

MEPBM Games
presents

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 143



Half-Orcs

Victory points : 1042
 Victory Conditions :
 To hold at game end the artifact: Talisman of Absorption #175.
 To hold at game end the artifact: Usriev #206.
 To hold at game end the artifact: Palantír of Osgiliath #166.
 To hold at game end the population center of Mudflat Landing at 3112.
 To hold in stores at game end the greatest amount of Mithril.

Top 3 Free Peoples :

Half-Orcs [1042] Frost Men [1000] Twin Scorpions [750]

Special Nation Abilities :
 #11 New agents start at rank up to 40.
 #12 New commanders start at rank up to 40.
 #22 Uncover secrets at minimum 40 (all characters).
 #24 Can learn lost conjure mounts spell.

Internet G143N10
 ADAM WATERS 110093
 NONE
 NONE
 NONE

Game # : 143
 Player # : 10
 Turn # : 10
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 1071
 Special Service : YES

Half-Orcs

(A Free People)

Season : Fall

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Neutral	# 3 Frost Men	: Tolerated
# 4 Dustbighters	: Tolerated	# 5 Aerithryn	: Tolerated	# 6 Amestrians	: Tolerated
# 7 Faux Meddle Aarmy	: Tolerated	# 8 Twin Scorpions	: Tolerated	# 9 Rhosgobel	: Tolerated
#11 Galadhrim	: Tolerated	#12 Drib Le Chin	: Hated	#13 Ull Navala	: Hated
#14 Farrelly	: Disliked	#15 Nacth Strum	: Hated	#16 Shadowborn	: Hated
#17 Heathen Kings	: Disliked	#18 Vampiric Order	: Disliked	#19 Scourge	: Hated
#20 Black Numenroans	: Disliked	#21 Enlightned Shadow	: Neutral	#22 Fallen	: Neutral
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karamaikos	: Neutral

POPULATION CENTERS

Arex Location : @ 3321 in Mountains Climate is Cool

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	220	0	20	0	0	0	1100
Current stores	0	880	0	0	0	0	0	-

Foreign characters reported in the hex : - U Lu Zaw.

Bartrex Location : @ 3322 in Mountains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 35	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	184	48	0	0	0	0	1000
Current stores	0	736	96	0	0	0	0	-

Cagmolaga Location : @ 3013 in Mixed Forest Climate is Mild

Size : Village	Fortifications : None	Loyalty : 38	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	806	274	0	0
Current stores	0	0	0	0	566	2092	0	-

An army bearing the banner of the Dustbighters under Captain Frami is here.

Cor Dunneth Location : @ 4320 in Open Plains Climate is Hot

Size : Village	Fortifications : None	Loyalty : 21	Docks : None	Hidden ? : No	Sieged ? : YES			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	122	0	0	0	512	0	13	0
Current stores	273	0	0	0	0	0	60	-

An army bearing the banner of the Half-Orcs under Captain Lugmuk is here.

Cungabok Location : @ 3914 in Open Plains Climate is Cool

Size : Town	Fortifications : Tower	Loyalty : 71	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	62	0	0	0	422	0	10	0
Current stores	124	0	0	0	313	0	43	-

Cuzdorf Location : @ 3816 in Open Plains Climate is Mild

Size : Village	Fortifications : Tower	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	281	0	0	0	742	0	22	0
Current stores	562	0	0	0	551	0	98	-

Dungortheb Location : @ 3711 in Shore/Plains Climate is Cool

Size : Town	Fortifications : None	Loyalty : 48	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	72	0	0	0	293	0	5	0
Current stores	144	0	0	0	211	0	0	-

Eastmoor Location : @ 3921 in Mountains Climate is Cool
 Size : Village Fortifications : None Loyalty : 36 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 176 120 8 0 0 0 0
 Current stores 0 704 240 0 0 0 0 -

Eastwall Location : @ 4013 in Shore/Plains Climate is Cool
 Size : Town Fortifications : Tower Loyalty : 43 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 53 0 0 0 475 0 14 0
 Current stores 123 0 0 0 379 0 71 -

