

MEPBM Games
presents

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



GAME # 141



Sapphic Enclave

Victory points : 400
 Victory Conditions :
 To hold at game end the artifact: Gurthdur #17.
 To see to the termination of Guarmath by any means whatsoever.
 To see to the termination of Valacar by any means whatsoever.
 To hold in stores at game end the greatest amount of Mithril.
 To terminate 10 characters by personal challenge or by assassination.

Top 3 Free Peoples :

Alvernus [1500] Sing a Song [1000] Once Upon a Time [983]

Special Nation Abilities :
 #10 New mages start at rank up to 40.
 #14 All new troop recruits start at training 25.
 #21 Hire new armies at no cost.
 #24 Can learn lost conjure mounts spell.

Internet G141N07
 RICHARD THOMAS 109334
 NONE
 NONE
 NONE

Game #	:	141
Player #	:	7
Turn #	:	27
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	6293
Special Service	:	YES

Sapphic Enclave

(A Free People)

Season : Fall

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Hated	# 3 Wise Council	: Tolerated
# 4 Acadians	: Tolerated	# 5 Silent Assembly	: Tolerated	# 6 Thorinar	: Tolerated
# 8 Nameless	: Tolerated	# 9 Ground Pounders	: Tolerated	#10 Sundered	: Tolerated
#11 Lohmai'gwaith	: Tolerated	#12 Sheri-Urk	: Disliked	#13 Red Witches	: Disliked
#14 Dark Feast	: Disliked	#15 Twilight Hammer	: Hated	#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

Androth (Capital) Location : @ 3328 in Mountains Climate is Cool

Size : City	Fortifications : Tower	Loyalty : 90	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	10	4	0	0	0	1500
Current stores	0	1741	70	12	0	0	1265	-

A small army bearing the banner of the Sapphic Enclave under Lord Gorlim is here.

Ashpit Location : @ 3723 in Hills & Rough Climate is Hot

Size : Town	Fortifications : None	Loyalty : 48	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	53	0	0	0	322	0	0	1040
Current stores	0	13	0	0	0	0	0	-

A small army bearing the banner of the Sapphic Enclave under Commander Ugbert is here.

Aughaur Location : @ 3530 in Mountains Climate is Cool

Size : Town	Fortifications : Fort	Loyalty : 42	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	84	84	0	0	0	0	1000
Current stores	0	120	204	0	0	0	0	-

A small army bearing the banner of the Sapphic Enclave under Lord Haleth is here.

Cúarthol Location : @ 3228 in Mountains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	136	0	24	0	0	0	1100
Current stores	0	816	0	72	0	0	0	-

Esgalduin Location : @ 3428 in Open Plains Climate is Hot

Size : Village	Fortifications : Tower	Loyalty : 29	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	122	0	0	0	205	0	6	0
Current stores	0	0	0	0	410	0	6	-

Galtran Location : @ 3427 in Open Plains 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	192	0	0	0	536	0	16	0
Current stores	0	0	0	0	1072	0	16	-

Ninniach Location : @ 3829 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	288	0	48	0	0	0	0	1120
Current stores	0	0	336	0	0	0	0	-

Núath Location : @ 3329 in Mountains Climate is Cool
 Size : Camp Fortifications : None Loyalty : 11 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 1500
 Current stores 0 594 0 30 0 0 0 -

RF Location : @ 3533 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : Tower Loyalty : 1 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 96 0 0 0 8 1120
 Current stores 0 0 672 0 0 0 8 -

Thangor Location : @ 3528 in Open Plains Climate is Hot
 Size : Camp Fortifications : None Loyalty : 21 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 232 0 0 0 312 0 8 0
 Current stores 0 0 0 0 624 0 8 -

Unulló Location : @ 3629 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : None Loyalty : 27 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 112 0 0 0 200 0 0 1040
 Current stores 0 0 0 0 400 0 0 -

Voronwa Location : @ 3527 in Open Plains Climate is Hot
 Size : Camp Fortifications : None Loyalty : 21 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 240 0 0 0 528 0 24 0
 Current stores 0 0 0 0 1056 0 24 -

Wilóke Location : @ 3426 in Mountains Climate is Cool
 Size : Town Fortifications : Tower Loyalty : 33 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 174 0 6 0 0 0 1200
 Current stores 0 744 0 0 0 0 0 -

A small army bearing the banner of the Sapphic Enclave under Lord Igbert is here.

