

**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 [ 1317 ]   Once Upon a Time [ 1267 ]   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 #	:	18
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	6775
Special Service	:	YES

# Ground Pounders

(A Free People)

Season : Spring

## 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 Cool

Size : Camp	Fortifications : None	Loyalty : 38	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	580	120	62	0	0	0	-

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

Size : City	Fortifications : Tower	Loyalty : 56	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	0	0	0	41	1831	0	50	-

**Ginglith** Location : @ 3718 in Open Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 29	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	209	0	0	0	655	0	7	0
Current stores	0	0	0	0	1333	0	60	-

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

Size : Village	Fortifications : Tower	Loyalty : 16	Docks : None	Hidden ? : No	Sieged ? : YES			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	205	0	0	0	781	0	19	0
Current stores	212	0	0	0	0	0	80	-

**Herenya** Location : @ 2834 in Hills & Rough Climate is Warm

Size : Major Town	Fortifications : None	Loyalty : 43	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	80	0	0	316	0	0	1400
Current stores	0	554	0	0	1441	0	0	-

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

Size : Camp	Fortifications : None	Loyalty : 54	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	120	31	0	0	0	-

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

Size : Village	Fortifications : None	Loyalty : 28	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	0	0	0	0	527	0	42	-

**Maranwë** Location : @ 3110 in Shore/Plains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 51	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	80	0	0	0	216	0	24	0
Current stores	0	0	0	0	438	0	180	-

**Morannon** Location : @ 3221 in Mountains Climate is Cool  
 Size : Town Fortifications : Tower Loyalty : 47 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 222 0 12 0 0 0 1600  
 Current stores 0 370 0 43 0 0 0 -  
 Foreign characters reported in the hex : **Biancaneve.**

**Our Town** Location : @ 3319 in Open Plains Climate is Mild  
 Size : Major Town Fortifications : Fort Loyalty : 30 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 79 0 0 0 317 0 7 0  
 Current stores 0 0 0 0 638 0 50 -

**Outfield** Location : @ 3720 in Open Plains Climate is Hot  
 Size : Village Fortifications : None Loyalty : 53 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 0 0 0 0 428 0 60 -

**Petticoat Junct'n** Location : @ 3716 in Open Plains Climate is Mild  
 Size : Village Fortifications : None Loyalty : 29 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 252 0 0 0 446 0 14 0  
 Current stores 0 0 0 0 905 0 104 -

**Rockfall** Location : @ 3522 in Mountains Climate is Cool  
 Size : Camp Fortifications : None Loyalty : 33 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 1620 0 92 0 0 0 -

**Shathûr** Location : @ 3028 in Shore/Plains Climate is Warm  
 Size : Village Fortifications : None Loyalty : 58 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 152 0 0 0 536 0 8 0  
 Current stores 608 0 0 0 1072 0 32 -

**A large army bearing the banner of the Benîm an Pharazôn under Commander Slûcrac is here.**

**Tumbalemorna** Location : @ 3224 in Mountains Climate is Cool  
 Size : Camp Fortifications : None Loyalty : 56 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 80 30 0 0 0 1100  
 Current stores 0 0 320 79 0 0 0 -

**Zug-Sa** Location : @ 3607 in Hills & Rough Climate is Cold  
 Size : Camp Fortifications : None Loyalty : 41 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 36 0 0 0 90 0 0 600  
 Current stores 0 0 0 0 183 0 0 -

## ARMIES AND NAVIES

**Army Commander : Commander Guthláf** Location : @ 3419 in Open Plains Climate is Mild  
 Army morale : 16 Warships : 0 Transports : 0 (3) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Plainsman footmen w/broadswords 12 35 30 698 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 303 Low Supplies !!  
 War machines 0

**A small army bearing the banner of the South Kingdom under Captain Gavin is here.**

**An army bearing the banner of the South Kingdom under Captain Toner is here.**

**A small 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 : @ 3419 in Open Plains Climate is Mild  
 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 0  
 Armor 0 0 0  
 Food 1 Low Supplies !!  
 War machines 0

**A small army bearing the banner of the South Kingdom under Captain Gavin is here.**

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

**An army bearing the banner of the South Kingdom under Captain Toner is here.**

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

**Army Commander : Commander Wilwarin** Location : @ 3419 in Open Plains Climate is Mild  
 Army morale : 10 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Plainsman footmen w/broadswords 10 30 30 500 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 5 Low Supplies !!  
 War machines 0

