

MEPBM Games
presents

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



GAME # 141



Sapphic Enclave

Victory points : 675
 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 [1275] Once Upon a Time [1183] Wise Council [975]

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 #	:	31
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	1583
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	: Hated
#14 Dark Feast	: Hated	#15 Twilight Hammer	: Hated	#16 Sh'iar Empire	: Disliked
#17 Great Trollusk	: Disliked	#18 Bením an Pharazôn	: Hated	#19 RhunLandChattelCo	: Hated
#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 Sur Location : @ 2933 in Hills & Rough Climate is Warm

Size : Village	Fortifications : None	Loyalty : 58	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	56	0	472	0	0	1400
Current stores	0	0	112	0	472	0	0	-

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

Size : City	Fortifications : Tower	Loyalty : 83	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	0	49	28	0	0	670	-

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 : 29	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	106	0	0	0	322	0	0	-

Aughaur Location : @ 3530 in Mountains Climate is Cool

Size : Town	Fortifications : Fort	Loyalty : 58	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	84	84	0	0	0	0	-

An army bearing the banner of the Sapphic Enclave under Lord Halbarad is here.

Cúarthol Location : @ 3228 in Mountains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 26	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	136	0	168	0	0	0	-

Esgalduin Location : @ 3428 in Open Plains Climate is Hot

Size : Village	Fortifications : Tower	Loyalty : 26	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	244	0	0	0	205	0	30	-

Galtran Location : @ 3427 in Open Plains Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 31	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	384	0	0	0	536	0	80	-

Malduin Location : @ 3231 in Hills & Rough Climate is Warm
 Size : Camp Fortifications : None Loyalty : 28 Docks : None Hidden ? : No Sieged ? : YES
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 290 0 0 0 930 0 0 1400
 Current stores 232 0 0 0 244 0 0 -

Minas Ithil Location : @ 3124 in Mountains Climate is Cool
 Size : Camp Fortifications : Tower Loyalty : 37 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 380 0 40 0 0 0 1700
 Current stores 0 380 0 120 0 0 0 -

Ninniach Location : @ 3829 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : None Loyalty : 35 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 576 0 236 0 0 0 0 -

Osgiliath Location : @ 3024 in Shore/Plains Climate is Mild
 Size : Town Fortifications : Tower Loyalty : 64 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 227 0 0 0 740 0 49 0
 Current stores 454 0 0 0 739 0 179 -

Sharbhund Location : @ 3333 in Hills & Rough Climate is Warm
 Size : Camp Fortifications : None Loyalty : 24 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 100 0 0 0 20 1200
 Current stores 0 0 260 0 0 0 28 -

Thangor Location : @ 3528 in Open Plains Climate is Hot
 Size : Camp Fortifications : None Loyalty : 19 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 464 0 0 0 312 0 40 -

Tyarretta Location : @ 2436 in Hills & Rough Climate is Warm
 Size : Camp Fortifications : None Loyalty : 39 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 90 0 840 0 30 0
 Current stores 0 0 270 0 840 0 90 -

Unulló Location : @ 3629 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : None Loyalty : 24 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 224 0 0 0 200 0 0 -

Voronwa Location : @ 3527 in Open Plains Climate is Hot
 Size : Camp Fortifications : None Loyalty : 18 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 480 0 0 0 528 0 120 -

Wilóke Location : @ 3426 in Mountains Climate is Cool
 Size : Town Fortifications : Tower Loyalty : 31 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 0 174 0 24 0 0 0 -

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
 Armor 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 Halbarad Location : @ 3530 in Mountains Climate is Cool
 Army morale : 11 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 25 10 0 856 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 1 Low Supplies !!
 War machines 0
 Characters traveling with army : - Valandil.
 The Town/Fort of Aughaur flying the flag of the Sapphic Enclave is here.

Army Commander : Regent Haleth Location : @ 3032 in Hills & Rough Climate is Warm
 Army morale : 3 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 35 19 26 587 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0

Army Commander : Lord Igbert Location : @ 3221 in Mountains Climate is Cool
 Army morale : 1 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 36 10 26 700 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 Morannon flying the flag of the South Kingdom is here.
 An army bearing the banner of the Ground Pounders under Commander Dúnhere is here.
 An army bearing the banner of the Ground Pounders under Warlord Malantur is here.