ARMIES AND NAVIES

Army Commander : Lord Gorlim Location : @ 3328 in Mountains Climate is Cool
 Army morale : 10 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf mercenaries w/hand axes 25 30 10 100 Men-at-Arms
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0 0
 Food 0 Out of Food !!
 War machines 0
 The City/Tower of Androth flying the flag of the Sapphic Enclave is here.

Army Commander : Lord Haleth Location : @ 3530 in Mountains Climate is Cool
 Army morale : 10 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 27 25 45 400 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0 0
 Food 0 Out of Food !!
 War machines 0
 The Town/Fort of Aughaur flying the flag of the Sapphic Enclave is here.

Army Commander : Lord Igbert Location : @ 3426 in Mountains Climate is Cool
 Army morale : 10 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 28 10 23 400 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
 The Town/Tower of Wilóke flying the flag of the Sapphic Enclave is here.

Army Commander : Captain Rufus Location : @ 3124 in Mountains Climate is Cool
 Army morale : 8 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Elven horseriders w/broadswords 34 10 0 426 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
 The un-owned Ruins/Tower of Minas Ithil is here.

Army Commander : Commander Ugbert Location : @ 3723 in Hills & Rough Climate is Hot
 Army morale : 10 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 1 Low Supplies !!
 War machines 0
 The Town of Ashpit flying the flag of the Sapphic Enclave is here.

Army Commander : Regent Valandil Location : @ 3024 in Shore/Plains Climate is Mild
 Army morale : 8 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Elven horseriders w/broadswords 43 10 0 289 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
 Characters traveling with army : - Halbarad.
 The Major Town/Tower of Osgiliath flying the flag of the South Kingdom is here.
 An army bearing the banner of the Ground Pounders under Commander Hathaldir is here.

COMPANY COMMANDERS :

Commander Batby Location : @ 2436 Traveling with him are : Nienor.
 Veteran Glóredhel Location : @ 3024 Traveling with her are : Dervorin - Gallan - Oruthan - Ulbar.

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	30365	32174	13465	3682	308935	33341	4471
Purchase at market price/unit	2	2	3	11	2	2	7
Sell to market price/unit	1	1	2	7	1	1	4

MISCELLANEOUS

Maintenance Costs expected next turn are:		Totals for Nation:	Stores	Production
Armies/Navies :	8790	Leather	0	1239
Pop Centers :	3000	Bronze	4028	504
Characters :	23520	Steel	1282	238
		Mithril	114	44
Total :	35310	Food	3562	2103
		Timber	0	0
Current Tax rate :	67%	Mounts	1327	62
Revenue expected next turn :	30720 (-4590)			
Current Gold reserve :	2639			

Ritual character terminations: 2

Ships have been left anchored at the following locations:

None

You have the following double agents:

Lavinia of the Lohmai'gwaith @ 2818

Double agent Lavinia reports she was ordered to steal the Gold. No Gold was found in the treasury at Crossing.

Double agent Lavinia reports she was ordered to move. She accepted the movement orders.

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item #	Latent	Alignment	Known Powers
Cloak of the Heavens	Cloak 136	Yes	None	Increases Agent Rank by 10.

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of a personal challenge involving Mackinzie and Dolce Nera at 4325.

There are rumors of an armed conflict involving the South Kingdom at 3124.

The loyalty was influenced/reduced at Cúarthol.

There are rumors of a theft attempt involving Aragost at Delta Booster.

6040 Gold was stolen at Ashpit.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES**Battle at 3124**

In the Cool climate of the Mountains of 3124, a conflict took place in the early morning hours under a omen-filled sky.