Fjordland Location : @ 4413 in Mixed Forest Climate is Cool
 Size : Village Fortifications : None Loyalty : 34 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 352 160 0 980
 Current stores 0 0 0 0 238 720 0 -

Normog Location : @ 3411 in Shore/Plains Climate is Cool
 Size : Town Fortifications : None Loyalty : 36 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 125 0 0 0 278 0 10 0
 Current stores 332 0 0 0 263 0 55 -

Sargortheb Location : @ 3712 in Shore/Plains Climate is Cool
 Size : Town Fortifications : None Loyalty : 24 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 72 0 0 0 240 0 10 0
 Current stores 144 0 0 0 173 0 40 -

Warholm Location : @ 3710 in Open Plains Climate is Cool
 Size : Major Town Fortifications : None Loyalty : 54 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 112 0 0 0 384 0 10 0
 Current stores 224 0 0 0 276 0 40 -

WojaP City Location : @ 3612 in Shore/Plains Climate is Cool
 Size : Major Town Fortifications : Fort Loyalty : 49 Docks : Harbor Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 96 0 0 0 262 0 6 0
 Current stores 192 0 0 0 189 0 24 -

Yaargle (Capital) Location : @ 3913 in Shore/Plains Climate is Cool
 Size : City Fortifications : Fort Loyalty : 79 Docks : Port Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 40 0 0 0 152 0 5 0
 Current stores 1492 96 41 0 116 0 579 -

A small army bearing the banner of the Half-Orcs under Captain Nox the Impailer is here.

ARMIES AND NAVIES

Army Commander : Captain Dunga Location : @ 4118 in Shore/Plains Climate is Mild
 Army morale : 21 Warships : 0 Transports : 0 (7) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Mannish horsemen w/lances 10 60 1000 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0

Army Commander : Captain Lugmuk Location : @ 4320 in Open Plains Climate is Hot
 Army morale : 36 Warships : 0 Transports : 0 (5) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Plainsman footmen w/broadswords 17 10 0 1194 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
 Characters traveling with army : - Kuzwar Blackboot.
 The Village of Cor Dunneth flying the flag of the Half-Orcs is here.

Army Commander : Lord Morzug Bloodaxe Location : @ 4324 in Open Plains Climate is Hot
 Army morale : 31 Warships : 0 Transports : 0 (13) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Mannish horsemen w/lances 21 18 19 1787 Heavy Cavalry
 Plainsman horsemen w/broadswords 43 40 40 92 Light Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 12
 Characters traveling with army : - Pishaxe.
An army bearing the banner of the Nacth Strum under Lord Engle-Blut is here.
A small army bearing the banner of the Amestrians under Lord Wrath is here.

Army Commander : Captain Nox the Impailer Location : @ 3913 in Shore/Plains Climate is Cool
 Army morale : 45 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Plainsman horsemen w/broadswords 40 40 40 100 Light Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
 The City/Fort of Yaargle flying the flag of the Half-Orcs is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	20143	26638	6777	2890	238666	18815	5673
Purchase at market price/unit	3	3	5	16	2	3	7
Sell to market price/unit	1	1	3	9	1	1	4

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 22674	Leather	3610	1035
Pop Centers : 4250	Bronze	2416	580
Characters : 19120	Steel	377	168
	Mithril	0	28
Total : 46044	Food	3275	4918
	Timber	2812	434
Current Tax rate : 60%	Mounts	1010	105
Revenue expected next turn : 40580 (-5464)			
Current Gold reserve : 8020			

Ships have been left anchored at the following locations:

8 warships at hex 3913
4 transports at hex 3913

You have the following double agents:

None

You have the following hostages:

Asbjorn of the Ull Navala is held by Orsma at 3722 - No Gold ransom demanded at this time.

You possess the following artifacts:

None

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of an assassination attempt involving Corwyn Rand and Ba'ber.

There are rumors of a theft attempt involving Sebban Balwer at Nan Loke.

275 Gold was stolen at Eastmoor.

Our populace reports that a season change is imminent!

ENCOUNTER MESSAGES

Report from the village at 3322.

