

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Ground Pounders**

Victory points : 500

Victory Conditions :

To hold in stores at game end the greatest amount of Mithril.
 To hold at game end the artifact: Bow of Thunder and Bone #62.
 To hold at game end the population center of Mîkhibil at 2732.
 To hold at game end the artifact: Snow Hammer #40.
 To hold at game end the greatest amount of artifacts.

Top 3 Free Peoples :

Alvernus [1334] Once Upon a Time [1192] Sing a Song [1025]

Special Nation Abilities :

#06 Armies lose no morale for force march.
 #21 Hire new armies at no cost.
 #25 Can learn lost conjure food spell.

Internet G141N09
 PAUL MAHONEY 110713
 NONE
 NONE
 NONE

Game # : 141
 Player # : 9
 Turn # : 21
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 2963
 Special Service : YES

Ground Pounders

(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 | #10 Sundered | : Tolerated |
| #11 Lohmai'gwaith | : Tolerated | #12 Sheri-Urk | : Disliked | #13 Red Witches | : Disliked |
| #14 Dark Feast | : Disliked | #15 Twilight Hammer | : Disliked | #16 Sh'iar Empire | : Hated |
| #17 Great Trollusk | : Disliked | #18 Bením an Pharazôn | : Disliked | #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

Estolad Location : @ 3822 in Mountains Climate is Mild

| | | | | | | | | |
|---------------------|-----------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Camp | Fortifications : None | Loyalty : 36 | Docks : None | Hidden ? : No | Sieged ? : No | | | |
| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
| Expected production | 0 | 280 | 60 | 20 | 0 | 0 | 0 | 0 |
| Current stores | 0 | 816 | 300 | 122 | 0 | 0 | 0 | - |

Field of Dreams (Capital) Location : @ 3520 in Open Plains Climate is Hot

| | | | | | | | | |
|---------------------|------------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : City | Fortifications : Tower | Loyalty : 52 | Docks : None | Hidden ? : No | Sieged ? : No | | | |
| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
| Expected production | 45 | 0 | 0 | 0 | 109 | 0 | 5 | 0 |
| Current stores | 135 | 645 | 0 | 41 | 2058 | 0 | 0 | - |

A small army bearing the banner of the Ground Pounders under Hero Duinhir is here.

Ginglith Location : @ 3718 in Open Plains Climate is Warm

| | | | | | | | | |
|---------------------|-----------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Village | Fortifications : None | Loyalty : 27 | Docks : None | Hidden ? : No | Sieged ? : No | | | |
| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
| Expected production | 232 | 0 | 0 | 0 | 728 | 0 | 8 | 0 |
| Current stores | 673 | 0 | 0 | 0 | 3444 | 0 | 0 | - |

Grassland Location : @ 3320 in Open Plains Climate is Hot

| | | | | | | | | |
|---------------------|------------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Village | Fortifications : Tower | Loyalty : 19 | Docks : None | Hidden ? : No | Sieged ? : No | | | |
| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
| Expected production | 205 | 0 | 0 | 0 | 781 | 0 | 19 | 0 |
| Current stores | 827 | 0 | 0 | 0 | 2343 | 0 | 0 | - |

Highpoint Location : @ 3722 in Mountains Climate is Mild

| | | | | | | | | |
|---------------------|-----------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Camp | Fortifications : None | Loyalty : 49 | Docks : None | Hidden ? : No | Sieged ? : No | | | |
| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
| Expected production | 0 | 0 | 60 | 10 | 0 | 0 | 0 | 1000 |
| Current stores | 0 | 0 | 300 | 61 | 0 | 0 | 0 | - |

Infield Location : @ 3620 in Open Plains Climate is Hot

| | | | | | | | | |
|---------------------|-----------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Village | Fortifications : None | Loyalty : 26 | Docks : None | Hidden ? : No | Sieged ? : No | | | |
| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
| Expected production | 141 | 0 | 0 | 0 | 262 | 0 | 13 | 0 |
| Current stores | 423 | 0 | 0 | 0 | 1313 | 0 | 0 | - |

Maranwë Location : @ 3110 in Shore/Plains Climate is Mild

| | | | | | | | | |
|---------------------|-----------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Village | Fortifications : None | Loyalty : 44 | Docks : None | Hidden ? : No | Sieged ? : No | | | |
| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
| Expected production | 72 | 0 | 0 | 0 | 194 | 0 | 22 | 0 |
| Current stores | 242 | 0 | 0 | 0 | 1091 | 0 | 0 | - |

Morannon Location : @ 3221 in Mountains 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 | 148 | 0 | 8 | 0 | 0 | 0 | 1600 |
| Current stores | 0 | 131 | 0 | 75 | 0 | 0 | 0 | - |