At the head of a rebellious army rode **Commander Neddett** of the nation of the South Kingdom. The mount on which she rode moved with trepidation to the center of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
200 Dúnadan footmen w/broadswords	wooden	none	a mob

At the head of a demoralized army rode **Commander Rufus** of the nation of the Sapphic Enclave. 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 Elven horseriders w/broadswords	wooden	none	ragged ranks

Report from Rufus.....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.. Charge!! Charge!!
Against the forces of Neddett, we charged but they veered off and hit our flank.

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

Report from Rufus.....Our cavalry were severely hampered by the mountainous terrain and the steep cliffs. 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.

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

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.....
Batby	745	CreCmpy	
Batby	820	MovCmpy	2436
Dervorin	215	RfsPers	
Dervorin	525	InfOthr	
Gallan	215	RfsPers	
Gallan	525	InfOthr	
Glóredhel	610	GrdChar	oruth
Glóredhel	925	Recon	
Gorlim	325	NatSell	le 100
Gorlim	737	NamMage	^ f
Grieta	710	PrenMgy	
Grieta	330	CstCjSp	508 500
Halbarad	925	Recon	
Halbarad	870	MovJoin	3024 valan
Haleth	408	HvInfan	300 br st
Haleth	925	Recon	
Igbert	408	HvInfan	300 ^ br
Igbert	320	SellCar	mi 18
Marach	710	PrenMgy	
Marach	330	CstCjSp	508 500
Nienor	940	CstLoSp	418 34
Nienor	755	JnCmpy	batby
Oruthan	610	GrdChar	glore
Oruthan	755	JnCmpy	glore
Rufus	215	RfsPers	
Rufus	230	AttEnmy	ch
Ugbert	770	HrArmy	300 hi ^ ^ 1
Ugbert	320	SellCar	fo 321
Ulbar	525	InfOthr	
Ulbar	215	RfsPers	
Valandil	430	TrpsMan	hc
Valandil	850	MovArmy	w w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no

Batby



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

Batby was located in the Desert Wastes at 2837.

He was ordered to create a company. A company was created.

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

He commands a company in the Hills & Rough at 2436. The un-owned Ruins of Tyarretta is here.

Dervorin



Ranks : Command 0 Agent 0 Emissary 70 Mage 0
 Health 100 Stealth 0 Challenge 35
 Artifacts : None
 Spells (+0) : None

Dervorin was located in the Shore/Plains at 3024.

She was ordered to refuse all personal challenges.

She was ordered to influence their population center loyalty. She 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.

She is traveling with Glóredhel in the Shore/Plains at 3024. The Major Town/Tower of Osgiliath flying the flag of the South Kingdom is here.

Gallan



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

Gallan was located in the Shore/Plains at 3024.

She was ordered to refuse all personal challenges.

She was ordered to influence their population center loyalty. She 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.

She is traveling with Glóredhel in the Shore/Plains at 3024. The Major Town/Tower of Osgiliath flying the flag of the South Kingdom is here.

Glóredhel



Ranks : Command 10 Agent 67 Emissary 0 Mage 15
 Health 100 Stealth 0 Challenge 56
 Artifacts : None
 Spells (+0) : #302 Long Stride(49)

Glóredhel was located in the Shore/Plains at 3024.

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

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

She commands a company in the Shore/Plains at 3024. The Major Town/Tower of Osgiliath flying the flag of the South Kingdom is here.

Gorlim



Ranks : Command 59 Agent 0 Emissary 0 Mage 38
 Health 100 Stealth 0 Challenge 68
 Artifacts : None

Spells (+0) : #4 Major Heal(85) #302 Long Stride(96) #412 Research Artifact(59)

Gorlim was located in the Mountains at 3328.

She was ordered to have the nation sell to the caravans. 4702 Leather were sold for 9404 Gold.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

She commands an army in the Mountains at 3328. The City/Tower of Androth flying the flag of the Sapphic Enclave is here.

