

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 [1533] Sing a Song [1250] Wise Council [1025]

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 # : 26
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 7415
 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 : 92	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	932	1741	60	8	0	0	625	-

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	159	13	0	0	0	0	0	-

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	336	420	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 : 41	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	680	0	48	0	0	0	-

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

Esgalduin Location : @ 3428 in Open Plains Climate is Hot

Size : Village	Fortifications : Tower	Loyalty : 30	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	0	-

Galtran Location : @ 3427 in Open Plains Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 39	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	0	-

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	576	0	288	0	0	0	0	-

Núath Location : @ 3329 in Mountains Climate is Cool
 Size : Camp Fortifications : None Loyalty : 13 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 0 484 0 20 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 0 576 0 0 0 0 -

Thangor Location : @ 3528 in Open Plains Climate is Hot
 Size : Camp Fortifications : None Loyalty : 22 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 0 -

Unulló Location : @ 3629 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : None Loyalty : 29 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 : 23 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 0 -

Wilóke Location : @ 3426 in Mountains Climate is Cool
 Size : Town Fortifications : Tower Loyalty : 34 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 0 870 0 12 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 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 31 10 0 100 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 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 35 10 0 100 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 : Commander Rufus Location : @ 3124 in Mountains Climate is Cool
 Army morale : 2 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Elven horseriders w/broadswords 29 10 0 500 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.
 A small army bearing the banner of the South Kingdom under Commander Neddett is here.

Army Commander : Regent Valandil Location : @ 3224 in Mountains Climate is Cool
 Army morale : 12 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Elven horseriders w/broadswords 42 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
 The un-owned Ruins of Tumbalemorna is here.

COMPANY COMMANDERS :

Veteran Glóredhel Location : @ 3024 Traveling with her are : Dervorin - Gallan - Ulbar.

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	27612	29031	15348	4527	314207	25678	4822
Purchase at market price/unit	3	3	3	9	2	3	6
Sell to market price/unit	2	2	2	6	1	2	4

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 5634	Leather	3463	1239
Pop Centers : 3000	Bronze	4124	504
Characters : 23240	Steel	1344	238
	Mithril	88	44
Total : 31874	Food	1781	2103
	Timber	0	0
Current Tax rate : 67%	Mounts	625	62
Revenue expected next turn : 30720 (-1154)			
Current Gold reserve : 0			

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 @ 2617

Double agent Lavinia reports she was ordered to guard the location. Aredol was guarded.

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

The tax rate was increased to avoid going bankrupt! Loyalty has been affected.

Tudaninazul is no longer under our control.

There are rumors of a theft attempt involving Niminor at Teisl-Junni.

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 demoralized army rode **Hero Neddēt** of the nation of the South Kingdom. 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
1200 Dúnadan footmen w/broadswords	wooden	none	a mob

At the head of a demoralized army rode **Lord Halbarad** 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
506 Mixed Elven horseriders w/broadswords	wooden	leather/bronze	ragged ranks

The Camp of Minas Ithil flying the flag of the Sapphic Enclave is situated in the Mountains here. It is fortified by a Tower, and it is under siege or attack.

Report from Halbarad.....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 shouted across the battlefield.. 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 Halbarad.....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 we fought hard, and although the battle lasted many days, we were defeated..

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

The battle for Minas Ithil began as a relatively even battle. The attackers gave vent to their anger as the defending militia fought them off time and time again.

After the attack on the population center.... Neddett's army survived the attack on the Camp, but suffered severe losses. Neddett appeared to have survived. The Camp has been reduced to a Ruins. The Tower has not been affected. The Ruins of Minas Ithil 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.....
Dervorin	215	RfsPers	
Dervorin	525	InfOthr	
Gallan	215	RfsPers	
Gallan	525	InfOthr	
Glóredhel	820	MovCmpy	3024
Glóredhel	690	StlGold	
Gorlim	325	NatSell	mo 100
Gorlim	325	NatSell	le 60
Grieta	330	CstCjSp	508 500
Grieta	710	PrenMgy	
Halbarad	215	RfsPers	
Halbarad	230	AttEnemy	ch
Haleth	430	TrpsMan	hi
Haleth	925	Recon	
Igbert	925	Recon	

Igbert	430	TrpsMan	hi	
Marach	330	CstCjSp	508	500
Marach	710	PrenMgy		
Oruthan	810	MovChar	3024	
Oruthan	930	ScoChar		
Otrane	215	RfsPers		
Otrane	525	InfOthr		
Rufus	860	ForcMar	nw	nw w w w ^ ^ ^ ^ ^ ^ ^ ^ ^
Rufus	430	TrpsMan	hc	
Ugbert	925	Recon		
Ugbert	215	RfsPers		
Ulbar	215	RfsPers		
Ulbar	525	InfOthr		
Valandil	430	TrpsMan	hc	
Valandil	860	ForcMar	nw	nw w w w w ^ ^ ^ ^ ^ ^ ^ ^ ^

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 an unknown location.
 Batby escaped from being held hostage to 2837.
He is currently in the Desert Wastes at 2837.