Our Town Location : @ 3319 in Open Plains Climate is Warm
 Size : Major Town Fortifications : Fort Loyalty : 27 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 88 0 0 0 352 0 8 0
 Current stores 255 0 0 0 853 0 0 -

Outfield Location : @ 3720 in Open Plains Climate is Hot
 Size : Village Fortifications : None Loyalty : 46 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 70 0 0 0 211 0 6 0
 Current stores 210 0 0 0 1061 0 0 -

Petticoat Junct'n Location : @ 3716 in Open Plains Climate is Warm
 Size : Village Fortifications : None Loyalty : 25 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 280 0 0 0 496 0 16 0
 Current stores 812 0 0 0 2343 0 0 -

Rockfall Location : @ 3522 in Mountains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 30 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 270 0 30 0 0 0 1300
 Current stores 0 1285 0 182 0 0 0 -

Zug-Sa Location : @ 3607 in Hills & Rough Climate is Cool
 Size : Village Fortifications : None Loyalty : 37 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 77 0 0 0 192 0 0 1000
 Current stores 190 0 0 0 657 0 0 -

ARMIES AND NAVIES

Army Commander : Hero Duinhir Location : @ 3520 in Open Plains Climate is Hot
 Army morale : 14 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Plainsman footmen w/broadswords 10 30 30 100 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 10 Low Supplies !!
 War machines 0
 The City/Tower of Field of Dreams flying the flag of the Ground Pounders is here.

Army Commander : Commander Guthláf Location : @ 3120 in Open Plains Climate is Hot
 Army morale : 10 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Plainsman footmen w/broadswords 10 10 0 400 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 801
 War machines 0

A small army bearing the banner of the South Kingdom under Commander Cereanth is here.

An army bearing the banner of the Ground Pounders under Lord Urthel is here.

A small army bearing the banner of the Ground Pounders under Commander Wilwarin is here.

Army Commander : Lord Urthel Location : @ 3120 in Open Plains Climate is Hot
 Army morale : 14 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Plainsman footmen w/broadswords 10 30 30 900 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 90 Low Supplies !!
 War machines 0

A small army bearing the banner of the South Kingdom under Commander Cereanth is here.
 A small army bearing the banner of the Ground Pounders under Commander Guthláf is here.
 A small army bearing the banner of the Ground Pounders under Commander Wilwarin is here.

Army Commander : Commander Wilwarin Location : @ 3120 in Open Plains Climate is Hot
 Army morale : 10 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Plainsman footmen w/broadswords 10 10 30 400 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0

A small army bearing the banner of the South Kingdom under Commander Cereanth is here.
 A small army bearing the banner of the Ground Pounders under Commander Guthláf is here.
 An army bearing the banner of the Ground Pounders under Lord Urthel is here.

COMPANY COMMANDERS :

None

MARKET PRICES

| Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts |
|-------------------------------|---------|--------|-------|---------|--------|--------|--------|
| Market units available | 25317 | 32388 | 5215 | 1645 | 226076 | 29426 | 1071 |
| Purchase at market price/unit | 2 | 2 | 6 | 22 | 2 | 2 | 14 |
| Sell to market price/unit | 1 | 1 | 3 | 12 | 1 | 1 | 7 |

MISCELLANEOUS

| Maintenance Costs expected next turn are: | Totals for Nation: | Stores | Production |
|---|--------------------|--------|------------|
| Armies/Navies : 7200 | Leather | 3767 | 1210 |
| Pop Centers : 2500 | Bronze | 2877 | 698 |
| Characters : 20480 | Steel | 600 | 120 |
| | Mithril | 481 | 68 |
| Total : 30180 | Food | 15163 | 3325 |
| | Timber | 0 | 0 |
| Current Tax rate : 60% | Mounts | 0 | 97 |
| Revenue expected next turn : 30400 (+220) | | | |
| Current Gold reserve : 10676 | | | |

Ships have been left anchored at the following locations:

None

You have the following double agents:

Oruthan of the Sapphic Enclave @ 3530

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

Double agent Oruthan reports she was ordered to scout for any characters. A scout for characters was attempted. Found: Curate Lady Gaga - Sing a Song. Curate Cicala - Once Upon a Time. Proclamator Gretel -

Once Upon a Time. Nothing else was reported at this time.

Qeset of the Lands @ 2438

Double agent Qeset reports he was ordered to kidnap a character. Volog was kidnaped. Artifact(s) were discovered on Volog.

Double agent Qeset reports he was ordered to move. He accepted the movement orders.

