

MEPBM Games
presents

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



GAME # 141



Lohmai'gwaith

Victory points : 667
 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 :

Alvernus [1466] Once Upon a Time [1150] Sing a Song [1117]

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 #	:	24
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	4564
Special Service	:	YES

Lohmai'gwaith

(A Free People)

Season : Summer

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

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

Size : Town	Fortifications : Tower	Loyalty : 57	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	852	126	0	0
Current stores	0	0	378	0	861	126	0	-

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

Size : Major Town	Fortifications : Tower	Loyalty : 67	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	196	124	0	0
Current stores	0	2029	0	2	198	124	0	-

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

Bragol Location : @ 3116 in Open Plains Climate is Warm

Size : Village	Fortifications : Tower	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	168	0	0	0	416	0	16	0
Current stores	168	0	0	0	420	0	56	-

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

Size : Village	Fortifications : None	Loyalty : 23	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	252	0	0	0	396	0	7	0
Current stores	252	0	0	0	400	0	25	-

Greywood Location : @ 2813 in Mixed Forest Climate is Warm

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	0	0	0	304	304	0	0
Current stores	0	0	0	0	307	304	0	-

Lhugorod Location : @ 3107 in Mountains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 16	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	230	0	20	0	0	0	1100
Current stores	0	0	0	1	0	0	0	-

Naith Location : @ 2816 in Open Plains Climate is Warm

Size : Town	Fortifications : None	Loyalty : 20	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	228	0	0	0	450	0	6	0
Current stores	228	0	0	0	455	0	21	-

Nim Sereg Location : @ 2818 in Open Plains Climate is Warm

Size : City	Fortifications : Fort	Loyalty : 33	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	38	0	0	0	122	0	4	0
Current stores	2038	0	0	0	121	0	1014	-

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

Orodnim Location : @ 2408 in Mountains Climate is Cool
 Size : Village Fortifications : None Loyalty : 24 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 136 104 0 0 0 0 1000
 Current stores 0 0 0 0 0 0 0 -

Sein Ithil Location : @ 2814 in Mixed Forest Climate is Warm
 Size : Town Fortifications : Tower Loyalty : 27 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 468 66 0 700
 Current stores 0 0 0 0 473 66 0 -

Tad Eithel Location : @ 2713 in Mixed Forest Climate is Warm
 Size : Camp Fortifications : None Loyalty : 45 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 700 260 0 0
 Current stores 0 0 0 0 707 260 0 -

The Lost Tavern Location : @ 3017 in Open Plains Climate is Warm
 Size : Camp Fortifications : None Loyalty : 17 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 170 0 0 0 750 0 30 0
 Current stores 170 0 0 0 758 0 212 -

ARMIES AND NAVIES

Army Commander : Commander Benedict Location : @ 2818 in Open Plains Climate is Warm
 Army morale : 42 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 28 10 60 100 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 1 Low Supplies !!
 War machines 0
 The City/Fort of Nim Sereg flying the flag of the Lohmai'gwaith is here.

Army Commander : Captain Falstaff Location : @ 2915 in Mixed Forest Climate is Warm
 Army morale : 54 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 27 10 10 149 Heavy Infantry
 Wood Elf archers w/long bows 25 60 0 400 Archers
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0
 The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.

Army Commander : Captain Garibaldi Location : @ 2817 in Hills & Rough Climate is Warm
 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 30 500 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 2 Low Supplies !!
 War machines 0

The Village/Tower of Elensarn flying the flag of the Red Witches is here.
 A small army bearing the banner of the Red Witches under Captain Samael is here.
 A small army bearing the banner of the Lohmai'gwaith under Hero Segucu is here.

Army Commander : Commander Orpheus the Dark Location : @ 2321 in Mountains Climate is Cool
 Army morale : 32 Warships : 0 Transports : 0 (7) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 29 10 23 1700 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 Hodrond flying the flag of the Benîm an Pharazôn is here.

