

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 [1275] Once Upon a Time [1183] Wise Council [975]

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 #	:	31
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	3371
Special Service	:	YES

Lohmai'gwaith

(A Free People)

Season : Fall

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 Benim 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 : Camp	Fortifications : None	Loyalty : 13	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	261	0	0	0	648	0	18	0
Current stores	783	0	0	0	7	0	0	-

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

Size : Camp	Fortifications : Tower	Loyalty : 27	Docks : None	Hidden ? : No	Sieged ? : YES			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	1278	189	0	0
Current stores	0	0	0	0	0	151	0	-

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

Size : Major Town	Fortifications : Tower	Loyalty : 41	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	0	1287	0	1	2	112	0	-

Foreign characters reported in the hex : - **Moghai.**

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

An army bearing the banner of the Lohmai'gwaith under Lord Falstaff is here.

An army bearing the banner of the Twilight Hammer under Captain Hephziba is here.

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

Barad Lagrim Location : @ 2022 in Mountains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 71	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	134	0	5	0	0	0	660
Current stores	0	0	0	11	0	0	0	-

Foreign characters reported in the hex : - **Korsikhos.****An army bearing the banner of the Red Witches under Lord Ivanosh is here.**

Bragol Location : @ 3116 in Open Plains Climate is Mild

Size : Village	Fortifications : Tower	Loyalty : 13	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	453	0	0	0	4	0	0	-

Crossing Location : @ 2617 in Hills & Rough Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 58	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	126	0	70	0	0	0	0	1500
Current stores	378	0	350	0	0	0	0	-

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

Size : Camp	Fortifications : None	Loyalty : 4	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	280	0	0	0	440	0	8	0
Current stores	672	0	0	0	4	0	0	-

Forests Edge

Location : @ 2418 in Mixed Forest Climate is Mild

Size : Village	Fortifications : Tower	Loyalty : 8	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	194	302	0	0
Current stores	0	0	0	0	2	302	0	-

Greywood

Location : @ 2813 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 2	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	342	342	0	0
Current stores	0	0	0	0	3	274	0	-

Lhugorod

Location : @ 3107 in Mountains Climate is Cold

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	138	0	12	0	0	0	660
Current stores	0	0	0	38	0	0	0	-

Nim Sereg

Location : @ 2818 in Open Plains Climate is Mild

Size : City	Fortifications : Fort	Loyalty : 42	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	34	0	0	0	110	0	4	0
Current stores	1102	0	0	0	1	0	0	-

An army bearing the banner of the Lohmai'gwaith under Commander Orpheus the Dark is here.

Orodnim

Location : @ 2408 in Mountains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 22	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	0	476	0	0	0	0	-

Sein Ithil

Location : @ 2814 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 20	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	3	59	0	-

Foreign characters reported in the hex : - **Cora Crimsoneye**.

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

Tad Eithel

Location : @ 2713 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 28	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	630	234	0	0
Current stores	0	0	0	0	6	234	0	-

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

Location : @ 2814 in Mixed Forest Climate is Mild

Army morale : 38 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	0	
Armor	0	0	0	0	
Food	1	Low Supplies !!			
War machines	0				

The Town/Tower of Sein Ithil flying the flag of the Lohmai'gwaith is here.

A small army bearing the banner of the Red Witches under General Hamishar is here.

Army Commander : Captain Dagnirgul 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 archers w/long bows	29	60	0	100	Archers

Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 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.
 An army bearing the banner of the Lohmai'gwaith under Lord Falstaff is here.
An army bearing the banner of the Twilight Hammer under Captain Hephziba is here.
 An army bearing the banner of the Lohmai'gwaith under Captain Signette is here.

Army Commander : Lord Falstaff Location : @ 2915 in Mixed Forest Climate is Mild
 Army morale : 40 Warships : 0 Transports : 0 (6) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords	29	16	9	1118	Heavy Infantry
Wood Elf archers w/long bows	32	60	0	232	Archers

Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 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.
 A small army bearing the banner of the Lohmai'gwaith under Captain Dagnirgul is here.
An army bearing the banner of the Twilight Hammer under Captain Hephziba is here.
 An army bearing the banner of the Lohmai'gwaith under Captain Signette is here.