Army Commander : Captain Rufus Location : @ 3121 in Hills & Rough Climate is Hot
 Army morale : 3 Warships : 0 Transports : 0 (7) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Elven horseriders w/broadswords 34 10 0 426 Heavy Cavalry
 Wood Elf footsoldiers w/broadswords 25 10 0 900 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0

Army Commander : Captain Ugbert Location : @ 4223 in Open Plains Climate is Hot
 Army morale : 1 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 33 10 0 600 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0

COMPANY COMMANDERS :

Commander Batby Location : @ 2732 Traveling with him are : Nienor.
 Veteran Glóredhel Location : @ 2817 Traveling with her are : Oruthan.

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:	Totals for Nation:	Stores	Production
Armies/Navies : 17228	Leather	3164	1756
Pop Centers : 3500	Bronze	774	774
Characters : 25220	Steel	1011	388
	Mithril	340	74
Total : 45948	Food	4398	5085
	Timber	0	0
Current Tax rate : 67%	Mounts	1237	153
Revenue expected next turn : 37425 (-8523)			
Current Gold reserve : 3938			

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 move. She accepted the movement orders.

Double agent Lavinia reports 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.

Soil Nûnaw of the Alvernus @ 0507

Double agent Soil Nûnaw reports he was ordered to assassinate a character. He was not able to assassinate the character because of tight security. He was injured by Calmorik while performing his assassination mission.

Double agent Soil Nûnaw reports he was ordered to move and join the army. He accepted the movement orders. He joined the army commanded by Llewli.

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

None

ENCOUNTER MESSAGES

None

COMBAT MESSAGES**Battle at 3120**

In the Hot climate of the Open Plains of 3120, a conflict took place in the early hours of the evening in high winds.

At the head of a demoralized army rode **Warlord Malantur** of the nation of the Ground Pounders. 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
1400 Plainsman footmen w/broadswords	wooden/bronze	leather/bronze	a mob

At the head of a demoralized army rode **Warlord Valandil** of the nation of the Sapphic Enclave. The mount on which she rode stood cautiously at the rear of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
112 Mixed Elven horseriders w/broadswords	wooden	none	solid ranks

At the head of a rebellious army rode **Captain Guthláf** of the nation of the Ground Pounders. 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
315 Plainsman footmen w/broadswords	wooden	bronze	a mob

At the head of a demoralized army rode **Captain Muranog** of the nation of the South Kingdom. The mount on which he rode stood cautiously at the rear of the battle lines. Behind him the forming ranks were filled with:

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

At the head of a rebellious army rode **Commander Dúnhere** of the nation of the Ground Pounders. 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
1083 Plainsman footmen w/broadswords	wooden/bronze	leather/bronze	a mob

Report from Valandil.....My commanders moved among the troops before battle, readying them, bolstering their

resolve, and issuing last minute orders. The troops needed this encouragement because many feared that they would die in the battle. Finally the order was given in loud commands.. Charge!! Charge!!
Against the forces of Muranog, when we charged, they attempted to surround us.

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

Report from Valandil.....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. 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.... Malantur's forces found no enemy armies to fight. Valandil's forces were victorious in the battle, but suffered some losses. Valandil appeared to have survived. Guthláf's forces were victorious in the battle, but suffered severe losses. Guthláf appeared to have survived. Muranog's forces were destroyed/routed in the battle. Muranog appeared to have survived but suffers from grievous wounds. Dúnhere's forces found no enemy armies to fight.

Battle at 3231

In the Warm climate of the Hills & Rough of 3231, a conflict took place in the hours of late morning in high winds.

At the head of a demoralized army rode **Lord Haleth** of the nation of the Sapphic Enclave. The mount on which she rode stood cautiously at the rear of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
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645 Wood Elf footsoldiers w/broadswords	wooden/bronze	leather/bronze	ragged ranks
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The Village of Malduin flying the flag of the Benîm an Pharazôn is situated in the Hills & Rough here.