Grieta



Ranks : Command 0 Agent 0 Emissary 0 Mage 62
 Health 100 Stealth 0 Challenge 62
 Artifacts : None

Spells (+0) : #104 Resistances(85) #214 Call Winds(88) #308 Capital Return(63)
 #414 Scry Hex(72) #508 Conjure Mounts(91)

Grieta was located in the Mountains at 3328.

She was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 300 Mounts were conjured.

She was ordered to prentice magery. The prentice magery was successful and her Mage rank has been improved.

She is currently in the Mountains at 3328. The City/Tower of Androth flying the flag of the Sapphic Enclave is here.

Halbarad



Ranks : Command 51 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 51
 Artifacts : None
 Spells (+0) : None

Halbarad was located in the Mountains at 3124.

She was ordered to move and join the army. She accepted the movement orders. She joined the army commanded by Valandil.

She was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Hathaldir of the Ground Pounders with about 800 troops at 3024. See report below.

She is traveling with Valandil in the Shore/Plains at 3024. The Major Town/Tower of Osgiliath flying the flag of the South Kingdom is here.

Haleth



Ranks : Command 54 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 54
 Artifacts : None
 Spells (+0) : None

Haleth was located in the Mountains at 3530.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She was ordered to recruit some heavy infantry. 300 Heavy Infantry w/Bronze weapons and Steel armor were recruited.

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

She commands an army in the Mountains at 3530. The Town/Fort of Aughaur flying the flag of the Sapphic Enclave is here.

Igbert



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

Igbert was located in the Mountains at 3426.

He was ordered to sell to the caravans. 18 Mithril were sold for 108 Gold.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to recruit some heavy infantry. 300 Heavy Infantry w/Wood weapons and Bronze armor were recruited.

He commands an army in the Mountains at 3426. The Town/Tower of Wilóke flying the flag of the Sapphic Enclave is here.

Marach



Ranks : Command 0 Agent 0 Emissary 0 Mage 70
 Health 100 Stealth 0 Challenge 70
 Artifacts : None

Spells (+0) : #102 Barriers(94) #210 Words of Calm(84) #302 Long Stride(100)
 #406 Divine Army(80) #508 Conjure Mounts(90)

Marach was located in the Mountains at 3328.

She was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 340 Mounts were conjured.

She was ordered to prentice magery. The prentice magery was successful and her Mage rank has been improved.

She is currently in the Mountains at 3328. The City/Tower of Androth flying the flag of the Sapphic Enclave is here.

Nienor



Ranks : Command 0 Agent 0 Emissary 83 Mage 60
 Health 100 Stealth 0 Challenge 70
 Artifacts : None

Spells (+0) : #412 Research Artifact(94) #413 Scry Population Center(96)
 #415 Scry Area(83) #418 Locate Artifact(96) #428 Locate Artifact True(69)
 #508 Conjure Mounts(84)

Nienor was located in the Desert Wastes at 2837.

She was ordered to join a company. She joined the company commanded by Batby.

She moved with the company to 2436.

She was ordered to cast a lore spell. Locate Artifact - artifact #34, an Amulet, is possessed by Ulgerik at or near 4228.

She is traveling with Batby in the Hills & Rough at 2436. The un-owned Ruins of Tyarretta is here.

Oruthan



Ranks : Command 33 Agent 77 (87) Emissary 0 Mage 42
 Health 100 Stealth 0 Challenge 83
 Artifacts : #136 Cloak of the Heavens
 Spells (+0) : #104 Resistances(86) #412 Research Artifact(99)
 #418 Locate Artifact(55) #508 Conjure Mounts(91)

Oruthan was located in the Shore/Plains at 3024.

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

She was ordered to join a company. She joined the company commanded by Glóredhel.

She is traveling with Glóredhel in the Shore/Plains at 3024. The Major Town/Tower of Osgiliath flying the flag of the South Kingdom is here.

Rufus



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

Rufus was located in the Mountains at 3124.

He was ordered to refuse all personal challenges.

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

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

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He commands an army in the Mountains at 3124. The un-owned Ruins/Tower of Minas Ithil is here.