You have the following hostages:

None

You possess the following artifacts:

| Name of artifact | Item | # | Latent | Alignment | Known Powers |
|------------------|-------|-----|--------|-----------|---|
| Kirrauko | Axe | 82 | No | Good | COMBAT - Increases damage by 1250 points. |
| Herugrim | Sword | 153 | No | Good | COMBAT - Increases damage by 1000 points. |

You have hidden the following additional artifacts:

None

NATION MESSAGES

*There are rumors of a kidnap attempt involving Augustus and Lucy Pearl.
1875 Gold was stolen at Our Town.*

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 morning hours under a omen-filled sky.

At the head of a demoralized army rode **Regent 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 |
|-------------------------------------|---------|-------|------------|
| 400 Plainsman footmen w/broadswords | wooden | none | a mob |

At the head of a demoralized army rode **Commander Cereanth** 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 |
|------------------------------|---------|--------|------------|
| 334 Dúnadan knights w/lances | wooden | bronze | a mob |

Report from Malantur.....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 by the blare of the bugles.. Surround them. Attack from all sides!

Against the forces of Cereanth, they charged but we quickly surrounded them.

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

Report from Malantur.....Our foot soldiers engaged the other troops in the open and took the battle to them. 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..

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

Commander Cereanth: 2 Food

After the battle.... Malantur's forces were destroyed/routed in the battle. Malantur appeared to have survived. Cereanth's forces were victorious in the battle, but suffered some losses. Cereanth 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..... |
|-----------|---------|------------|-------------------------------|
| Aerandir | 520 | InfYour | |
| Aerandir | 810 | MovChar | 3210 |
| Angelimar | 610 | GrdChar | duinh |
| Angelimar | 325 | NatSell | mo 100 |
| Brytta | 525 | InfOthr | |
| Brytta | 810 | MovChar | 2227 |
| Duinhir | 408 | HvInfan | 500 br br |
| Duinhir | 765 | SplArmy | urthe ^ ^ 900 ^ ^ ^ |
| Finarfin | 525 | InfOthr | |
| Finarfin | 810 | MovChar | 3434 |
| Guthláf | 770 | HrArmy | 400 hi ^ ^ 801 |
| Guthláf | 850 | MovArmy | w sw sw sw ^ ^ ^ ^ ^ ^ ^ ^ no |
| Malantur | 210 | IssPers | cerea |
| Malantur | 230 | AttEnemy | su |
| Rían | 525 | InfOthr | |
| Rían | 810 | MovChar | 2227 |
| Targon | 605 | GrdLoc | |
| Targon | 810 | MovChar | 3320 |
| Trallor | 615 | Assass | toner |
| Trallor | 810 | MovChar | 3929 |
| Urthel | 728 | NamComm | ^ m |
| Urthel | 850 | MovArmy | w w w w ^ ^ ^ ^ ^ ^ ^ ^ no |
| Valacar | 525 | InfOthr | |
| Valacar | 810 | MovChar | 2227 |
| Wilwarin | 770 | HrArmy | 400 hi ^ br ^ |

Wilwarin
Zymraan
Zymraan

Aerandir



Ranks : Command 0 Agent 0 Emissary 68 Mage 0
 Health 100 Stealth 0 Challenge 34
 Artifacts : None
 Spells (+0) : None

Aerandir was located in the Open Plains at 3320.

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

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

He is currently in the Open Plains at 3210. The Camp of Ūsakan flying the flag of the Dark Feast is here.

Angelimar



Ranks : Command 0 Agent 65 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 48
 Artifacts : None
 Spells (+0) : None

Angelimar was located in the Open Plains at 3520.

She was ordered to have the nation sell to the caravans. 920 Mounts were sold for 8280 Gold.

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

She is currently in the Open Plains at 3520. The City/Tower of Field of Dreams flying the flag of the Ground Pounders is here.

Arantar



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

He is currently in the Open Plains at 3520. The City/Tower of Field of Dreams flying the flag of the Ground Pounders is here.

Brytta



Ranks : Command 0 Agent 0 Emissary 80 Mage 0
 Health 100 Stealth 0 Challenge 40
 Artifacts : None
 Spells (+0) : None

Brytta was located in the Mountains at 2122.

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

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

He is currently in the Shore/Plains at 2227. The Town/Tower of Dol Amroth flying the flag of the South Kingdom is here.

Duinhir



Ranks : Command 20 Agent 0 Emissary 0 Mage 60
 Health 100 Stealth 0 Challenge 65
 Artifacts : None

Spells (+0) : #412 Research Artifact(78) #413 Scry Population Center(88)
 #415 Scry Area(98) #510 Conjure Food(83)

Duinhir was located in the Open Plains at 3520.

