

**MEPBM Games****presents**

# Middle-earth Play-By-Mail™

## Fourth Age, circa 1000



GAME # 141

**Ground Pounders**

Victory points : 400

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 [ 1442 ]   Once Upon a Time [ 1300 ]   Sing a Song [ 1092 ]**

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 # : 22  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 6152  
 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

**Dol Amroth** Location : @ 2227 in Shore/Plains Climate is Hot

Size : Town	Fortifications : Tower	Loyalty : 54	Docks : Harbor	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	187	0	0	0	883	0	14	0
Current stores	374	0	0	0	353	0	132	-

**Estolad** Location : @ 3822 in Mountains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 35	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	1096	360	142	0	0	0	-

Foreign characters reported in the hex : - Zebulon.

*A small army bearing the banner of the RhunLandChattelCo under Hero Fremont is here.*

**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	180	645	0	41	0	0	5	-

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	905	0	0	0	0	0	8	-

**Grassland** Location : @ 3320 in Open Plains Climate is Hot

Size : Village	Fortifications : Tower	Loyalty : 21	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	1032	0	0	0	0	0	19	-

**Highpoint** Location : @ 3722 in Mountains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 48	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	360	71	0	0	0	-

**Infield** Location : @ 3620 in Open Plains Climate is Hot

Size : Village	Fortifications : None	Loyalty : 25	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	564	0	0	0	0	0	13	-

**Maranwë** Location : @ 3110 in Shore/Plains Climate is Mild  
 Size : Village Fortifications : None Loyalty : 43 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 314 0 0 0 0 0 22 -

**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 1079 0 83 0 0 0 -

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

**Our Town** Location : @ 3319 in Open Plains Climate is Warm  
 Size : Major Town Fortifications : Fort Loyalty : 28 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 343 0 0 0 0 0 8 -

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

**Outfield** Location : @ 3720 in Open Plains Climate is Hot  
 Size : Village Fortifications : None Loyalty : 47 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 280 0 0 0 0 0 6 -

**Petticoat Junct'n** Location : @ 3716 in Open Plains Climate is Warm  
 Size : Village Fortifications : None Loyalty : 24 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 1092 0 0 0 0 0 16 -

**Rockfall** Location : @ 3522 in Mountains Climate is Mild  
 Size : Camp Fortifications : None Loyalty : 29 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 0 675 0 212 0 0 0 -

**Zug-Sa** Location : @ 3607 in Hills & Rough Climate is Cool  
 Size : Village Fortifications : None Loyalty : 38 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 267 0 0 0 0 0 0 -

## ARMIES AND NAVIES

**Army Commander : Hero Duinhir** Location : @ 3520 in Open Plains Climate is Hot  
 Army morale : 15 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 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 : @ 3221 in Mountains Climate is Mild

Army morale : 17 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Plainsman footmen w/broadswords		14	10	0	300	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	603					
War machines	0					

The Major Town/Tower of Morannon flying the flag of the Ground Pounders is here.

**Army Commander : Lord Urthel** Location : @ 3022 in Mixed Forest Climate is Warm

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	0		
Armor	0	0	0	0		
Food	0	Out of Food !!				
War machines	0					

The Village of Elmgrove flying the flag of the South Kingdom is here.

An army bearing the banner of the South Kingdom under Commander Strulug is here.

An army bearing the banner of the Benîm an Pharazôn under Veteran Waren is here.

**Army Commander : Commander Wilwarin** Location : @ 3319 in Open Plains Climate is Warm

Army morale : 15 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Plainsman footmen w/broadswords		15	10	30	319	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 Major Town/Fort of Our Town flying the flag of the Ground Pounders is here.

#### COMPANY COMMANDERS :

None

#### MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	25024	29132	8949	1686	294907	12092	947
Purchase at market price/unit	3	3	4	25	2	4	15
Sell to market price/unit	1	1	2	13	1	2	8

#### MISCELLANEOUS

##### Maintenance Costs expected next turn are:

##### Totals for Nation:

##### Stores

##### Production

Armies/Navies :	6476	Leather	5351	1397
Pop Centers :	3250	Bronze	3495	698
Characters :	22100	Steel	720	120
		Mithril	549	68
Total :	31826	Food	353	4208
		Timber	0	0
Current Tax rate :	60%	Mounts	229	111
Revenue expected next turn :	33400 (+1574)			
Current Gold reserve :	3384			

**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 refuse all personal challenges.

Double agent Oruthan reports she was ordered to scout the hex. A scout of the hex was attempted. Terrain is Mountains. Climate is Mild. A Town named Aughaur is here and fortified with a Fort and Aughaur is owned by the Red Witches and the hex has production of - Bronze: 140 Steel: 140 Gold: 1000 . Foreign forces present: None.