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

The battle for Malduin 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.... Haleth's army survived the attack on the Village, but suffered minor losses. Haleth appeared to have survived. The Village has been reduced to a Camp. The Camp has been under siege/attack this turn. The Camp now flies the flag of the Sapphic Enclave.

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	820	MovCmpy	2732
Batby	925	Recon	
Dervorin	525	InfOthr	
Dervorin	810	MovChar	2117
Gallan	500	Double	cirda
Gallan	585	Uncover	
Glóredhel	615	Assass	wathi
Glóredhel	820	MovCmpy	2817
Gorlim	185	DnStNat	13
Gorlim	325	NatSell	fo 50
Grieta	710	PrenMgy	
Grieta	330	CstCjSp	508 500
Halbarad	408	HvInfan	300 ^ ^
Halbarad	315	PrchCar	fo 1
Haleth	255	CptrPop	fl
Haleth	860	ForcMar	sw w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Igbert	435	ArmyMan	
Igbert	840	Stand	nw
Marach	710	PrenMgy	
Marach	330	CstCjSp	508 500
Nienor	525	InfOthr	
Nienor	940	CstLoSp	428 34
Oruthan	905	ScoArmy	hamis y
Oruthan	915	ScoHex	
Rufus	408	HvInfan	300 ^ ^
Rufus	850	MovArmy	nw ne ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Ugbert	430	TrpsMan	hi
Ugbert	850	MovArmy	e e se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Ulbar	525	InfOthr	
Ulbar	810	MovChar	2117
Valandil	230	AttEnmy	ch
Valandil	870	MovJoin	3530 halba
White Oak	690	StlGold	
White Oak	810	MovChar	1424

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 Hills & Rough at 2933.

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

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

He commands a company in the Hills & Rough at 2732. The Village of Mîkhibil flying the flag of the Benîm an Pharazôn is here.

Dervorin



Ranks : Command 0 Agent 0 Emissary 77 Mage 0
 Health 100 Stealth 0 Challenge 38
 Artifacts : None
 Spells (+0) : None

Dervorin was located in the Mountains at 2016.

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

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

She is currently in the Mountains at 2117. The Camp of Ardinaak flying the flag of the Sheri-Urk is here.

Gallan



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

Gallan was located in the Open Plains at 2816.

She was ordered to recruit a double agent. She was not able to recruit the double agent because the character was not permitted as a target.

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Nameless has collapsed and is no longer active - uncovered that the nation of the RhunLandChattelCo has collapsed and is no longer active - uncovered that the nation of the Sundered has collapsed and is no longer active - uncovered that the nation of the Ground Pounders seeks to hold the greatest amount of artifacts. - uncovered that the nation of the South Kingdom possesses Special Nation Ability #25.

Gallan was assassinated.

Gl redhel



Ranks : Command 10 Agent 71 Emissary 0 Mage 15
 Health 100 Stealth 0 Challenge 59
 Artifacts : None
 Spells (+0) : #302 Long Stride(49)

Glóredhel was located in the Open Plains at 2816.

She was ordered to assassinate a character. She was not able to assassinate the character because of tight security.

She was ordered to move the company. She accepted the company movement orders.
She commands a company in the Hills & Rough at 2817. The un-owned Ruins/Tower of Elensarn 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 downgrade our relations. Our relations with the Red Witches were downgraded.

She was ordered to have the nation sell to the caravans. 3683 Food were sold for 3683 Gold.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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 66
 Health 100 Stealth 0 Challenge 66
 Artifacts : None

Spells (+0) : #104 Resistances(85) #214 Call Winds(88) #308 Capital Return(63)
 #414 Scry Hex(72) #508 Conjure Mounts(95)

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. 320 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 55 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 55
 Artifacts : None
 Spells (+0) : None

Halbarad was located in the Mountains at 3530.

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

She was ordered to recruit some heavy infantry. 300 Heavy Infantry w/Wood weapons and No armor were recruited.

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

Haleth



Ranks : Command 60 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 60
 Artifacts : None
 Spells (+0) : None

Haleth was located in the Hills & Rough at 3231.

She was ordered to capture the Village of Malduin. 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 Hills & Rough at 3032.

Igbert



Ranks : Command 56 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 56
 Artifacts : None
 Spells (+0) : None

Igbert was located in the Mountains at 3221.