Army Commander : Hero Segucu Location : @ 2817 in Hills & Rough Climate is Warm
 Army morale : 27 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 25 10 0 408 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
The Village/Tower of Elensarn flying the flag of the Red Witches is here.
 A small army bearing the banner of the Lohmai'gwaith under Captain Garibaldi is here.
A small army bearing the banner of the Red Witches under Captain Samael is here.

Army Commander : Captain Signette Location : @ 2420 in Open Plains Climate is Warm
 Army morale : 28 Warships : 0 Transports : 0 (5) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 26 10 0 1100 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	27683	18477	6409	4448	290847	28107	4057
Purchase at market price/unit	3	3	5	12	2	3	8
Sell to market price/unit	1	1	3	6	1	1	4

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 16628	Leather	2856	856
Pop Centers : 3000	Bronze	2029	366
Characters : 18640	Steel	378	104
	Mithril	3	20
Total : 38268	Food	4700	4654
	Timber	880	880
Current Tax rate : 60%	Mounts	1328	63
Revenue expected next turn : 28300 (-9968)			
Current Gold reserve : 27			

Ritual character terminations: 4

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:

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 Village of Elensarn at 2817

NATION MESSAGES

*There are rumors of an encounter involving Trallor at 4129.
 1000 Mounts transported from the Sapphic Enclave to Nim Sereg.
 2000 Leather transported from the Sapphic Enclave to Nim Sereg.*

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 2319

In the Warm climate of the Open Plains of 2319, a conflict took place in the early morning hours in high winds.

At the head of a demoralized army rode **Regent Guarmath** of the nation of the Great Trollusk. 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
2500 Mixed Mannish horsemen w/shortswords	bronze/steel	steel	a mob

At the head of a rebellious army rode **Captain Otto** 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
731 Wood Elf footsoldiers w/broadswords	wooden	none/leather	ragged ranks

At the head of a calm army rode **Commander Fletcher** of the nation of the Sundered. 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
1016 Wood Elf footsoldiers w/broadswords	wooden/bronze	leather/bronze	ragged ranks

At the head of a rebellious army rode **Veteran Yazhgar** of the nation of the Sheri-Urk. 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
2466 Mixed Mannish footmen w/battle axes	wooden	none/leather	a mob

Report from Otto.....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 passed down the ranks.. Head straight for them and then strike the left flank...the left flank!

Against the forces of Guarmath, when we hit their flank, they attempted to surround us.

Against the forces of Yazhgar, we hit their flank and they hit ours.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Huorns and Ents** walked majestically through the fearful ranks of their enemies, bringing death and fear to those that attempted to thwart their progress! **Willow** rode among the troops with her glowing Sword, exhorting them to do their best and daring the enemy to meet her.

Report from Otto.....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.

Commanders on the scene ordered their troops to salvage what they could from the remains of the enemy forces..

Regent Guarmath: 262 Food

Veteran Yazhgar: 27 Food

After the battle.... Guarmath's forces were victorious in the battle, but suffered minor losses. Guarmath appeared to have survived. Otto's forces were destroyed/routed in the battle. Otto appeared to have survived but suffers from light wounds. Fletcher's forces were destroyed/routed in the battle. Fletcher was captured. Yazhgar's forces were victorious in the battle, but suffered severe losses. Yazhgar 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.....
Angamir	215	RfsPers	
Angamir	810	MovChar	2715
Benedict	315	PrchCar	br 1500
Benedict	430	TrpsMan	hi
Dagnirgul	215	RfsPers	
Dagnirgul	810	MovChar	2915
Falstaff	416	Archers	400
Falstaff	947	NatTran	2915 br 100
Garibaldi	770	HrArmy	500 hi ^ br 2
Garibaldi	850	MovArmy	nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Hecate	615	Assass	hamis
Hecate	810	MovChar	2218
Iago the Lucky	525	InfOthr	
Iago the Lucky	810	MovChar	3107
Lassiter	325	NatSell	mi 99
Lassiter	605	GrdLoc	
Lavinia	810	MovChar	2218
Lavinia	930	ScoChar	
Maedengil	520	InfYour	
Maedengil	810	MovChar	2617
Orpheus the Dark	430	TrpsMan	hi
Orpheus the Dark	860	ForcMar	w w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Otto	215	RfsPers	
Otto	230	AttEnemy	fl
Pericles	520	InfYour	
Pericles	810	MovChar	2816
Segucu	408	HvInfan	300 ^ ^
Segucu	850	MovArmy	se se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Signette	430	TrpsMan	hi
Signette	860	ForcMar	w sw w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Sotida	810	MovChar	2218
Sotida	930	ScoChar	
Umbridge	605	GrdLoc	
Umbridge	947	NatTran	2715 st 100