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 Hills & Rough at 3723.
 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 Ashpit was of the same nation.
 She moved with the company to 3024.
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 Hills & Rough at 3723.
 She was ordered to refuse all personal challenges.
 She was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Ashpit. Ashpit is now under our control.
 She moved with the company to 3024.
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 65 Emissary 0 Mage 15
 Health 100 Stealth 0 Challenge 54
 Artifacts : None
 Spells (+0) : #302 Long Stride(49)

Glóredhel was located in the Hills & Rough at 3723.

She was ordered to steal the Gold. She was not able to steal Gold because Ashpit was of the same nation.

She was ordered to move the company. She accepted the company movement orders.
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. 4957 Leather were sold for 4957 Gold.

She was ordered to have the nation sell to the caravans. 926 Mounts were sold for 3704 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 60
 Health 100 Stealth 0 Challenge 60
 Artifacts : None

Spells (+0) : #104 Resistances(85) #214 Call Winds(88) #308 Capital Return(63)
 #414 Scry Hex(72) #508 Conjure Mounts(90)

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. 290 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 refuse all personal challenges.

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

She is currently in the Mountains at 3124. The un-owned Ruins/Tower of Minas Ithil 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 put some troops on maneuvers. The maneuvers for the Heavy Infantry were completed.

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.

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

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 68
 Health 100 Stealth 0 Challenge 68
 Artifacts : None

Spells (+0) : #102 Barriers(94) #210 Words of Calm(84) #302 Long Stride(100)
 #406 Divine Army(80) #508 Conjure Mounts(89)

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. 335 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(95) #428 Locate Artifact True(69)
 #508 Conjure Mounts(84)

Nienor was located in an unknown location.

Nienor escaped from being held hostage to 2837.

She is currently in the Desert Wastes at 2837.

Oruthan



Ranks : Command 33 Agent 76 (86) Emissary 0 Mage 42
 Health 100 Stealth 0 Challenge 82
 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 Mountains at 3228.

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. One or more reports may be incorrect. Nothing else was reported at this time.

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

Otrane



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

Otrane was located in the Hills & Rough at 3723.

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 Ashpit was of the same nation. Otrane was assassinated.

Rufus



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

Rufus was located in the Mountains at 3426.

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 Cavalry were completed.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced. Movement was stopped because the terrain restricted movement.

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 refuse all personal challenges.

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

He is currently 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 73 Mage 15
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : #416 Reveal Production(99)

Ulbar was located in the Hills & Rough at 3723.

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 Ashpit was of the same nation.

She moved with the company to 3024.

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

Valandil was located in the Desert Wastes at 3526.

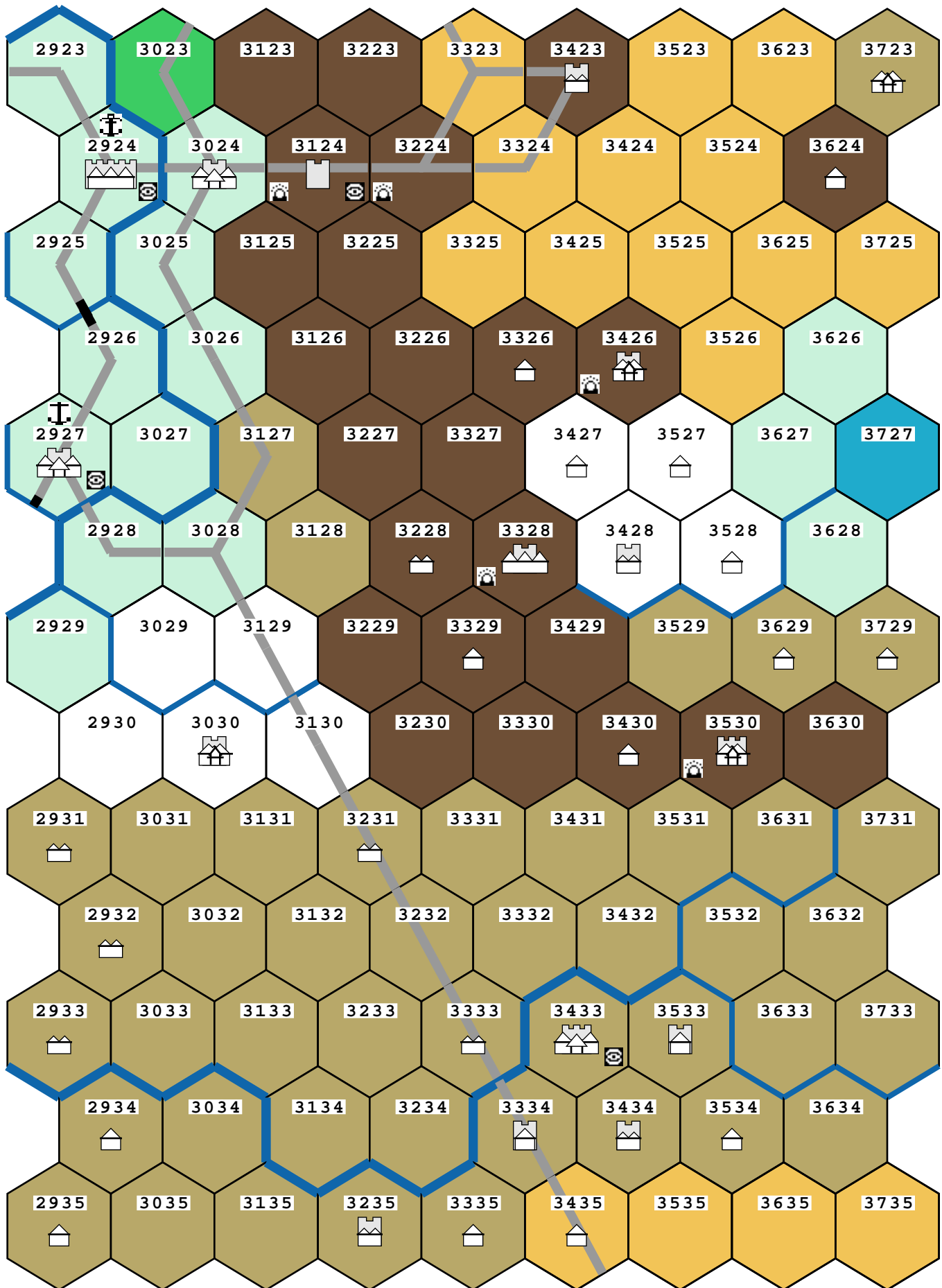
Lack of Food may have affected army movement.

