

MEPBM Games
presents

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



GAME # 141



Lohmai'gwaith

Victory points : 400
 Victory Conditions :
 To hold at game end the artifact: Curaran #22.
 To terminate 10 characters by personal challenge or by assassination.
 To see to the termination of Uvatha by any means whatsoever.
 To hold at game end the artifact: Blue Ring #83.
 To hold at game end the greatest amount of artifacts.

Top 3 Free Peoples :

Sing a Song [1317] Lands [1283] Alvernus [1275]

Special Nation Abilities :
 #02 Scout/recon at +20 to normal skill rank.
 #14 All new troop recruits start at training 25.
 #20 New armies start at morale 40.
 #21 Hire new armies at no cost.

Internet G141N11
 RON GULLON 109653
 NONE
 NONE
 NONE

Game # : 141
 Player # : 11
 Turn # : 14
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 8259
 Special Service : YES

Lohmai'gwaith

(A Free People)

Season : Spring

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Disliked	# 2 South Kingdom	: Hated	# 3 Wise Council	: Tolerated
# 4 Acadians	: Tolerated	# 5 Silent Assembly	: Tolerated	# 6 Thorinar	: Tolerated
# 7 Sapphic Enclave	: Tolerated	# 8 Nameless	: Tolerated	# 9 Ground Pounders	: Tolerated
#10 Sundered	: Tolerated	#12 Sheri-Urk	: Hated	#13 Red Witches	: Hated
#14 Dark Feast	: Disliked	#15 Twilight Hammer	: Disliked	#16 Sh'iar Empire	: Disliked
#17 Great Trollusk	: Disliked	#18 Bením 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

Amberglen Location : @ 2614 in Open Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 26	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	209	0	0	0	518	0	14	0
Current stores	0	0	0	0	1187	0	45	-

Amon Lanc Location : @ 2715 in Mixed Forest Climate is Mild

Size : Village	Fortifications : Tower	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : YES			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	1022	151	0	0
Current stores	0	0	0	0	0	0	0	-

Aredol (Capital) Location : @ 2915 in Mixed Forest Climate is Mild

Size : Major Town	Fortifications : Tower	Loyalty : 78	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	176	112	0	0
Current stores	1327	0	115	127	394	335	0	-

A small army bearing the banner of the Lohmai'gwaith under Captain Angamir is here.
A small army bearing the banner of the Lohmai'gwaith under Captain Falstaff is here.

Areduin Location : @ 2717 in Hills & Rough Climate is Mild

Size : Village	Fortifications : None	Loyalty : 24	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	56	0	252	0	22	0
Current stores	0	0	248	0	570	0	65	-

Bragol Location : @ 3116 in Open Plains Climate is Mild

Size : Village	Fortifications : Tower	Loyalty : 31	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	151	0	0	0	374	0	14	0
Current stores	0	0	0	0	844	0	43	-

Elensarn Location : @ 2817 in Hills & Rough Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	76	0	0	0	0	0	11	1000
Current stores	0	0	0	0	0	0	34	-

Ereb Minas Location : @ 3012 in Open Plains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 31	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	224	0	0	0	352	0	6	0
Current stores	0	0	0	0	807	0	18	-

Greywood

Location : @ 2813 in Mixed Forest Climate is Mild

Size : Village	Fortifications : None	Loyalty : 16	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	274	274	0	0
Current stores	0	0	0	0	620	844	0	-

Lhugorod

Location : @ 3107 in Mountains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 29	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	110	0	10	0	0	0	660
Current stores	0	442	0	77	0	0	0	-

Naith

Location : @ 2816 in Open Plains Climate is Mild

Size : Town	Fortifications : None	Loyalty : 29	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	205	0	0	0	405	0	5	0
Current stores	0	0	0	0	914	0	16	-

Nim Sereg

Location : @ 2818 in Open Plains Climate is Mild

Size : Major Town	Fortifications : Fort	Loyalty : 62	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	68	0	0	0	220	0	7	0
Current stores	0	133	0	0	497	0	200	-

A small army bearing the banner of the Lohmai'gwaith under Commander Otto is here.