**Qeset of the Lands @ 2834**

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

Double agent Qeset reports he was ordered to scout an army. A scout of the army was attempted. General Taríkmagân of the Benîm an Pharazôn is located in the Hills & Rough at 2834 Travel mode is Normal. Morale is 78. Troops: Heavy Cavalry: 2558 . War machines: 60. Scouted army movement to new location at 2834.

**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 personal challenge involving Moraiza and Del Imat at 0505.*

*There are rumors of a theft attempt involving Soil Nûnaw at Lamronost.*

## 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 rebellious army rode **Commander Cereanth** of the nation of the South Kingdom. 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
192 Dúnadan knights w/lances	wooden	bronze	a mob

At the head of a demoralized army rode **Lord Urthel** of the nation of the Ground Pounders. In her hands was borne the glowing Sword called Herugrim. 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
900 Plainsman footmen w/broadswords	bronze	bronze	a mob

At the head of a demoralized army rode **Commander Guthláf** 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 Wilwarin** of the nation of the Ground Pounders. In her hands was borne the glowing Axe called Kirrauko. 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
400 Plainsman footmen w/broadswords	wooden	bronze	a mob

Report from Guthláf.....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 heard coursing through the ranks.. Head straight for them and then strike the left flank...the left flank!

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

Report from Wilwarin.....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 passed down the ranks.. Ambush. We're going to ambush them. Ambush!

Against the forces of Cereanth, we laid a great ambush, but they surprised us and hit our flank.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Wilwarin** rode into the enemy ranks with her glowing Axe and cut down a score of foes before they knew what had happened.

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

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

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

Commander Guthláf: 102 Food

Commander Wilwarin: 106 Food

After the battle.... Cereanth's forces were destroyed/routed in the battle. Cereanth appeared to have survived. Urthel's forces found no enemy armies to fight. Guthláf's forces were victorious in the battle, but suffered some losses. Guthláf appeared to have survived. Wilwarin's forces were victorious in the battle, but suffered minor losses. Wilwarin 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](http://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	525	InfOthr	
Aerandir	810	MovChar	2911
Angelimar	810	MovChar	3713
Angelimar	930	ScoChar	
Arantar	325	NatSell	fo 100
Arantar	948	TranCar	3520 2317 go 10000
Brytta	525	InfOthr	
Brytta	810	MovChar	3024
Duinhir	725	NamChar	^ ^ 10 20 ^ ^
Duinhir	737	NamMage	^ ^
Finarfin	525	InfOthr	
Finarfin	810	MovChar	3723
Guthláf	230	AttEnemy	fl
Guthláf	850	MovArmy	se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Malantur	810	MovChar	3520
Malantur	948	TranCar	3522 3221 br 800
Rían	525	InfOthr	
Rían	810	MovChar	3124
Targon	605	GrdLoc	
Targon	520	InfYour	
Trallor	810	MovChar	3031
Trallor	900	FindArt	4
Urthel	850	MovArmy	sw sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Urthel	925	Recon	
Valacar	525	InfOthr	
Valacar	810	MovChar	3024
Wilwarin	230	AttEnemy	am
Wilwarin	850	MovArmy	e ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Zymraan	525	InfOthr	
Zymraan	690	StlGold	

Aerandir



Ranks : Command 0 Agent 0 Emissary 69 Mage 0  
 Health 100 Stealth 0 Challenge 34  
 Artifacts : None  
 Spells (+0) : None

Aerandir was located in the Open Plains at 3210.

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

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

***He is currently in the Mixed Forest at 2911.***

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 move. She accepted the movement orders.

She was ordered to scout for any characters. A scout for characters was attempted. Found: No foreign characters found.

***She is currently in the Shore/Plains at 3713. The Village of Campo flying the flag of the Dark Feast is here.***

Arantar



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

Arantar was located in the Open Plains at 3520.

He was ordered to have the nation sell to the caravans. 18488 Food were sold for 18488 Gold.

He was ordered to transport by the caravans. 10000 Gold (+10%) transported from Field of Dreams.