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 stand and defend. He accepted the stand and defend orders.

He commands an army in the Mountains at 3221. The Major Town/Tower of Morannon flying the flag of the South Kingdom is here.

Marach



Ranks : Command 0 Agent 0 Emissary 0 Mage 71
 Health 100 Stealth 0 Challenge 71
 Artifacts : None

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

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. 350 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 89 Mage 60
 Health 100 Stealth 0 Challenge 71
 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(74)
 #508 Conjure Mounts(84)

Nienor was located in the Hills & Rough at 2933.

She was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Amon Sur. Amon Sur is now under our control.

She moved with the company to 2732.

She was ordered to cast a lore spell. Locate Artifact True - artifact #34, an Amulet, is possessed by Ulgerik in the Hills & Rough at 3922.

She is traveling with Batby in the Hills & Rough at 2732. The Village of Mikhibil flying the flag of the Benîm an Pharazôn 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(56) #508 Conjure Mounts(91)

Oruthan was located in the Open Plains at 2816.

She moved with the company to 2817.

She was ordered to scout an army. A scout of the army was attempted. She was not able to scout the army. Continued efforts may succeed.

She was ordered to scout the hex. A scout of the hex was attempted. Terrain is Hills & Rough. Climate is Mild. A Ruins named Elensarn is here and fortified with a Tower and Elensarn is un-owned (or owner unknown) and the hex has production of - Leather: 140 Mounts: 20 Gold: 1000 . Foreign forces present: None.

She is traveling with Glóredhel in the Hills & Rough at 2817. The un-owned Ruins/Tower of Elensarn 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 Shore/Plains at 3024.
 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 3121.

Ugbert



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

Ugbert was located in the Hills & Rough at 3922.
 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 move the army. He accepted the army movement orders.
He commands an army in the Open Plains at 4223.

Ulbar



Ranks : Command 0 Agent 0 Emissary 81 Mage 15
 Health 100 Stealth 0 Challenge 43
 Artifacts : None
 Spells (+0) : #416 Reveal Production(99)

Ulbar was located in the Mountains at 2217.
 She was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Fell Peak. Current loyalty is perceived to be fair.
 She was ordered to move. She accepted the movement orders.
She is currently in the Mountains at 2117. The Camp of Ardinaak flying the flag of the Sheri-Urk is here.

Valandil



Ranks : Command 73 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 73
 Artifacts : None
 Spells (+0) : None

Valandil was located in the Open Plains at 3120.

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

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

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

She is traveling with Halbarad in the Mountains at 3530. The Town/Fort of Aughaur flying the flag of the Sapphic Enclave is here.