A small army bearing the banner of the Lohmai'gwaith under Captain Signette is here.

Orodnim

Location : @ 2408 in Mountains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 18	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	82	62	0	0	0	0	600
Current stores	0	326	292	0	0	0	0	-

Sein Ithil

Location : @ 2814 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	421	59	0	700
Current stores	0	0	0	0	949	178	0	-

Tad Eithel

Location : @ 2713 in Mixed Forest Climate is Mild

Size : Village	Fortifications : None	Loyalty : 43	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	504	187	0	0
Current stores	0	0	0	0	1140	560	0	-

ARMIES AND NAVIES**Army Commander : Captain Angamir**

Location : @ 2915 in Mixed Forest Climate is Mild

Army morale : 41 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords	25	10	12	500	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	2	Low Supplies !!			
War machines	0				

The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.

A small army bearing the banner of the Lohmai'gwaith under Captain Falstaff is here.

Army Commander : Commander Dagnirgul Location : @ 2414 in Mixed Forest Climate is Warm
 Army morale : 49 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 28 10 0 174 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
The Village of Birch Wood flying the flag of the Sundered is here.
A small army bearing the banner of the Sheri-Urk under Captain Oslkjmog is here.

Army Commander : Captain Falstaff Location : @ 2915 in Mixed Forest Climate is Mild
 Army morale : 40 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 25 10 10 200 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 2 Low Supplies !!
 War machines 0
The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.
A small army bearing the banner of the Lohmai'gwaith under Captain Angamir is here.

Army Commander : Captain Garibaldi Location : @ 2514 in Mixed Forest Climate is Warm
 Army morale : 40 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 30 10 13 952 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
The un-owned Ruins of Peley is here.

Army Commander : Commander Otto Location : @ 2818 in Open Plains Climate is Mild
 Army morale : 40 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 25 10 10 300 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 2 Low Supplies !!
 War machines 0
The Major Town/Fort of Nim Sereg flying the flag of the Lohmai'gwaith is here.
A small army bearing the banner of the Lohmai'gwaith under Captain Signette is here.

Army Commander : Captain Signette Location : @ 2818 in Open Plains Climate is Mild
 Army morale : 35 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 25 10 0 300 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
The Major Town/Fort of Nim Sereg flying the flag of the Lohmai'gwaith is here.
A small army bearing the banner of the Lohmai'gwaith under Commander Otto is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	32411	21956	10562	0	231447	22605	6052
Purchase at market price/unit	3	3	3	92	2	3	6
Sell to market price/unit	2	2	2	65	1	2	4

MISCELLANEOUS**Maintenance Costs expected next turn are:**

Armies/Navies : 9704
 Pop Centers : 3500
 Characters : 15560
 Total : 28764

Totals for Nation:

Leather 1327 933
 Bronze 901 192
 Steel 655 118
 Mithril 204 10
 Food 7922 4518
 Timber 1917 783
 Mounts 421 79

Stores**Production**

Current Tax rate : 60%
 Revenue expected next turn : 32960 (+4196)
 Current Gold reserve : 0

Ritual character terminations: 4**Ships have been left anchored at the following locations:**

None

You have the following double agents:**Zymraan of the Ground Pounders @ 3221**

Double agent Zymraan reports he was ordered to influence their population center loyalty. He was not able to influence/reduce the population center loyalty because the populace was not influenced. Current loyalty is perceived to be fair. Continued efforts may succeed.

Double agent Zymraan reports he was ordered to guard a character. Valacar was guarded.

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Anarmacil	Sword	26	No	Good	COMBAT - Increases damage by 750 points.
Gersebroc	Sword	140	No	Good	COMBAT - Increases damage by 750 points.