***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.***



Brand



Ranks : Command 0 Agent 0 Emissary 0 Mage 30  
 Health 100 Stealth 0 Challenge 30  
 Artifacts : None  
 Spells (+0) : #102 Barriers(63) #302 Long Stride(55) #406 Divine Army(64)

*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 82 Mage 0  
 Health 100 Stealth 0 Challenge 41  
 Artifacts : None  
 Spells (+0) : None

Brytta was located in the Shore/Plains at 2227.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Dol Amroth. Dol Amroth is now under our control.

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

*He is currently in the Shore/Plains at 3024. The Major Town/Tower of Osgiliath 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 name a new character. No character name was provided. A new character named Elfhelm was available.

He was ordered to name a new mage. No character name was provided. A new mage named Brand was available.

*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.*

Elfhelm



Ranks : Command 10 Agent 20 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 17  
 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.*

Finarfin



Ranks : Command 0 Agent 0 Emissary 71 Mage 0  
 Health 100 Stealth 0 Challenge 35  
 Artifacts : None  
 Spells (+0) : None

Finarfin was located in the Hills & Rough at 3434.

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

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

*She is currently in the Hills & Rough at 3723. The Town of Ashpit flying the flag of the RhunLandChattelCo is here.*

Guthl f



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

Guthláf was located in the Open Plains at 3120.

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

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

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

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 move. He accepted the movement orders.

He was ordered to transport by the caravans. 800 Bronze (+10%) transported from Rockfall to Morannon.

***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.***

R an



Ranks : Command 0 Agent 0 Emissary 74 Mage 0  
 Health 100 Stealth 0 Challenge 37  
 Artifacts : None  
 Spells (+0) : None

Rían was located in the Shore/Plains at 2227.

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

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

***He is currently in the Mountains at 3124. The Camp/Tower of Minas Ithil flying the flag of the South Kingdom is here.***

Targon



Ranks : Command 10 Agent 16 Emissary 15 Mage 0  
 Health 100 Stealth 0 Challenge 16  
 Artifacts : None  
 Spells (+0) : None

Targon was located in the Open Plains at 3320.

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

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

***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 93 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 Mountains at 3929.

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

He was ordered to find an artifact. An artifact search was attempted. No artifact was found at 3031.

*He is currently in the Hills & Rough at 3031.*

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 3120.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

She was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Strulug of the South Kingdom with about 1000 troops at 3022 - Waren of the Benîm an Pharazôn with about 1500 troops at 3022. See report below.

*She commands an army in the Mixed Forest at 3022. The Village of Elmgrove flying the flag of the South Kingdom is here.*

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 Shore/Plains at 2227.

He was ordered to influence their population center loyalty. He was not able to influence/reduce the population center loyalty because Dol Amroth was of the same nation.

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

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

Wilwarin



Ranks : Command 36 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 61  
 Artifacts : #82 Kirrauko/  
 Spells (+0) : None

Wilwarin was located in the Open Plains at 3120.

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 move the army. She accepted the army movement orders.

***She commands an army in the Open Plains at 3319. The Major Town/Fort of Our Town flying the flag of the Ground Pounders is here.***