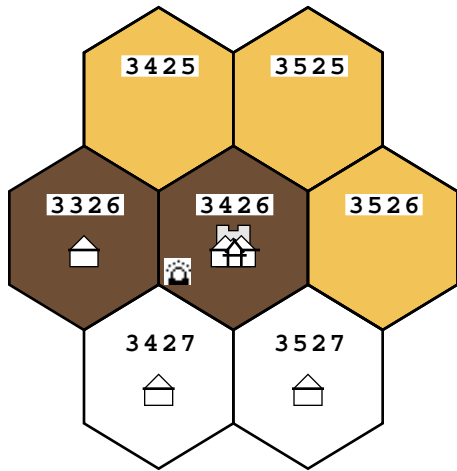
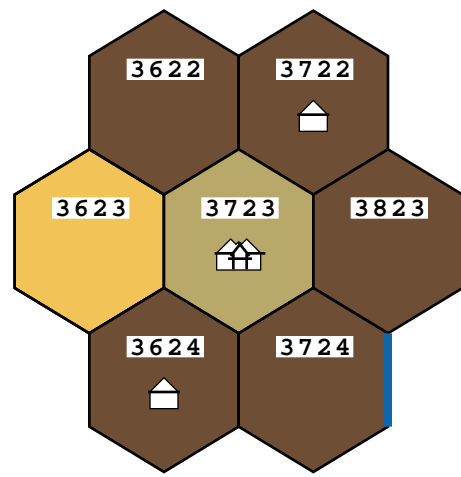
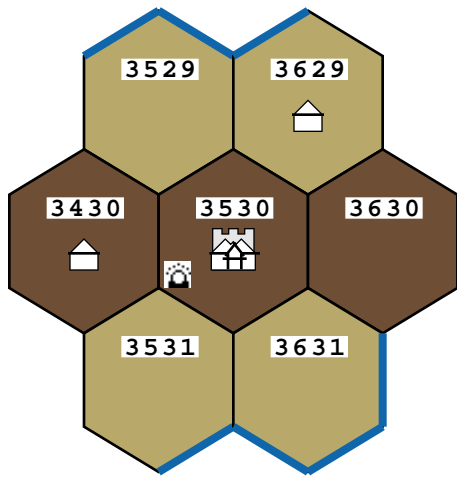
Lack of Food restricted the army morale.

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

She was ordered to force march the army. She accepted the forced march orders. Morale was reduced. Movement was stopped because the terrain restricted movement.

She commands an army in the Mountains at 3224. The un-owned Ruins of Tumbalemorna is here.





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) @ 3124 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 _____
Required		_____
Information		_____ _____ _____

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

Nienor (ID: nieno) @ 2837 Emissary Mage

<table border="0" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%;">Order</td> <td style="width: 5%;">-></td> <td style="width: 10%;">#</td> <td style="width: 20%;">Code</td> <td style="width: 50%;">Type</td> </tr> <tr> <td>Required</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Information</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>	Order	->	#	Code	Type	Required					Information										<table border="0" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%;">Order</td> <td style="width: 5%;">-></td> <td style="width: 10%;">#</td> <td style="width: 20%;">Code</td> <td style="width: 50%;">Type</td> </tr> <tr> <td>Required</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Information</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>	Order	->	#	Code	Type	Required					Information									
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Oruthan (ID: oruth) @ 3024 Command Agent Mage

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

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Rufus (ID: rufus) @ 3124 Command
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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				

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Valandil (ID: valan) @ 3224 Command
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Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required		<hr/>				Required		<hr/>		
Information		<hr/>				Information		<hr/>		
		<hr/>						<hr/>		
		<hr/>						<hr/>		