White Oak



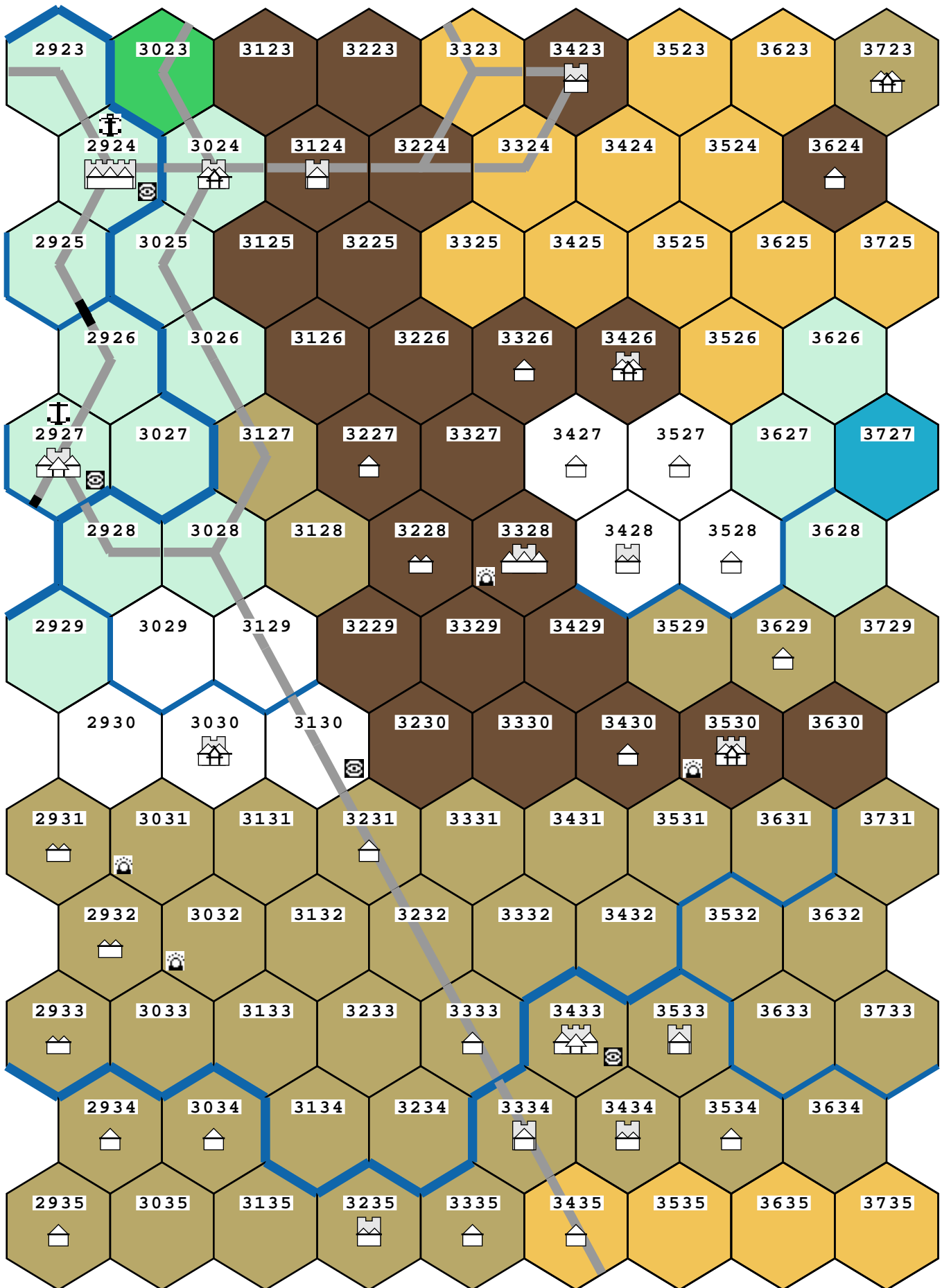
Ranks : Command 33 Agent 63 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 55
 Artifacts : None
 Spells (+0) : None

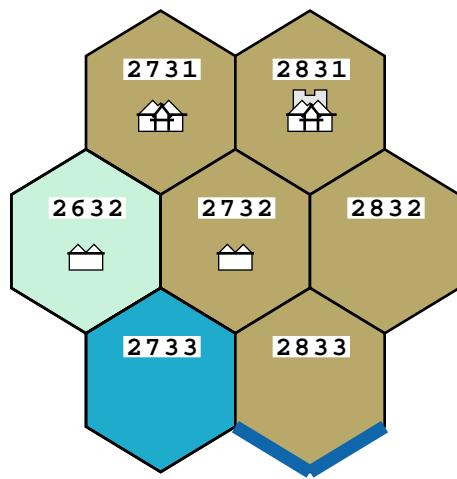
White Oak was located in the Hills & Rough at 2124.

He was ordered to steal the Gold. 2700 Gold was stolen at Amon Cael.

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

He is currently in the Mountains at 1424. The Town of Tall Rock flying the flag of the Twilight Hammer is here.





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) @ 3530 Command

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

Haleth (ID: halet) @ 3032 Command

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

Igbert (ID: igber) @ 3221 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) @ 2732 Emissary Mage

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

Oruthan (ID: oruth) @ 2817 Command Agent Mage

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

Rufus (ID: rufus) @ 3121 Command

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

Ugbert (ID: ugber) @ 4223 Command

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

Ulbar (ID: ulbar) @ 2117 Emissary Mage

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

Valandil (ID: valan) @ 3530 Command

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

White Oak

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(ID: white) @ 1424 Command Agent
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Order -> # Code Type

Required

Information

Order -> # Code Type

Required

Information