The tremors which have occurred in the neighboring regions at first struck fear into the hearts of our citizens. Then, however, they began to rejoice that the founders had been wise enough not to build on a dormant volcano as it was evident that some others had done. Even though we tried to tell them that any of the mountains in the region could hide dormant volcanos, they refused to listen to us as usual and loyalty has increased accordingly.

Report from the camp at 3321.

The tremors which have occurred in the neighboring regions at first struck fear into the hearts of our citizens. Then, however, they began to rejoice that the founders had been wise enough not to build on a dormant volcano as it was evident that some others had done. Even though we tried to tell them that any of the mountains in the region could hide dormant volcanos, they refused to listen to us as usual and loyalty has increased accordingly.

COMBAT MESSAGES

Battle at 4320

In the Hot climate of the Open Plains of 4320, a conflict took place in the hours of late morning in high winds.

At the head of a calm army rode **Lord Morzug Bloodaxe** of the nation of the Half-Orcs. The mount on which he rode moved calmly to the front of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
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598 Mixed Mannish horsemen w/lances wooden/bronze leather/bronze a mob

At the head of a loud and exuberant army rode **Warlord Dain Ironrod** of the nation of the Dustbighters. The mount on which he rode pranced mightily at the head of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
274 Dwarven ponyriders w/war hammers	wooden/bronze	none/leather	ragged ranks
7 Dwarven ponyriders w/battle axes	steel	steel	exemplary

At the head of a loud and exuberant army rode **Lord Spear Fist** of the nation of the Frost Men. The mount on which he rode pranced mightily at the head of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
958 Northman horsemen w/battle axes	wooden/bronze	leather/bronze	ragged ranks
142 Northman footmen w/broadswords	wooden	none	a mob
300 Northman archers w/short bows	arrows	none	a mob

At the head of a demoralized army rode **Captain Regvuld** of the nation of the Ull Navala. 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
300 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a rebellious army rode **Captain Lugmuk** of the nation of the Half-Orcs. 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
1295 Mixed Mannish horsemen w/lances	wooden/bronze	leather/bronze	a mob
100 Plainsman horsemen w/broadswords	bronze/steel	bronze/steel	ragged ranks
1300 Plainsman footmen w/broadswords	wooden	none	a mob

The Town of Cor Dunneth flying the flag of the Ull Navala is situated in the Open Plains here. It is fortified by a Tower, and it is under siege or attack.

Report from Lugmuk.....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 clear voice of their Commander.. Keep close ranks. Use standard formation. Like we practiced! The men cheered as boulders and flying debris were hurled upon the enemy troops.

Against the forces of Regvuld, it was a classic attack - our standard formation against theirs.

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

Report from Lugmuk.....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. Our foot soldiers engaged the other troops in the open and took the battle to them. The troops 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.... Morzug Bloodaxe's forces found no enemy armies to fight. Dain Ironrod's forces found no enemy armies to fight. Spear Fist's forces found no enemy armies to fight. Regvuld's forces were destroyed/routed in the battle. Regvuld appeared to have survived. Lugmuk's forces were victorious in the battle, but suffered minor losses. Lugmuk appeared to have survived. The attacking war machines let loose with a thundering barrage of aerial missiles that tore the fortifications down around the ears of the defenders! The battle for Cor Dunneth 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.... Lugmuk's army survived the attack on the Town, but suffered minor losses. Lugmuk appeared to have survived. The Town has been reduced to a Village. The Tower has been destroyed. The Village has been under siege/attack this turn. The Village now flies the flag of the Half-Orcs.