Army Commander : Commander Orpheus the Dark Location : @ 2818 in Open Plains Climate is Mild
 Army morale : 38 Warships : 0 Transports : 0 (6) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords	27	10	0	1300	Heavy Infantry
Wood Elf archers w/long bows	27	60	0	100	Archers

Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0

Characters traveling with army : - Pericles.
 The City/Fort of Nim Sereg flying the flag of the Lohmai'gwaith is here.

Army Commander : Captain Signette Location : @ 2915 in Mixed Forest Climate is Mild
 Army morale : 48 Warships : 0 Transports : 0 (4) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Mixed Elven horseriders w/broadswords	27	10	0	349	Heavy Cavalry
Wood Elf footsoldiers w/broadswords	27	10	0	349	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/Tower of Aredol flying the flag of the Lohmai'gwaith is here.
 A small army bearing the banner of the Lohmai'gwaith under Captain Dagnirgul is here.
 An army bearing the banner of the Lohmai'gwaith under Lord Falstaff is here.
An army bearing the banner of the Twilight Hammer under Captain Hephziba is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	19131	29442	11830	2721	273972	22967	3936
Purchase at market price/unit	3	3	4	16	2	3	8
Sell to market price/unit	2	2	2	9	1	2	5

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

Armies/Navies : 15226
 Pop Centers : 3500
 Characters : 20540
 Total : 39266

Current Tax rate : 60%
 Revenue expected next turn : 23620 (-15646)
 Current Gold reserve : 2652

Totals for Nation:

	Stores	Production
Leather	3388	852
Bronze	1287	354
Steel	826	132
Mithril	50	17
Food	32	4613
Timber	1132	1238
Mounts	0	44

Ritual character terminations: 6

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.

You have hidden the following additional artifacts:

None

NATION MESSAGES

*There are rumors of an armed conflict involving the North Kingdom and the Alvernus at 0611.
 Erebor has dropped to a Camp because of poor loyalty.
 Greywood has dropped to a Camp because of poor loyalty.
 There are rumors of a kidnap attempt involving Nimiror and Moraiza.
 257 Gold was stolen at Aredol.*

ENCOUNTER MESSAGES

None

COMBAT MESSAGES**Battle at 2715**

In the Mild climate of the Mixed Forest of 2715, a conflict took place in the early morning hours in a dense and oppressive fog.

At the head of a calm army rode **Lord Falstaff** 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
1449 Wood Elf footsoldiers w/broadswords	wooden/bronze	none/leather	ragged ranks
300 Wood Elf archers w/long bows	arrows	none	ragged ranks

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

After the battle.... Falstaff'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.... Falstaff's army survived the attack on the Village, but suffered minor losses. Falstaff appeared to have survived. The Village has been reduced to a Camp. The Tower has not been affected. The Camp has been under siege/attack this turn. The Camp now flies the flag of the Lohmai'gwaith.

Battle at 2816

In the Mild climate of the Open Plains of 2816, a conflict took place in the early morning hours under an overcast sky.

At the head of a calm army rode **Captain Signette** of the nation of the Lohmai'gwaith. The mount on which she rode moved calmly to the front of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
400 Mixed Elven horseriders w/broadswords	wooden	none	a mob
400 Wood Elf footsoldiers w/broadswords	wooden	none	a mob

At the head of a highly energetic army rode **Captain Wathiros** of the nation of the Red Witches. 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
188 Mixed Mannish footmen w/battle axes	wooden	none/leather	ragged ranks

Report from Signette.....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 given by the blare of the bugles.. Charge!! Charge!!

Against the forces of Wathiros, they met our charge with their standard formation.

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

Report from Signette.....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. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

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

Battle at 2817

In the Mild climate of the Hills & Rough of 2817, a conflict took place in the early morning hours in high winds.

At the head of a rebellious army rode **Captain Hephziba** of the nation of the Twilight Hammer. 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
1246 Troll footsoldiers w/battle axes	wooden	none	ragged ranks

The Camp of Elensarn flying the flag of the Lohmai'gwaith is situated in the Hills & Rough here. It is fortified by a Tower, and it is under siege or attack.

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

The battle for Elensarn 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.... Hephziba's army survived the attack on the Camp, but suffered minor losses. Hephziba appeared to have survived. The Camp has been reduced to a Ruins. The Tower has not been affected. The Ruins of Elensarn now flies no known flag.