Ugbert



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

Ugbert was located in the Hills & Rough at 3723.

He was ordered to sell to the caravans. 321 Food were sold for 321 Gold.

He was ordered to hire an army. An army of 300 Heavy Infantry with 1 Food was hired.

He commands an army in the Hills & Rough at 3723. The Town of Ashpit flying the flag of the Sapphic Enclave is here.

Ulbar



Ranks : Command 0 Agent 0 Emissary 74 Mage 15
 Health 100 Stealth 0 Challenge 40
 Artifacts : None
 Spells (+0) : #416 Reveal Production(99)

Ulbar was located in the Shore/Plains at 3024.

She was ordered to refuse all personal challenges.

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

She is traveling with Glóredhel in the Shore/Plains at 3024. The Major Town/Tower of Osgiliath flying the flag of the South Kingdom is here.

Valandil



Ranks : Command 66 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 66
 Artifacts : None
 Spells (+0) : None

Valandil was located in the Mountains at 3224.

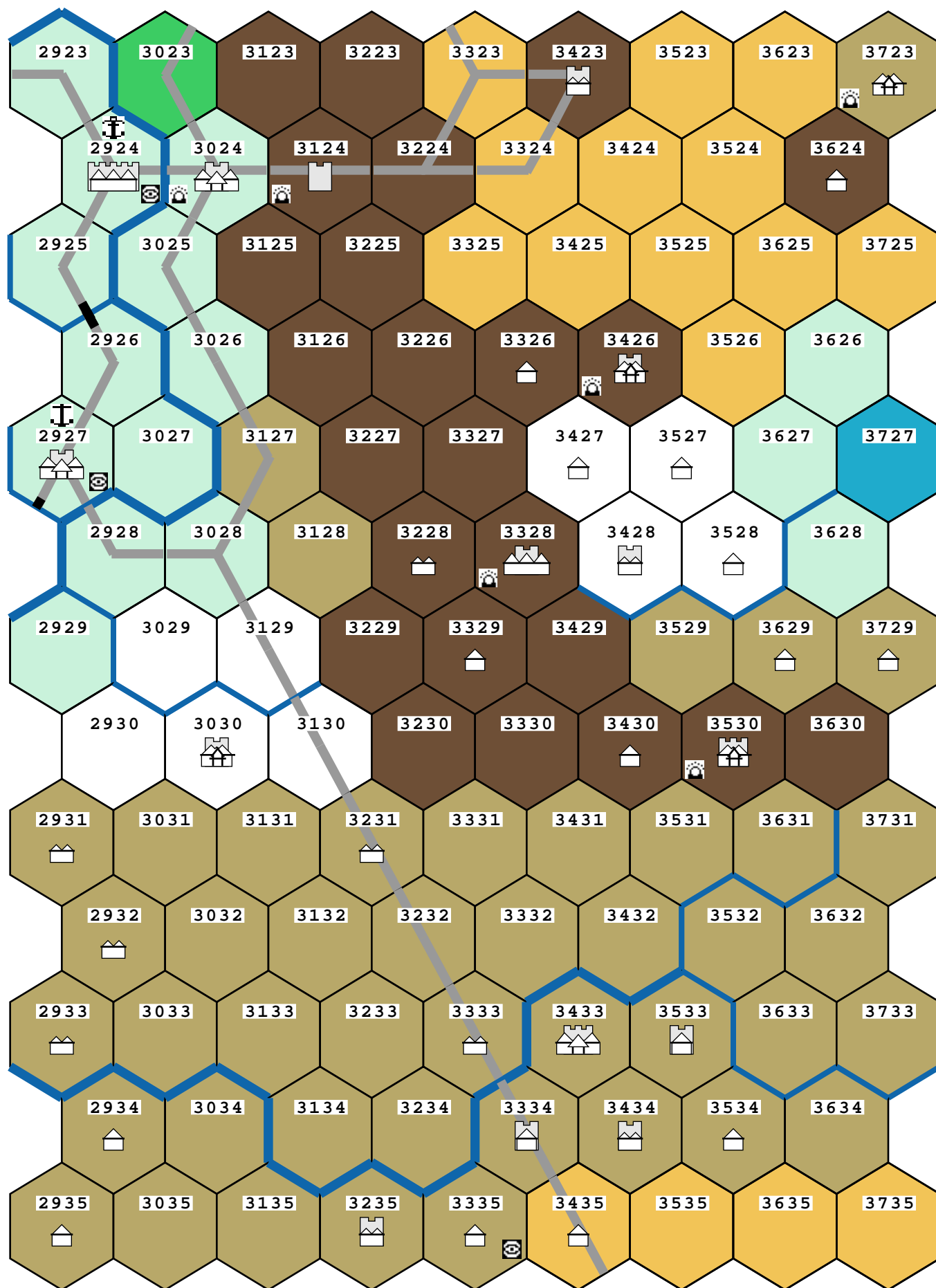
Lack of Food may have affected army movement.