You have hidden the following additional artifacts:

Name of artifact	#	Location
Dragon Helm/Armor	31	Hecate has hidden it in the Town of Elensarn at 2817

NATION MESSAGES

4244 Gold was stolen at Sein Ithil.
 There are rumors of a theft attempt involving Angus at Bree.
 36 Mithril transported from the Lands to Aredol.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 3017

In the Mild climate of the Open Plains of 3017, a conflict took place in the early morning hours under a clear sky.

At the head of a rebellious army rode **Hero Forthain** of the nation of the South Kingdom. In his hands was borne the glowing Javelin called Sauron's Javelin. 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
1400 Dúnadan knights w/lances	wooden/bronze	leather/bronze	a mob

At the head of a rebellious army rode **Hero Segucu** of the nation of the Lohmai'gwaith. 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
400 Mixed Elven horseriders w/broadswords	wooden	none	a mob
600 Wood Elf footsoldiers w/broadswords	wooden	none	a mob

The Town of The Lost Tavern flying the flag of the Ground Pounders is situated in the Open Plains here.

Report from Segucu....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 heard coursing through the ranks.. Hit the enemy..then run! Hit and Run!!
 Against the forces of Forthain, they charged, but we hit them and then turned and ran to reform for another attack.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Forthain** fought side by side with the troops and diverted many a blade during the pitched battle with his glowing Javelin.

Report from Segucu....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. Our foot soldiers engaged the other troops in the open and took the battle to them. The troops fought well, but they could have been better trained. They fought as if uninspired. However, we were overrun in less than a few hours.

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

The battle for The Lost Tavern 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.... Forthain's army survived the attack on the Town, but suffered minor losses. Forthain appeared to have survived. The Town has been reduced to a Village. The Village has been under siege/attack this turn. The Village now flies the flag of the South Kingdom.

Battle at 2514

In the Warm climate of the Mixed Forest of 2514, a conflict took place in the early afternoon under a clear sky.

At the head of a calm army rode **Commander Dagnirgul** of the nation of the Lohmai'gwaith. 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
200 Wood Elf footsoldiers w/broadswords	wooden	none	a mob

The Camp of Peley flying the flag of the South Kingdom is situated in the Mixed Forest here.

After the battle.... Dagnirgul's forces found no enemy armies to fight.

The battle for Peley 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.... Dagnirgul's army survived the attack on the Camp, but suffered minor losses. Dagnirgul appeared to have survived. The Camp has been reduced to a Ruins. The Ruins of Peley now flies no known flag.

Battle at 2715

In the Mild climate of the Mixed Forest of 2715, a conflict took place in the early afternoon under an overcast sky.

At the head of a calm army rode **Veteran Pericles** of the nation of the Lohmai'gwaith. 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
300 Wood Elf footsoldiers w/broadswords	wooden	none	a mob

At the head of a calm army rode **Commander Garibaldi** of the nation of the Lohmai'gwaith. In his hands was borne the glowing Sword called Gersebroc. 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
1100 Wood Elf footsoldiers w/broadswords	wooden	leather/bronze	a mob

The Town of Amon Lanc flying the flag of the South Kingdom is situated in the Mixed Forest here. It is fortified by a Tower, and it is under siege or attack.

After the battle.... Pericles's forces found no enemy armies to fight. Garibaldi's forces found no enemy armies to fight.

The battle for Amon Lanc 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.... Pericles's army survived the attack on the Town, but suffered some losses. Pericles appeared to have survived. Garibaldi's army survived the attack on the Town, but suffered some losses. Garibaldi appeared to have survived but suffers from serious wounds. The Town has been reduced to a Village. The Tower has not been affected. The Village has been under siege/attack this turn. The Village now flies the flag of the Lohmai'gwaith.