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.....
Dunga	400	HvCvlyr	500 ^ st
Dunga	860	ForcMar	e se sw se sw se e e e se se sw ^ ^ no
Emok	520	InfYour	
Emok	810	MovChar	3929
Feardach	500	Double	glana
Feardach	810	MovChar	4027
Furmug	550	ImprPop	
Furmug	810	MovChar	3321
Grummsh	610	GrdChar	dunga
Grummsh	325	NatSell	fo 46
Kuzwar Blackboot	355	TrTrps	morzu 1300 100 ^ ^ ^ ^
Kuzwar Blackboot	349	TrWarMa	morzu 12
Lugmuk	255	CptrPop	st
Lugmuk	215	RfsPers	
Morzug Bloodaxe	925	Recon	
Morzug Bloodaxe	860	ForcMar	se se sw sw sw ^ ^ ^ ^ ^ ^ ^ ^ no
Nox the Impailer	765	SplArmy	dunga 1000 ^ ^ ^ ^ ^
Nox the Impailer	325	NatSell	mi 100
Okmok	690	StlGold	
Okmok	810	MovChar	4425
Orsma	690	StlGold	
Orsma	810	MovChar	3722
Pishaxe	610	GrdChar	lugmu
Pishaxe	920	ScoPop	
Slorsa	690	StlGold	
Slorsa	810	MovChar	4326
Tholmok the Drunk	330	CstCjSp	508 250
Tholmok the Drunk	710	PrenMgy	
Ufgamuk theBloody	330	CstCjSp	508 250
Ufgamuk theBloody	948	TranCar	3711 3913 mo 500

Dunga



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

Dunga was located in the Shore/Plains at 3913.

He was ordered to recruit some heavy cavalry. 500 Heavy Cavalry w/Wood weapons and Steel armor were recruited.

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 Shore/Plains at 4118.

Emok



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

Emok was located in the Mountains at 3321.

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

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

He is currently in the Mountains at 3929. The Camp of Arched Tombs flying the flag of the Shadowborn is here.

Feardach



Ranks : Command 10 Agent 0 Emissary 74 Mage 20
 Health 100 Stealth 0 Challenge 44
 Artifacts : None
 Spells (+0) : #4 Major Heal(73) #508 Conjure Mounts(50)

Feardach was located in the Mountains at 4215.

He was ordered to recruit a double agent. He was not able to recruit the double agent because he was not able to influence the character. Continued efforts may succeed.

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

He is currently in the Mountains at 4027. The Camp of Elsflath flying the flag of the Nacth Strum is here.

Furmug



Ranks : Command 0 Agent 0 Emissary 73 Mage 0
 Health 100 Stealth 0 Challenge 36
 Artifacts : None
 Spells (+0) : None

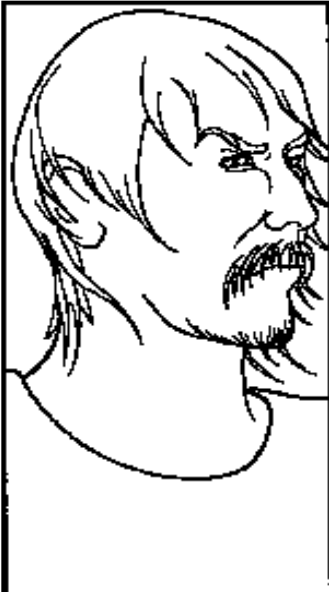
Furmug was located in the Shore/Plains at 3411.

He was ordered to improve the population center size. Normog was improved to a Town.

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

He is currently in the Mountains at 3321. The Camp of Arex flying the flag of the Half-Orcs is here.

Grummsh



Ranks : Command 40 Agent 66 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 59
 Artifacts : None
 Spells (+0) : None

Grummsh was located in the Shore/Plains at 3913.

He was ordered to have the nation sell to the caravans. 2792 Food were sold for 2792 Gold.

He was ordered to guard a character. Dunga was guarded.

He is currently in the Shore/Plains at 3913. The City/Fort of Yaargle flying the flag of the Half-Orcs is here.

Kuzwar Blackboot



Ranks : Command 46 Agent 0 Emissary 0 Mage 0
 Health 54 Stealth 0 Challenge 46
 Artifacts : None
 Spells (+0) : None

Kuzwar Blackboot was located in the Open Plains at 4320.

Kuzwar Blackboot was wounded during combat.