SPECIAL MESSAGES

FREE TURNS! Do you have any friends that would enjoy playing ME-PBM? MEPBM will credit you with a free turn for each NEW player that signs up and mentions your name (New players can only mention one name). If you would like to start a game with several friends, just let us know! Please try to collect all names & required funds, and mail together, when joining with friends. Current player set-ups are: £5.00, new player registrations are: £10.00

Front Sheet

The FrontSheet is now in the main body of the email of each turn you get. This also includes nations available, new games starting up, generic message from us about other aspects of the game as well as game reports. It also has your balance and the conta

ME-PBM Forum and ME-PBM Mailing List

This is to let you know that we have started an ME-PBM forum on our web site. The address for the web site is www.MiddleEarthGames.com. From there, you can go to links that allow you to log into the message board and to subscribe to the mailing list.

ORDERS GIVEN

Character	Order #	Order Code	Additional Information.....
Angamir	770	HrArmy	300 hi ^ ^ 1
Angamir	860	ForcMar	sw ne ^ ^ ^ ^ ^ ^ ^ ^ no
Benedict	850	MovArmy	e e e e e e ne nw nw ^ ^ ^ ^ no
Benedict	770	HrArmy	151 hc ^ le 1
Dagnirgul	300	ChTaxRt	60
Dagnirgul	325	NatSell	fo 99
Falstaff	255	CptrPop	st
Falstaff	860	ForcMar	e e ^ ^ ^ ^ ^ ^ ^ ^ no

Iago the Lucky	215	RfsPers	
Iago the Lucky	525	InfOthr	
Lassiter	690	StlGold	
Lassiter	810	MovChar	2322
Lavinia	810	MovChar	2818
Lavinia	930	ScoChar	
Maedengil	525	InfOthr	
Maedengil	810	MovChar	2214
Orpheus the Dark	435	ArmyMan	
Orpheus the Dark	925	Recon	
Otto	315	PrchCar	mo 151
Otto	810	MovChar	2915
Pericles	315	PrchCar	le 1000
Pericles	408	HvInfan	500 ^ ^
Segucu	810	MovChar	2915
Segucu	947	NatTran	2915 br 100
Signette	230	AttEnmy	ch
Signette	860	ForcMar	ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Sotida	615	Assass	galla
Sotida	810	MovChar	2818
Umbridge	325	NatSell	mo 100
Umbridge	610	GrdChar	dagni

Angamir



Ranks : Command 54 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 69
 Artifacts : #26 Anarmacil/
 Spells (+0) : None

Angamir was located in the Mixed Forest at 2814.

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

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

She commands an army in the Mixed Forest at 2814. The Town/Tower of Sein Ithil 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 3116.

He was ordered to hire an army. The troops hired was changed because there were insufficient mounts. No army was hired.

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 Open Plains at 3116. The Village/Tower of Bragol flying the flag of the Lohmai'gwaith is here.

Dagnirgul



Ranks : Command 44 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 44
 Artifacts : None
 Spells (+0) : None

Dagnirgul was located in the Mixed Forest at 2915.

He was ordered to change the tax rate. The tax rate was changed to 60. Loyalty has been affected.

He was ordered to have the nation sell to the caravans. 3179 Food were sold for 3179 Gold.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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.

Falstaff



Ranks : Command 52 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 52
 Artifacts : None
 Spells (+0) : None

Falstaff was located in the Mixed Forest at 2715.

He was ordered to capture the Village 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 2915. The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.

Iago the Lucky



Ranks : Command 0 Agent 0 Emissary 98 Mage 19
 Health 100 Stealth 0 Challenge 53
 Artifacts : None
 Spells (+0) : #412 Research Artifact(89)

Iago the Lucky was located in the Mountains at 2214.

He was ordered to refuse all personal challenges.

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

He is currently in the Mountains at 2214. The Major Town of Overview flying the flag of the Wise Council is here.

Lassiter



Ranks : Command 0 Agent 64 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 48
 Artifacts : None
 Spells (+0) : None

Lassiter was located in the Mountains at 1523.

He was ordered to steal the Gold. 2652 Gold was stolen at Deep Cove.

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

He is currently in the Mountains at 2322. The Town of Olekhai flying the flag of the Red Witches is here.