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.....
Angamir	408	HvInfan	400 ^ ^
Angamir	947	NatTran	2915 le 100
Dagnirgul	250	DstPop	su
Dagnirgul	860	ForcMar	w nw ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Falstaff	770	HrArmy	200 hi ^ le 2
Falstaff	850	MovArmy	w nw w ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Garibaldi	255	CptrPop	fl
Garibaldi	860	ForcMar	nw w ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Hecate	615	Assass	berin
Hecate	792	DropArt	31 ^ ^ ^ ^ ^
Iago the Lucky	520	InfYour	
Iago the Lucky	810	MovChar	2915
Lavinia	610	GrdChar	garib
Lavinia	810	MovChar	2915
Maedengil	520	InfYour	
Maedengil	940	CstLoSp	413 2214
Otto	770	HrArmy	300 hi ^ le 2
Otto	850	MovArmy	e h sw sw ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Pericles	255	CptrPop	su
Pericles	355	TrTrps	garib ^ ^ 300 ^ ^ ^
Segucu	215	RfsPers	
Segucu	230	AttEnmy	hr
Signette	770	HrArmy	300 hi ^ ^ ^
Signette	850	MovArmy	se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Sotida	810	MovChar	3017
Sotida	905	ScoArmy	forth y

Angamir



Ranks : Command 44 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 59
 Artifacts : #26 Anarmacil/
 Spells (+0) : None

Angamir was located in the Mixed Forest at 2915.

She was ordered to recruit some heavy infantry. 400 Heavy Infantry w/Wood weapons and No armor were recruited.

She was ordered to have the nation transport by the caravans. 1327 Leather (+10%) transported to Aredol.

She commands an army in the Mixed Forest at 2915. The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.

Dagnirgul



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

Dagnirgul was located in the Mixed Forest at 2514.

He was ordered to destroy the Camp of Peley. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced. Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

He commands an army in the Mixed Forest at 2414. The Village of Birch Wood flying the flag of the Sundered is here.

Falstaff



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

Falstaff was located in the Open Plains at 3116.

He was ordered to hire an army. An army of 200 Heavy Infantry with 2 Food was hired.

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

He commands an army in the Mixed Forest at 2915. The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.

Garibaldi



Ranks : Command 41 Agent 0 Emissary 0 Mage 0
 Health 73 Stealth 0 Challenge 56
 Artifacts : #140 Gersebroc
 Spells (+0) : None

Garibaldi was located in the Mixed Forest at 2715.

He was ordered to capture the Town of Amon Lanc. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

He commands an army in the Mixed Forest at 2514. The un-owned Ruins of Peley is here.

Hecate



Ranks : Command 0 Agent 76 Emissary 0 Mage 30
 Health 100 Stealth 10 Challenge 64
 Artifacts : None

Spells (+0) : #4 Major Heal(85) #302 Long Stride(93) #304 Fast Stride(59)

Hecate was located in the Hills & Rough at 2817.

She was ordered to assassinate a character. Berin was assassinated.

She was ordered to drop some artifacts. Dragon Helm/Armor #31 was dropped.

She is currently in the Hills & Rough at 2817. The Town/Tower of Elensarn flying the flag of the Lohmai'gwaith is here.

Iago the Lucky



Ranks : Command 0 Agent 0 Emissary 82 Mage 10
 Health 100 Stealth 0 Challenge 43
 Artifacts : None

Spells (+0) : #412 Research Artifact(89)

Iago the Lucky was located in the Mixed Forest at 2715.

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

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

He is currently in the Mixed Forest at 2915. The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.

Lavinia



Ranks : Command 0 Agent 43 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 32
 Artifacts : None
 Spells (+0) : None

Lavinia was located in the Mixed Forest at 2715.

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

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

She is currently in the Mixed Forest at 2915. The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.

Maedengil



Ranks : Command 0 Agent 0 Emissary 73 Mage 30
 Health 100 Stealth 0 Challenge 43
 Artifacts : None

Spells (+0) : #302 Long Stride(96) #413 Scry Population Center(71)
 #415 Scry Area(65)

Maedengil was located in the Mixed Forest at 2715.

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

He was ordered to cast a lore spell. Scry Population Center - Major Town named Overview - owned by the Sheri-Urk - loyalty = 45. Production - Bronze: 270 - Steel: 80 - Gold: 1100. Stores - Bronze: 65. Foreign armies present: - Sheri-Urk.