He was ordered to recruit some heavy infantry. 500 Heavy Infantry w/Bronze weapons and Bronze armor were recruited.

He was ordered to split the army. The army was split. 90 Food was transferred.

He commands an army in the Open Plains at 3520. The City/Tower of Field of Dreams flying the flag of the Ground Pounders is here.

Finarfin



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

Finarfin was located in the Hills & Rough at 3335.

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

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

She is currently in the Hills & Rough at 3434. The Village/Tower of C-Band flying the flag of the Sh'iar Empire is here.

Guthl f



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

Guthláf was located in the Open Plains at 3319.

He was ordered to hire an army. An army of 400 Heavy Infantry with 801 Food was hired.

He was ordered to move the army. He accepted the army movement orders. Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

He commands an army in the Open Plains at 3120.

Malantur



Ranks : Command 61 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 61
 Artifacts : None
 Spells (+0) : None

Malantur was located in the Open Plains at 3120.

He was ordered to challenge Cereanth to personal combat.

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

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

He is currently in the Open Plains at 3120.

R an



Ranks : Command 0 Agent 0 Emissary 72 Mage 0
 Health 100 Stealth 0 Challenge 36
 Artifacts : None
 Spells (+0) : None

Rían was located in the Mountains at 2122.

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

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

He is currently in the Shore/Plains at 2227. The Town/Tower of Dol Amroth flying the flag of the South Kingdom is here.

Targon



Ranks : Command 10 Agent 12 Emissary 10 Mage 0
 Health 100 Stealth 0 Challenge 13
 Artifacts : None
 Spells (+0) : None

Targon was located in the Open Plains at 3520.

She was ordered to guard the location. Field of Dreams was guarded.

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

She is currently in the Open Plains at 3320. The Village/Tower of Grassland flying the flag of the Ground Pounders is here.

Trallor



Ranks : Command 0 Agent 58 Emissary 0 Mage 53
 Health 79 Stealth 0 Challenge 63
 Artifacts : None

Spells (+0) : #4 Major Heal(100) #104 Resistances(78)

#413 Scry Population Center(75) #415 Scry Area(80) #510 Conjure Food(100)

Trallor was located in the Open Plains at 3419.

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

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

He is currently in the Mountains at 3929. The Camp of Swollen Toe flying the flag of the Sh'iar Empire is here.

Urthel



Ranks : Command 54 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 74
 Artifacts : #153 Herugrim
 Spells (+0) : None

Urthel was located in the Open Plains at 3520.

She was ordered to name a new commander. No character name was provided. A new commander named Arantar was available.

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

She commands an army in the Open Plains at 3120.

Valacar



Ranks : Command 0 Agent 0 Emissary 91 Mage 0
 Health 100 Stealth 0 Challenge 45
 Artifacts : None
 Spells (+0) : None

Valacar was located in the Mountains at 2122.

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

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

He is currently in the Shore/Plains at 2227. The Town/Tower of Dol Amroth flying the flag of the South Kingdom is here.

Wilwarin



Ranks : Command 34 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 59
 Artifacts : #82 Kirrauko✓
 Spells (+0) : None

Wilwarin was located in the Mountains at 3221.

She was ordered to hire an army. An army of 400 Heavy Infantry with 0 Food was hired.

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

Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

She commands an army in the Open Plains at 3120.

Zymraan



Ranks : Command 0 Agent 64 Emissary 77 Mage 0
 Health 100 Stealth 10 Challenge 57
 Artifacts : None
 Spells (+0) : None

Zymraan was located in the Mountains at 2122.

He was ordered to perform counter espionage. Counter espionage completed. No double agents were reported at 2122.

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

He is currently in the Hills & Rough at 2527. The Town/Tower of Linhir flying the flag of the South Kingdom is here.



| | |
|--|--|
| Required _____ Information _____ _____ | Required _____ Information _____ _____ |
|--|--|

Brytta (ID: brytt) @ 2227 Emissary

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

Duinhir (ID: duinh) @ 3520 Command Mage

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

Finarfin (ID: finar) @ 3434 Emissary

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

Guthláf (ID: guthl) @ 3120 Command

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

Malantur (ID: malan) @ 3120 Command

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

Rían (ID: rian) @ 2227 Emissary

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

Targon (ID: targo) @ 3320 Command Agent Emissary

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

Trallor (ID: trall) @ 3929 Agent Mage

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

Urthel (ID: urthe) @ 3120 Command

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

Valacar (ID: valac) @ 2227 Emissary

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

Wilwarin (ID: wilwa) @ 3120 Command

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

Zymraan (ID: zymra) @ 2527 Agent Emissary

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