Angamir



Ranks : Command 50 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 65
 Artifacts : #26 Anarmacil/
 Spells (+0) : None

Angamir was located in the Hills & Rough at 2717.

She was ordered to refuse all personal challenges.

She was challenged by Hamishar to personal combat, but refused. Hamishar gained personal honor.

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

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

Benedict



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

Benedict was located in the Open Plains at 2818.

He was ordered to purchase from the caravans. 1500 Bronze were bought for 3000 Gold.

He was ordered to put some troops on maneuvers. The maneuvers for the Heavy Infantry were completed.

He commands an army in the Open Plains at 2818. The City/Fort of Nim Sereg 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 Open Plains at 2319.

He was ordered to refuse all personal challenges.

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.

Falstaff



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

Falstaff was located in the Mixed Forest at 2915.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to recruit some archers. 400 Archers were recruited.

He was ordered to have the nation transport by the caravans. 2029 Bronze (+10%) transported to Aredol.

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 46 Agent 0 Emissary 0 Mage 0
 Health 78 Stealth 0 Challenge 61
 Artifacts : #140 Gersebroc✓
 Spells (+0) : None

Garibaldi was located in the Open Plains at 2818.

He was ordered to hire an army. An army of 500 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 Hills & Rough at 2817. The Village/Tower of Elensarn flying the flag of the Red Witches is here.

Hecate



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

Hecate was located in the Hills & Rough at 2717.

Hecate was assassinated.

She was ordered to assassinate a character. She was not permitted orders because she has died.

She was ordered to move. She was not permitted orders because she has died.

Iago the Lucky



Ranks : Command 0 Agent 0 Emissary 91 Mage 10
 Health 98 Stealth 0 Challenge 47
 Artifacts : None
 Spells (+0) : #412 Research Artifact(89)

Iago the Lucky was located in the Hills & Rough at 2617.

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

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

He is currently in the Mountains at 3107. The Camp of Lhugorod flying the flag of the Lohmai'gwaith is here.

Lassiter



Ranks : Command 0 Agent 48 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 36
 Artifacts : None
 Spells (+0) : None

Lassiter was located in the Mixed Forest at 2915.

He was ordered to have the nation sell to the caravans. 283 Mithril were sold for 10188 Gold.

He was ordered to guard the location. Aredol was guarded.

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 52 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Lavinia was located in the Hills & Rough at 2817.

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

She was ordered to scout for any characters. A scout for characters was attempted. Found: An unknown Free People Male. Valandil - Free People Male. Captain Ulcathur - Sheri-Urk. Captain Tisha - Sheri-Urk. One or more reports may be incorrect. Nothing else was reported at this time.

She is currently in the Mixed Forest at 2218. The Town/Tower of Cataract Glen flying the flag of the Sundered is here.

Maedengil



Ranks : Command 0 Agent 0 Emissary 81 Mage 30
 Health 100 Stealth 0 Challenge 47
 Artifacts : None

Spells (+0) : #302 Long Stride(96) #413 Scry Population Center(72)
 #415 Scry Area(67)

Maedengil was located in the Open Plains at 2816.