He is currently in the Mixed Forest at 2715. The Village/Tower of Amon Lanc flying the flag of the Lohmai'gwaith is here.

Otto



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

Otto was located in the Open Plains at 2816.

He was ordered to hire an army. An army of 300 Heavy Infantry with 2 Food was hired.

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

He commands an army in the Open Plains at 2818. The Major Town/Fort of Nim Sereg flying the flag of the Lohmai'gwaith is here.

Pericles



Ranks : Command 12 Agent 0 Emissary 50 Mage 0
 Health 100 Stealth 0 Challenge 28
 Artifacts : None
 Spells (+0) : None

Pericles was located in the Mixed Forest at 2715.

He was ordered to capture the Town of Amon Lanc. See Combat Messages.

He was ordered to transfer some troops from the army to an army. The troops transfer was changed because of insufficient troops. 204 Heavy Infantry were transferred.

The army commanded by Pericles has been disbanded because of minimum size requirements.

He is currently in the Mixed Forest at 2715. The Village/Tower of Amon Lanc flying the flag of the Lohmai'gwaith is here.

Segucu



Ranks : Command 20 Agent 0 Emissary 15 Mage 0
 Health 95 Stealth 0 Challenge 21
 Artifacts : None
 Spells (+0) : None

Segucu was located in the Open Plains at 3017.

He was ordered to refuse all personal challenges.

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

Segucu was wounded during combat.

He is currently in the Open Plains at 3017. The Village of The Lost Tavern flying the flag of the South Kingdom is here.

Signette



Ranks : Command 40 Agent 0 Emissary 0 Mage 10
 Health 100 Stealth 0 Challenge 42
 Artifacts : None
 Spells (+0) : #412 Research Artifact(50)

Signette was located in the Hills & Rough at 2817.

She was ordered to hire an army. An army of 300 Heavy Infantry with 0 Food was hired.

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

She commands an army in the Open Plains at 2818. The Major Town/Fort of Nim Sereg flying the flag of the Lohmai'gwaith is here.

Sotida



Ranks : Command 0 Agent 63 Emissary 0 Mage 30
 Health 100 Stealth 0 Challenge 54
 Artifacts : None