Lavinia



Ranks : Command 0 Agent 69 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 51
 Artifacts : None
 Spells (+0) : None

Lavinia was located in the Open Plains at 2816.

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: Halbarad - Free People Female. One or more reports may be incorrect. Nothing else was reported at this time.

She is currently in the Open Plains at 2818. The City/Fort of Nim Sereg flying the flag of the Lohmai'gwaith is here.

Maedengil



Ranks : Command 0 Agent 0 Emissary 89 Mage 30
 Health 100 Stealth 0 Challenge 51
 Artifacts : None

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

Maedengil was located in the Mountains at 2217.

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

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

He is currently in the Mountains at 2214. The Major Town of Overview flying the flag of the Wise Council is here.

Orpheus the Dark



Ranks : Command 38 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 38
 Artifacts : None
 Spells (+0) : None

Orpheus the Dark was located in the Open Plains at 2818.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to put the army on maneuvers. The maneuvers for the army were completed.

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

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.

Otto



Ranks : Command 48 Agent 0 Emissary 0 Mage 0
 Health 81 Stealth 0 Challenge 48
 Artifacts : None
 Spells (+0) : None

Otto was located in the Open Plains at 3116.

He was ordered to purchase from the caravans. 151 Mounts were bought for 906 Gold.

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.

Pericles



Ranks : Command 21 Agent 0 Emissary 67 Mage 0
 Health 100 Stealth 0 Challenge 38
 Artifacts : None
 Spells (+0) : None

Pericles was located in the Open Plains at 2818.

He was ordered to purchase from the caravans. 1000 Leather were bought for 2000 Gold.

He was ordered to recruit some heavy infantry. 500 Heavy Infantry w/Wood weapons and No armor were recruited.

He is traveling with Orpheus the Dark in the Open Plains at 2818. The City/Fort of Nim Sereg flying the flag of the Lohmai'gwaith is here.

Segucu



Ranks : Command 26 Agent 0 Emissary 41 Mage 0
 Health 100 Stealth 0 Challenge 31
 Artifacts : None
 Spells (+0) : None

Segucu was located in the Open Plains at 2816.

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

He was ordered to have the nation transport by the caravans. 1287 Bronze (+10%) transported to Aredol.

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

Signette



Ranks : Command 48 Agent 0 Emissary 0 Mage 20
 Health 100 Stealth 0 Challenge 53
 Artifacts : None
 Spells (+0) : #412 Research Artifact(50)

Signette was located in the Open Plains at 2816.

She was ordered to have her army attack all of her enemies. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

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.

Sotida



Ranks : Command 0 Agent 77 Emissary 0 Mage 36
 Health 100 Stealth 0 Challenge 66
 Artifacts : None

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

Sotida was located in the Open Plains at 2816.

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

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

She is currently in the Open Plains at 2818. The City/Fort of Nim Sereg flying the flag of the Lohmai'gwaith is here.