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

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

He is currently in the Hills & Rough at 2617. The Camp of Crossing flying the flag of the Red Witches is here.

Orpheus the Dark



Ranks : Command 34 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 34
 Artifacts : None

Spells (+0) : None

Orpheus the Dark was located in the Mixed Forest at 2521.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to put some troops on maneuvers. The maneuvers for the Heavy Infantry were completed.

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

He commands an army in the Mountains at 2321. The Village of Hodrond flying the flag of the Benîm an Pharazôn is here.

Otto



Ranks : Command 44 Agent 0 Emissary 0 Mage 0
 Health 83 Stealth 0 Challenge 44
 Artifacts : None

Spells (+0) : None

Otto was located in the Open Plains at 2319.

He was ordered to refuse all personal challenges.

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

Otto was wounded during combat.

He is currently in the Open Plains at 2319.

Pericles



Ranks : Command 12 Agent 0 Emissary 63 Mage 0
 Health 100 Stealth 0 Challenge 34
 Artifacts : None
 Spells (+0) : None

Pericles was located in the Mountains at 2408.

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

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

He is currently in the Open Plains at 2816. The Town of Naith flying the flag of the Lohmai'gwaith is here.

Segucu



Ranks : Command 20 Agent 0 Emissary 33 Mage 0
 Health 100 Stealth 0 Challenge 24
 Artifacts : None
 Spells (+0) : None

Segucu was located in the Mixed Forest at 2715.

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 No armor were recruited.

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

He commands an army in the Hills & Rough at 2817. The Village/Tower of Elensarn flying the flag of the Red Witches is here.

Signette



Ranks : Command 42 Agent 0 Emissary 0 Mage 18
 Health 100 Stealth 0 Challenge 46
 Artifacts : None
 Spells (+0) : #412 Research Artifact(50)

Signette was located in the Open Plains at 2719.

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 Infantry were completed.

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

She commands an army in the Open Plains at 2420.

Sotida



Ranks : Command 0 Agent 70 Emissary 0 Mage 34
 Health 100 Stealth 0 Challenge 60
 Artifacts : None

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

Sotida was located in the Hills & Rough at 2817.

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

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

Found: Haleth - Free People Male. Captain Ulcathur - Sheri-Urk. Captain Tisha - Sheri-Urk. One or more reports may be incorrect. Nothing else was reported at this time.

She is currently in the Mixed Forest at 2218. The Town/Tower of Cataract Glen flying the flag of the Sundered is here.

Umbridge



Ranks : Command 0 Agent 37 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 27
 Artifacts : None