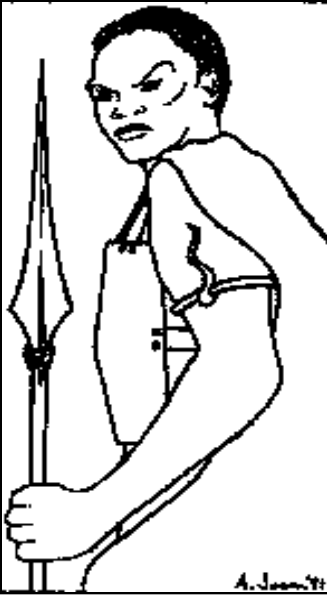
Kuzwar Blackboot was wounded during combat.

He was ordered to transfer some war machines from the army to an army. 12 war machines were transferred.

He was ordered to transfer some troops from the army to an army. The troops transfer was changed because of insufficient troops. 1189 Heavy Cavalry 92 Light Cavalry were transferred.

He is traveling with Lugmuk in the Open Plains at 4320. The Village of Cor Dunneth flying the flag of the Half-Orcs is here.

Lugmuk



Ranks : Command 49 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 49
 Artifacts : None
 Spells (+0) : None

Lugmuk was located in the Open Plains at 4320.
 He was ordered to refuse all personal challenges.
 He was ordered to capture the Town of Cor Dunneth. See Combat Messages.
 Lack of Food may have affected army movement.
 Lack of Food restricted the army morale.
He commands an army in the Open Plains at 4320. The Village of Cor Dunneth flying the flag of the Half-Orcs is here.

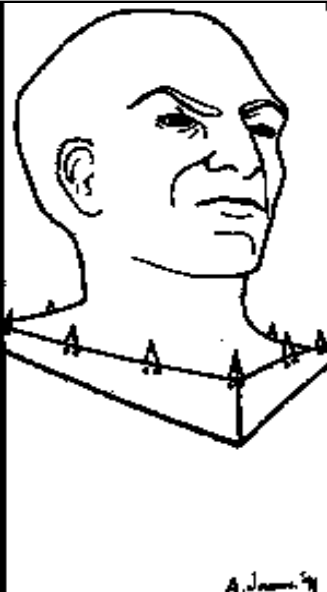
Morzug Bloodaxe



Ranks : Command 58 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 58
 Artifacts : None
 Spells (+0) : None

Morzug Bloodaxe was located in the Open Plains at 4320.
 Lack of Food may have affected army movement.
 Lack of Food restricted the army morale.
 He was ordered to force march the army. He accepted the forced march orders. Morale was reduced. Movement was delayed by evasive or non-(friendly/tolerant) forces.
 Movement was stopped by non-(friendly/tolerant) forces.
 He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Engle-Blut of the Nacch Strum with about 1100 troops at 4324 - Wrath of the Amestrians with about 500 troops at 4324 - Thorgrim of the Ull Navala with about 400 troops at 4425. See report below.
He commands an army in the Open Plains at 4324.

Nox the Impailer



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

Nox the Impailer was located in the Shore/Plains at 3913.
 He was ordered to have the nation sell to the caravans. 112 Mithril were sold for 7616 Gold.
 Lack of Food may have affected army movement.
 Lack of Food restricted the army morale.
 He was ordered to split the army. The army was split. 0 Food was transferred.
He commands an army in the Shore/Plains at 3913. The City/Fort of Yaargle flying the flag of the Half-Orcs is here.

Okmok



Ranks : Command 0 Agent 66 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 49
 Artifacts : None
 Spells (+0) : None

Okmok was located in the Hills & Rough at 3933.

He was ordered to steal the Gold. 4022 Gold was stolen at Undercrypt.

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

He is currently in the Open Plains at 4425. The Major Town/Fort of Stormwall flying the flag of the Ull Navala is here.

Orsma



Ranks : Command 0 Agent 76 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 57
 Artifacts : None
 Spells (+0) : None

Orsma was located in the Hills & Rough at 3729.

He was ordered to steal the Gold. 4233 Gold was stolen at Tal De Todes.

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

He is currently in the Mountains at 3722. The Town/Fort of Dublith flying the flag of the Scourge is here.

