camp of Sandstone Bridge flying the flag of the Vampiric Order is here.***

Jean Havoc



Ranks : Command 40 Agent 15 Emissary 0 Mage 0  
 Health 52 Stealth 0 Challenge 42  
 Artifacts : None  
 Spells (+0) : None

Jean Havoc was located in the Hills & Rough at 3437.

He was ordered to hire an army. An army of 400 Heavy Infantry with 1 Food was hired.

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

***He commands an army in the Desert Wastes at 3237. The City/Fort of Felhammer Hold flying the flag of the Heathen Kings is here.***

Ling Yao



Ranks : Command 10 Agent 0 Emissary 55 Mage 0  
 Health 100 Stealth 0 Challenge 29  
 Artifacts : None  
 Spells (+0) : None

Ling Yao was located in the Open Plains at 3620.

He was ordered to create a camp. He was not able to create the camp because there was insufficient populace.

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

***He is currently in the Open Plains at 3519.***

Louis Armstrong



Ranks : Command 30 Agent 13 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 32  
 Artifacts : None  
 Spells (+0) : None

Louis Armstrong was located in the Desert Wastes at 3536.

He was ordered to purchase from the caravans. 1 Food were bought for 2 Gold.

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

*He commands an army in the Desert Wastes at 3337. The Town/Fort of Stormfury Flats flying the flag of the Heathen Kings is here.*

Maes Hughes



Ranks : Command 30 Agent 0 Emissary 0 Mage 0  
 Health 65 Stealth 0 Challenge 30  
 Artifacts : None  
 Spells (+0) : None

Maes Hughes was located in the Hills & Rough at 3334.

He was ordered to refuse all personal challenges.

Maes Hughes was wounded during combat.

He was ordered to move the army. He was not able to move the army because he does not command an army.

*He is currently in the Hills & Rough at 3334. The Camp of Sandstone Bridge flying the flag of the Vampiric Order is here.*

May Chang



Ranks : Command 10 Agent 0 Emissary 42 Mage 0  
 Health 100 Stealth 0 Challenge 23  
 Artifacts : None  
 Spells (+0) : None

May Chang was located in the Open Plains at 3720.

He was ordered to create a camp. He was not able to complete the creation of the camp because there was insufficient populace. Continued efforts may succeed.

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

*He is currently in the Open Plains at 3618.*

Olivier Armstrong



Ranks : Command 30 Agent 33 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 36  
 Artifacts : None  
 Spells (+0) : None

Olivier Armstrong was located in the Hills & Rough at 3334.

He was ordered to refuse all personal challenges.

He was challenged by Engle-Blut to personal combat, but refused. Engle-Blut gained personal honor.

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

*He is currently in the Hills & Rough at 3334. The Camp of Sandstone Bridge flying the flag of the Vampiric Order is here.*

Ragnir



Ranks : Command 0 Agent 33 Emissary 0 Mage 0  
 Health 72 Stealth 0 Challenge 24  
 Artifacts : None  
 Spells (+0) : None

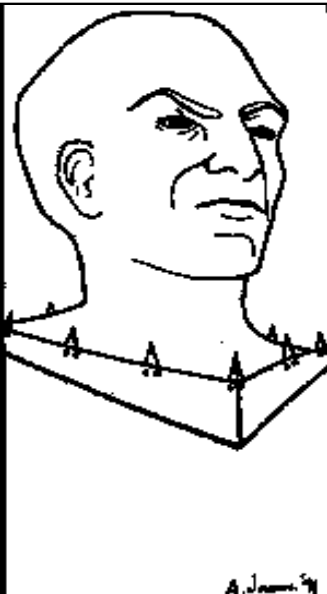
Ragnir was located in the Shore/Plains at 3627.

He was ordered to guard the location. Haz Appeal was guarded. He spotted Gemetzel while performing his guarding.

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

*He is currently in the Desert Wastes at 3536. The Major Town/Fort of Liore flying the flag of the Faux Meddle Army is here.*

Söldun



Ranks : Command 10 Agent 0 Emissary 0 Mage 0  
 Health 84 Stealth 0 Challenge 10  
 Artifacts : None  
 Spells (+0) : None