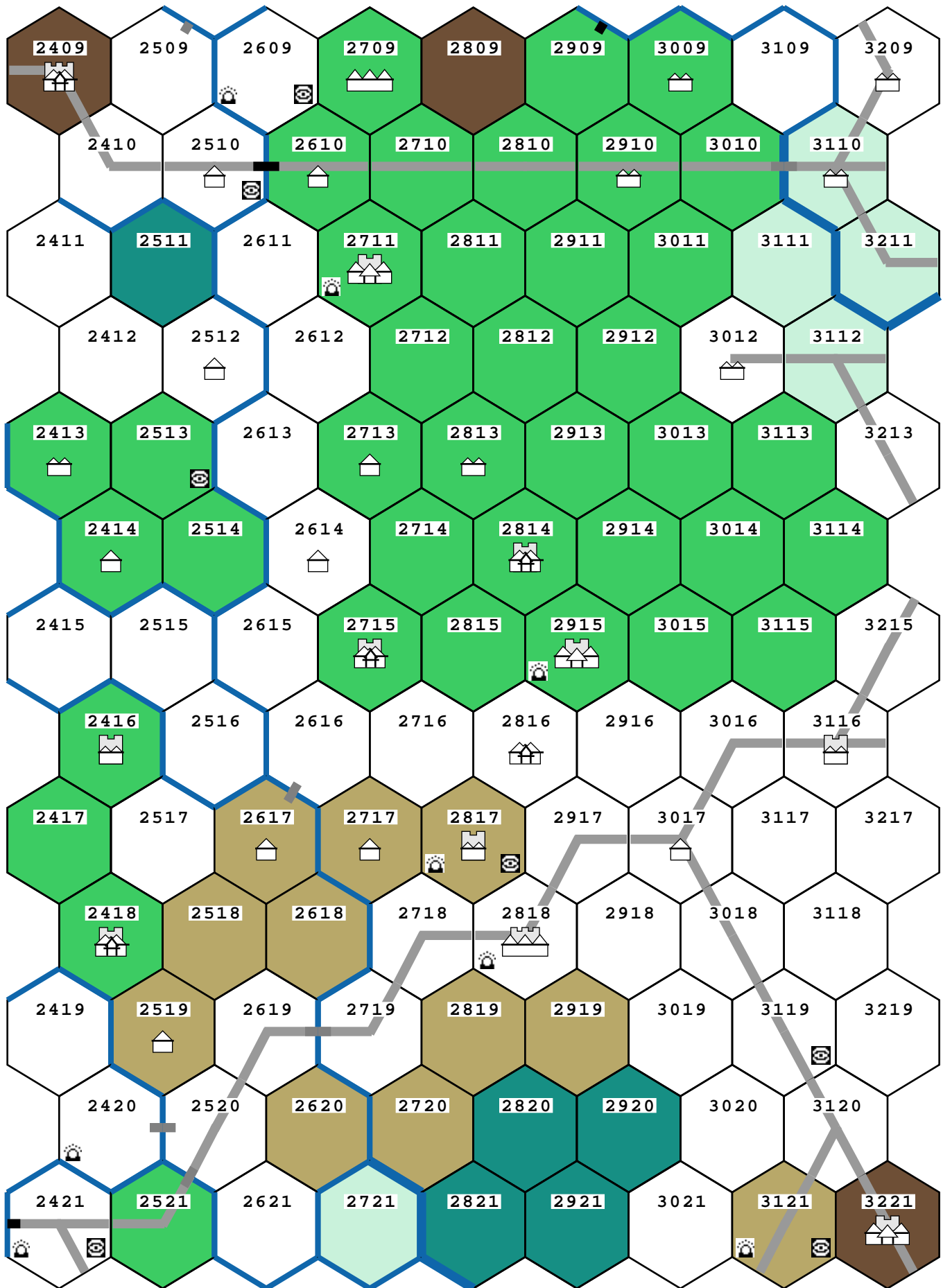
Spells (+0) : None

Umbridge was located in the Mixed Forest at 2915.

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

She was ordered to have the nation transport by the caravans. 378 Steel (+10%) transported to Amon Lanc.

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



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

Falstaff (ID: falst) @ 2915 Command

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

Garibaldi (ID: garib) @ 2817 Command

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

Iago the Lucky (ID: iago) @ 3107 Emissary Mage

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

Lassiter (ID: lassi) @ 2915 Agent

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

Lavinia (ID: lavin) @ 2218 Agent

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

Maedengil (ID: maede) @ 2617 Emissary Mage

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

Orpheus the Dark (ID: orphe) @ 2321 Command

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

Otto (ID: otto) @ 2319 Command

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

Pericles (ID: peric) @ 2816 Command Emissary

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

Segucu (ID: seguc) @ 2817 Command Emissary

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

Signette (ID: signe) @ 2420 Command Mage

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

Sotida (ID: sotid) @ 2218 Agent Mage

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

Umbridge

(ID: umbri) @ 2915 Agent

Agent

Order -> # Code Type

Order -> # Code Type

Required

Information

Required

Information