Pishaxe



Ranks : Command 0 Agent 48 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 36
 Artifacts : None
 Spells (+0) : None

Pishaxe was located in the Open Plains at 4320.

He was ordered to guard a character. Lugmuk was guarded.

He moved with the army to 4324.

He was ordered to scout the population center. He was not able to scout the population center because he was not at a population center.

He is traveling with Morzug Bloodaxe in the Open Plains at 4324.

Slorsa



Ranks : Command 0 Agent 51 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 38
 Artifacts : None
 Spells (+0) : None

Slorsa was located in the Mountains at 3423.

She was ordered to steal the Gold. No Gold was found in the treasury at Barad-dûr.

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

She is currently in the Open Plains at 4326. The Major Town/Tower of Thousand Spears flying the flag of the Scourge is here.

Tholmok the Drunk



Ranks : Command 10 Agent 0 Emissary 0 Mage 52
 Health 100 Stealth 0 Challenge 54
 Artifacts : None

Spells (+0) : #413 Scry Population Center(66) #415 Scry Area(78)
 #416 Reveal Production(86) #508 Conjure Mounts(76)

Tholmok the Drunk was located in the Shore/Plains at 3711.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 245 Mounts were conjured.

He was ordered to prentice magery. The prentice magery was successful and his Mage rank has been improved.

He is currently in the Shore/Plains at 3711. The Town of Dungortheb flying the flag of the Half-Orcs is here.

Ufgamuk theBloody



Ranks : Command 10 Agent 0 Emissary 0 Mage 51
 Health 100 Stealth 0 Challenge 53
 Artifacts : None

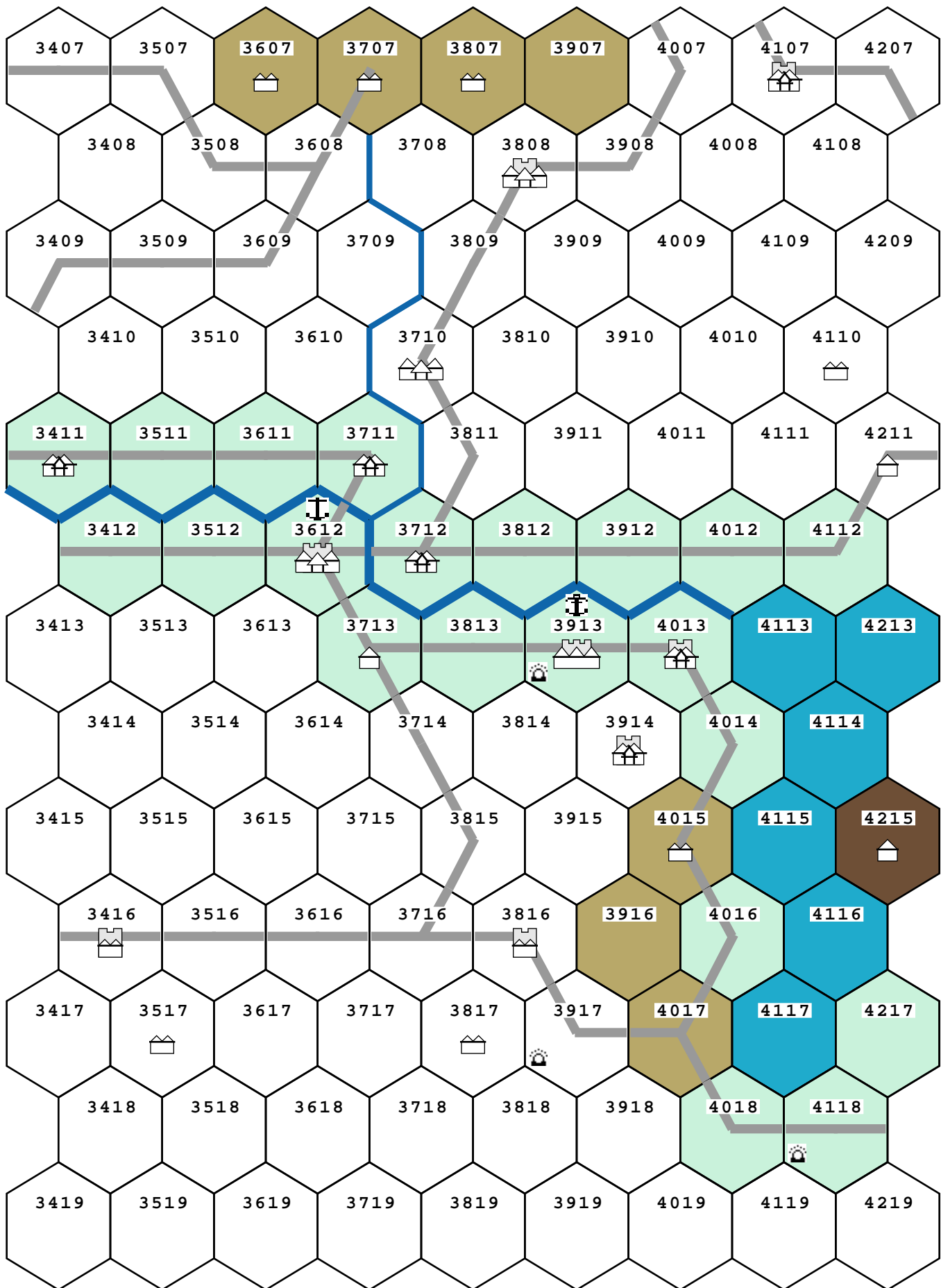
Spells (+0) : #414 Scry Hex(81) #415 Scry Area(57) #416 Reveal Production(79)
 #508 Conjure Mounts(89)