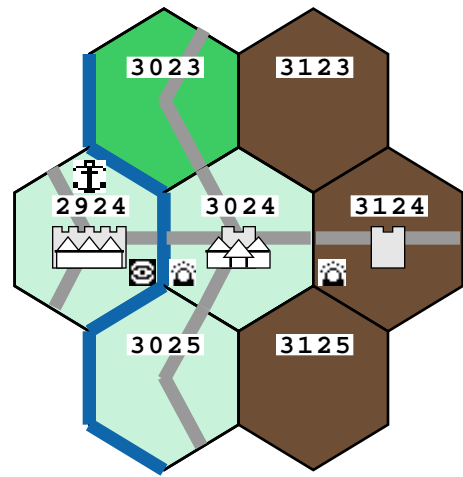
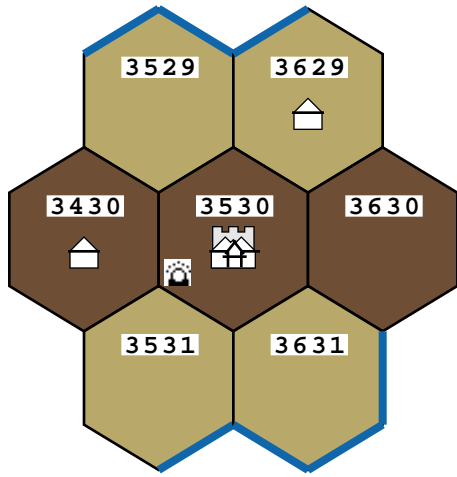
Lack of Food restricted the army morale.

She was ordered to put some troops on maneuvers. The maneuvers for the Heavy Cavalry were completed.

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

She commands an army in the Shore/Plains at 3024. The Major Town/Tower of Osgiliath flying the flag of the South Kingdom is here.







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Game #      : 141
Player #    : 7
Turn #      : 28
Security #  : 6293
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Return this turnsheet before OCTOBER 20 2013

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

Daytime Phone #: _____

Batby (ID: batby) @ 2436 Command

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

Dervorin (ID: dervo) @ 3024 Emissary

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

Gallan (ID: galla) @ 3024 Emissary

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

Glóredhel (ID: glore) @ 3024 Command Agent Mage

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

Gorlim (ID: gorli) @ 3328 Command Mage

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

Grieta (ID: griet) @ 3328 Mage

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

Halbarad (ID: halba) @ 3024 Command

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

Haleth (ID: halet) @ 3530 Command

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

Igbert (ID: igber) @ 3426 Command

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

Marach (ID: marac) @ 3328 Mage

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

Nienor (ID: nieno) @ 2436 Emissary Mage

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

Oruthan (ID: oruth) @ 3024 Command Agent Mage

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

Rufus (ID: rufus) @ 3124 Command

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

Ugbert (ID: ugber) @ 3723 Command

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

Ulbar (ID: ulbar) @ 3024 Emissary Mage

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

Valandil (ID: valan) @ 3024 Command

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