Umbridge



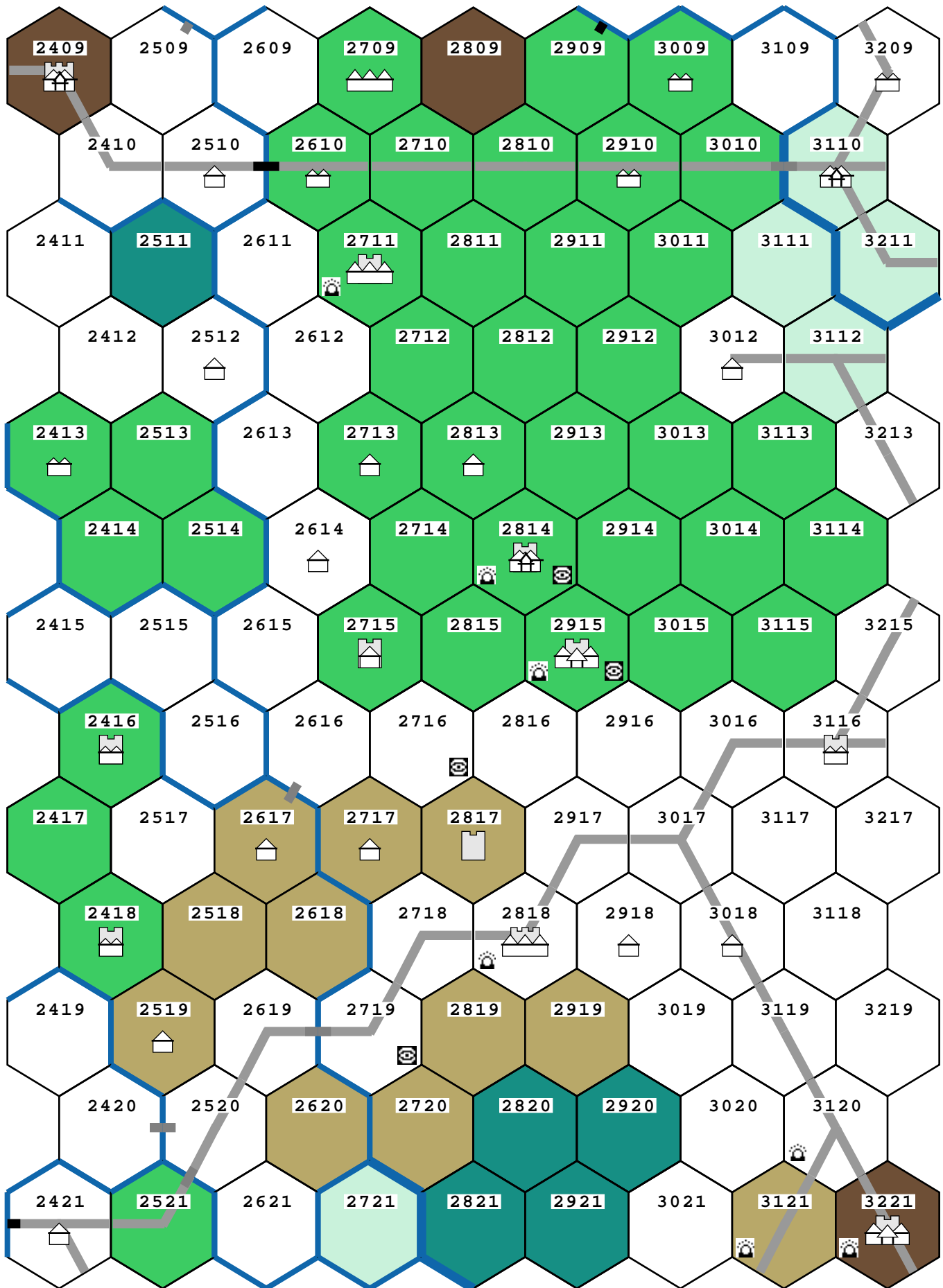
Ranks : Command 0 Agent 50 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 37
 Artifacts : None
 Spells (+0) : None

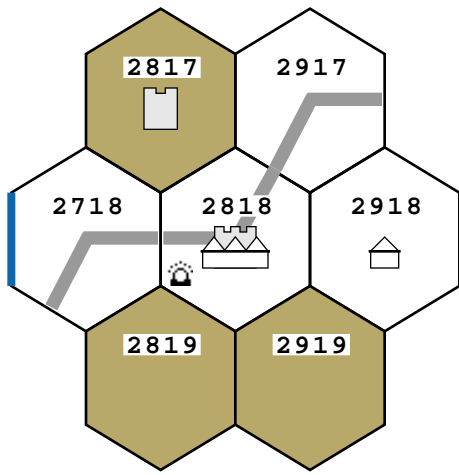
Umbridge was located in the Mixed Forest at 2915.

She was ordered to have the nation sell to the caravans. 1745 Mounts were sold for 5235 Gold.

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

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			_____				
			_____								_____				

Iago the Lucky (ID: iago) @ 2214 Emissary Mage

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

Lassiter (ID: lassl) @ 2322 Agent

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

Lavinia (ID: lavin) @ 2818 Agent

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

Maedengil (ID: maede) @ 2214 Emissary Mage

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

Orpheus the Dark (ID: orphe) @ 2818 Command

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

Otto (ID: otto) @ 2915 Command

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

Pericles (ID: peric) @ 2818 Command Emissary

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

Segucu (ID: seguc) @ 2915 Command Emissary

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

Signette (ID: signe) @ 2915 Command Mage

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

Sotida (ID: sotid) @ 2818 Agent Mage

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

Umbridge (ID: umbri) @ 2915 Agent

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