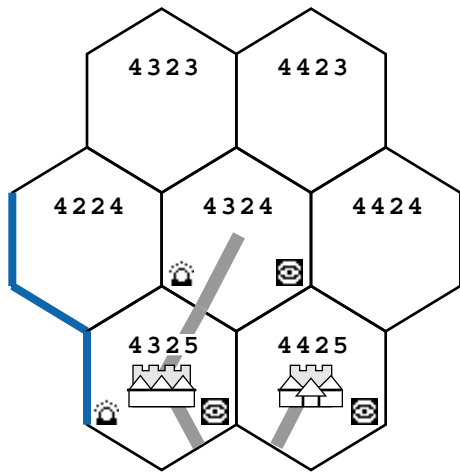
Ufgamuk theBloody was located in the Shore/Plains at 3711.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 250 Mounts were conjured.

He was ordered to transport by the caravans. The transport was changed because there was insufficient Mounts. 455 Mounts (+10%) transported from Dungortheb to Yaargle.

He is currently in the Shore/Plains at 3711. The Town of Dungortheb flying the flag of the Half-Orcs is here.





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

Furmug (ID: furmu) @ 3321 Emissary

Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required			<hr/>			Required			<hr/>	
Information			<hr/>			Information			<hr/>	
			<hr/>						<hr/>	
			<hr/>						<hr/>	

Grumms (ID: grumm) @ 3913 Command Agent

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

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

Kuzwar Blackboot (ID: kuzwa) @ 4320 Command

Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required		<hr/>				Required		<hr/>		
Information		<hr/>				Information		<hr/>		
		<hr/>						<hr/>		

Lugmuk (ID: lugmu) @ 4320 Command

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

Morzug Bloodaxe (ID: morzu) @ 4324 Command

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

Nox the Impailer (ID: nox t) @ 3913 Command

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

Okmok (ID: okmok) @ 4425 Agent

Order -> # _____ Code _____ Type _____		Order -> # _____ Code _____ Type _____	
Required	<hr/>	Required	<hr/>
Information	<hr/>	Information	<hr/>
	<hr/>		<hr/>
	<hr/>		<hr/>

Orsma (ID: orsma) @ 3722 Agent

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

Pishaxe (ID: pisha) @ 4324 Agent

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

Slorsa (ID: slors) @ 4326 Agent

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

Tholmok the Drunk (ID: tholm) @ 3711 Command Mage

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

Ufgamuk theBloody (ID: ufgam) @ 3711 Command Mage

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