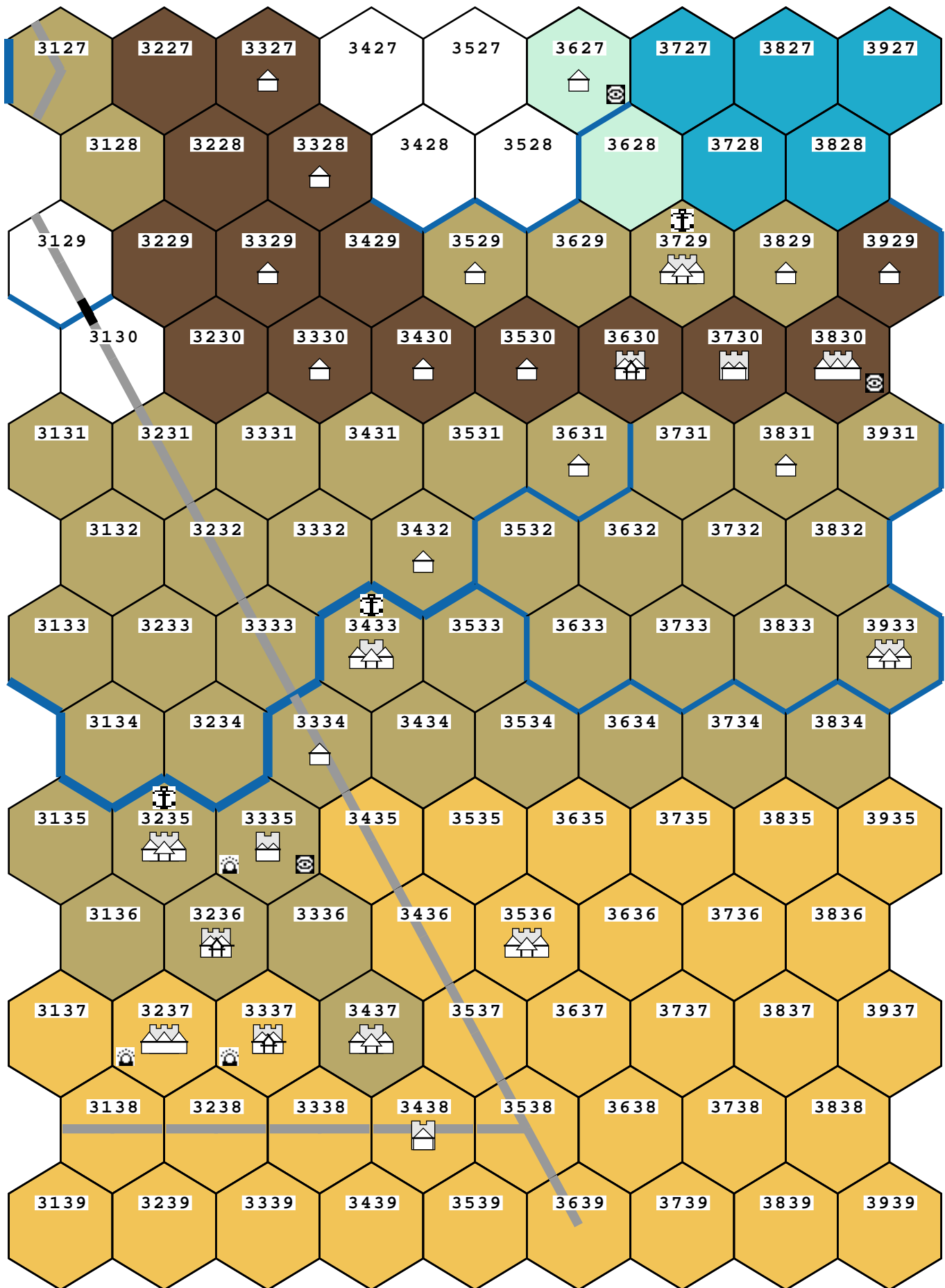
Söldun was located in the Hills & Rough at 3334.

He was ordered to refuse all personal challenges.

Söldun was wounded during combat.

He was ordered to stand and defend. He was not able to stand and defend because he does not command an army.

*He is currently in the Hills & Rough at 3334. The Camp of Sandstone Bridge flying the flag of the Vampiric Order is here.*



Required Information	Required Information
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**Jean Havoc (ID: jean ) @ 3237 Command Agent**

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

**Ling Yao (ID: ling ) @ 3519 Command Emissary**

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

**Louis Armstrong (ID: louis) @ 3337 Command Agent**

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

**Maes Hughes (ID: maes ) @ 3334 Command**

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

**May Chang (ID: may c) @ 3618 Command Emissary**

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

**Olivier Armstrong (ID: olivi) @ 3334 Command Agent**

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

**Ragnir** (ID: ragni) @ 3536 Agent

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

Sûldun (ID: suldu) @ 3334 Command

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