Zymraan



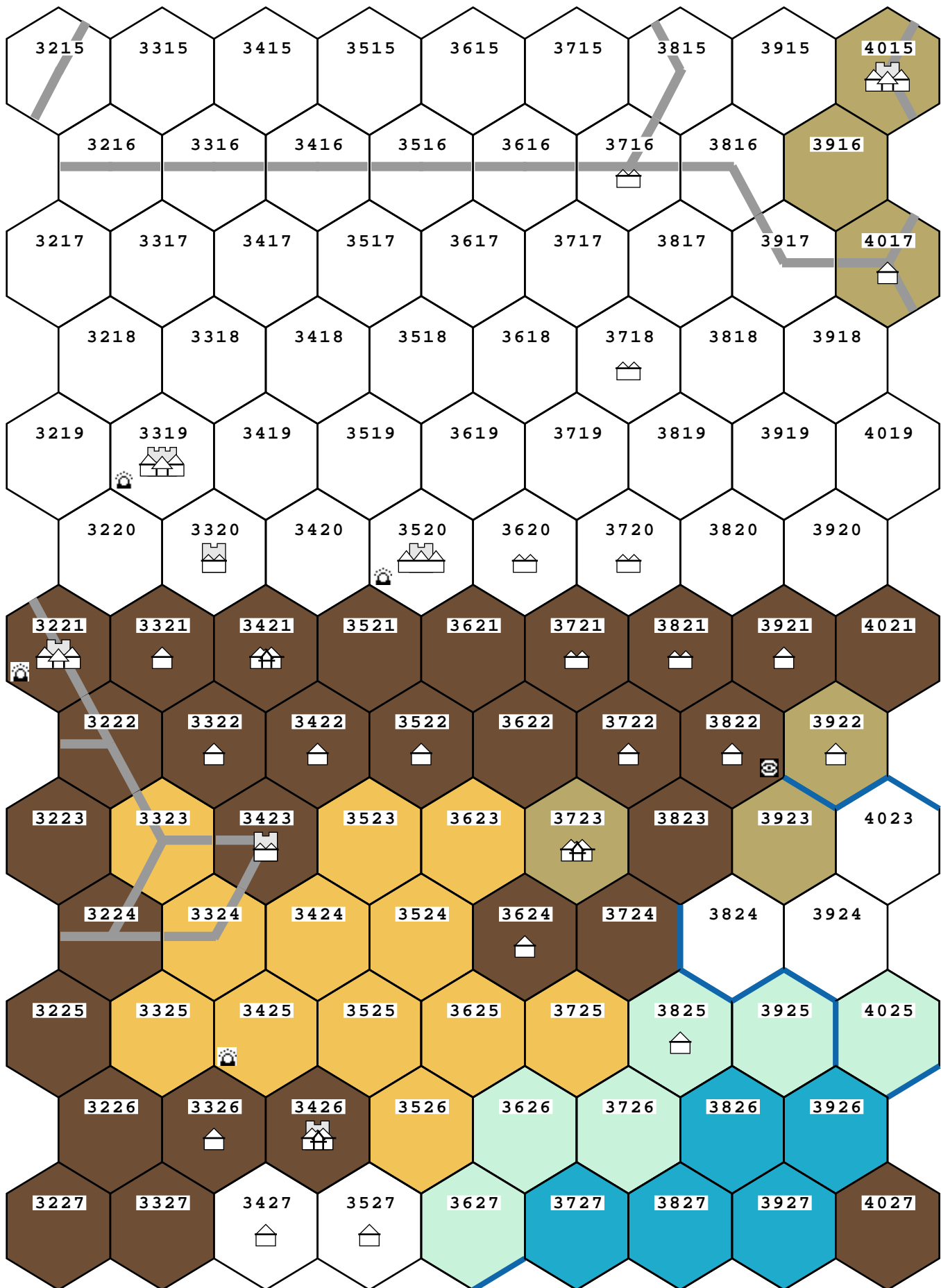
Ranks : Command 0 Agent 64 Emissary 79 Mage 0  
 Health 100 Stealth 10 Challenge 57  
 Artifacts : None  
 Spells (+0) : None

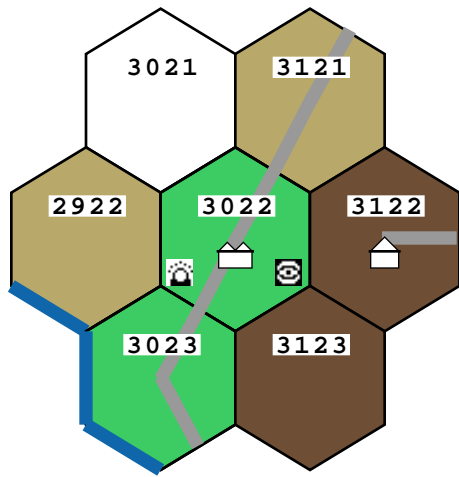
Zymraan was located in the Hills & Rough at 2527.

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

He was ordered to steal the Gold. He was not able to complete his mission because the target was too well guarded.

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





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



**Brand (ID: brand) @ 3520 Mage**

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

**Brytta (ID: brytt) @ 3024 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			_____				
			_____								_____				

**Elfhelm (ID: elfhe) @ 3520 Command Agent**

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

**Finarfin (ID: finar) @ 3723 Emissary**

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

**Guthláf (ID: guthl) @ 3221 Command**

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

**Malantur (ID: malan) @ 3520 Command**

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

**Rían (ID: rian ) @ 3124 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) @ 3031 Agent Mage**

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

**Urthel (ID: urthe) @ 3022 Command**

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

**Valacar (ID: valac) @ 3024 Emissary**

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

Wilwarin (ID: wilwa) @ 3319 Command

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

Zymraan (ID: zymra) @ 2527 Agent Emissary

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