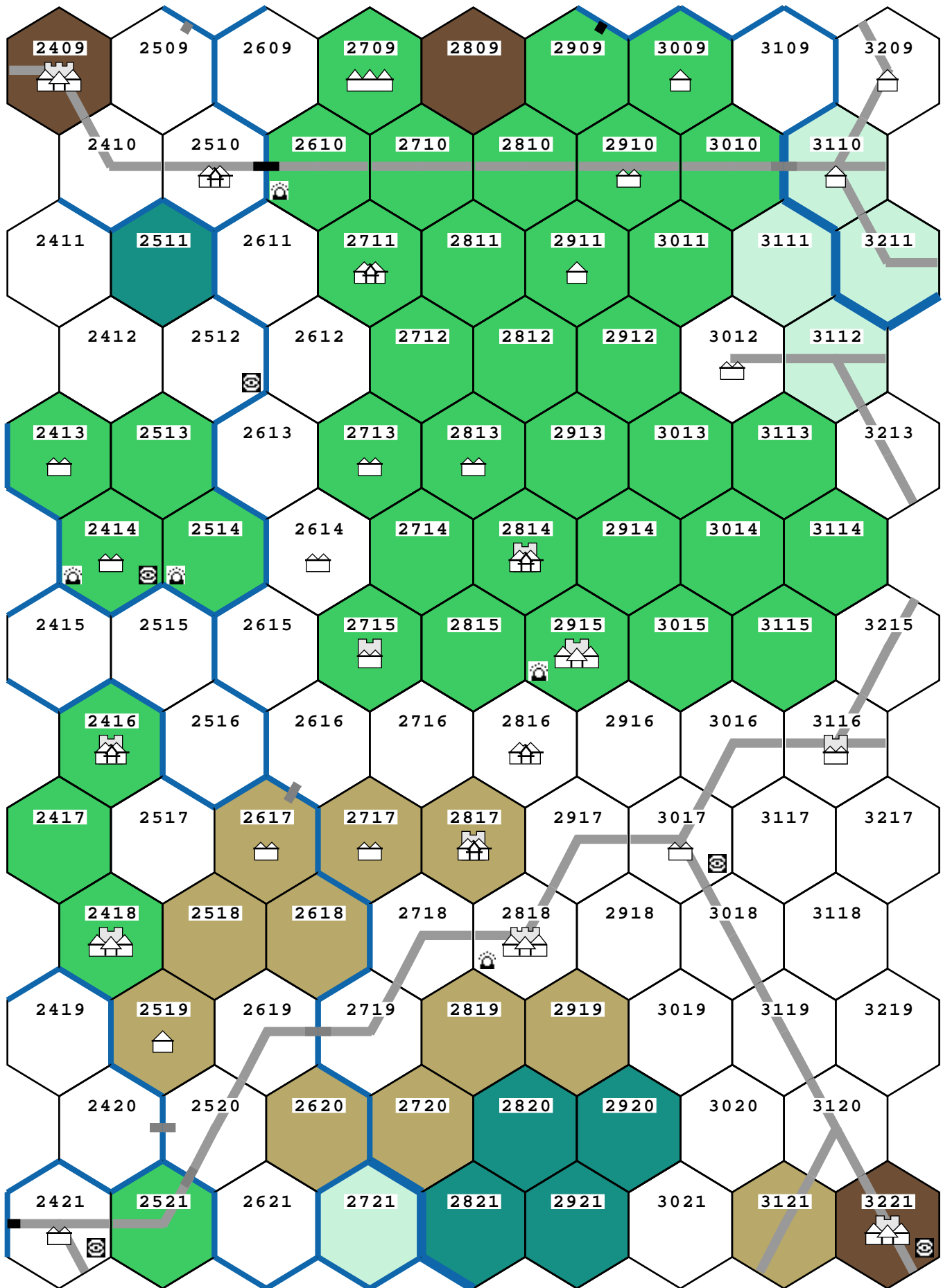
Spells (+0) : #308 Capital Return(81) #413 Scry Population Center(65)
 #415 Scry Area(58)

Sotida was located in the Mixed Forest at 2715.

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

She was ordered to scout an army. A scout of the army was attempted. Hero Forthain of the South Kingdom is located in the Open Plains at 3017 near The Lost Tavern. Travel mode is Normal. Morale is 32. Troops: Heavy Cavalry: 918 . Scouted army movement to new location at 3017.

She is currently in the Open Plains at 3017. The Village of The Lost Tavern flying the flag of the South Kingdom is here.





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Game #      : 141
Player #    : 11
Turn #      : 15
Security #  : 8259
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Return this turnsheet before APRIL 21 2013

To MEPBM, 340 North Rd, Cardiff, CF14 3BP, Wales
Tel: +44 (0) 29 20913359 Fax: +44 (0) 29 20625532

Daytime Phone #: _____

Angamir (ID: angam) @ 2915 Command

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

Dagnirgul (ID: dagni) @ 2414 Command

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

Falstaff (ID: falst) @ 2915 Command

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

Garibaldi (ID: garib) @ 2514 Command

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

Hecate (ID: hecat) @ 2817 Agent Mage

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

Iago the Lucky (ID: iago) @ 2915 Emissary Mage

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

Lavinia (ID: lavin) @ 2915 Agent

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

Maedengil (ID: maede) @ 2715 Emissary Mage

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

Otto (ID: otto) @ 2818 Command

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

Pericles (ID: peric) @ 2715 Command Emissary

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

Segucu (ID: seguc) @ 3017 Command Emissary

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

Signette (ID: signe) @ 2818 Command Mage

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

Sotida (ID: sotid) @ 3017 Agent Mage

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