**A small army bearing the banner of the South Kingdom under Captain Gavin is here.**

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

**An army bearing the banner of the South Kingdom under Captain Toner is here.**

A small 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	16202	22278	5159	0	236809	31430	1458
Purchase at market price/unit	2	2	5	92	2	2	11
Sell to market price/unit	1	1	2	49	1	1	6

#### MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 6392	Leather	820	1269
Pop Centers : 2500	Bronze	3124	852
Characters : 18320	Steel	560	200
	Mithril	348	102
Total : 27212	Food	8796	3939
	Timber	0	0
Current Tax rate : 60%	Mounts	658	103
Revenue expected next turn : 32500 (+5288)			
Current Gold reserve : 9888			

**Ships have been left anchored at the following locations:**

None

**You have the following double agents:**

Oruthan of the Sapphic Enclave @ 3529

Double agent Oruthan reports she was ordered to refuse all personal challenges.

Double agent Oruthan reports she was ordered to assassinate a character.

Double agent Oruthan reports she injured Neburcha of the Benim an Pharazôn and thwarted her guard mission. She was not able to assassinate the character because of tight security.

#### **Qesset of the Lands @ 2536**

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

Double agent Qesset reports he was ordered to scout an army. A scout of the army was attempted. Commander Bawbuzagar of the Benim an Pharazôn is located in the Hills & Rough at 2536 Travel mode is Normal. Morale is 37. Troops: Heavy Cavalry: 844 . Scouted army movement to new location at 2536.

#### **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 the fall of a Strategic Site.*

### **ENCOUNTER MESSAGES**

None

### **COMBAT MESSAGES**

#### **Battle at 3419**

In the Mild climate of the Open Plains of 3419, a conflict took place in the early morning hours during a driving storm.

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	steel	steel	a mob

At the head of a rebellious army rode **Commander Forthain** of the nation of the South Kingdom. In his hands was borne the glowing Javelin called Sauron's Javelin. 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
411 Dúnadan knights w/lances	wooden/bronze	leather/bronze	a mob

At the head of a rebellious army rode **Captain Gavin** of the nation of the South Kingdom. 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
573 Dúnadan footmen w/broadswords	bronze/steel	leather/bronze	ragged ranks

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

Troops	Weapons	Armor	Formations
423 Dúnadan knights w/lances	bronze	leather/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 heard coursing through the ranks.. Surround them. Attack from all sides! As our troops deployed, a cheer went up as balls of light green light burst among the enemy, and they realized that the mages had already started the battle.

Against the forces of Forthain, we quickly surrounded their standard formation.

Against the forces of Gavin, they veered off and tried to hit our flank, but we surrounded them.

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

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Trallor** stood off to one side making magical gestures and incanting arcane words. Suddenly, many of his comrades felt their armor grow tougher and more resistant to the blows of their enemies. **Forthain** fought side by side with the troops and diverted many a blade during the pitched battle with his glowing Javelin.

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. However, we were overrun in less than a few hours.

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

Captain Gavin: 1 Food

Captain Toner: 1 Food

After the battle.... Malantur's forces were destroyed/routed in the battle. Malantur appeared to have survived. Forthain's forces were victorious in the battle, but suffered minor losses. Forthain appeared to have survived. Gavin's forces were victorious in the battle, but suffered minor losses. Gavin appeared to have survived. Toner's forces were victorious in the battle, but suffered minor losses. Toner appeared to have survived.

#### Battle at 3320

In the Hot climate of the Open Plains of 3320, a conflict took place in the early afternoon during a driving storm.

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
1000 Plainsman footmen w/broadswords	bronze/steel	bronze	a mob

The Town of Grassland flying the flag of the South Kingdom is situated in the Open Plains here. It is fortified by a Tower, and it is under siege or attack.

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

The battle for Grassland was vicious and quick. Although the defending militia fought hard to stem the assault, they were outnumbered and eventually fell before the onslaught!

After the attack on the population center.... Guthláf's army survived the attack on the Town, but suffered some losses. Guthláf appeared to have survived. The Town has been reduced to a Village. The Tower has not been affected. The Village has been under siege/attack this turn. The Village now flies the flag of the Ground Pounders.

#### 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	520	InfYour	
Aerandir	810	MovChar	3607
Angelimar	360	TrArt	wilwa 82 ^ ^ ^ ^ ^
Angelimar	610	GrdChar	wilwa
Brytta	520	InfYour	
Brytta	810	MovChar	2622
Duinhir	325	NatSell	le 100
Duinhir	710	PrenMgy	
Finarfin	550	ImprPop	
Finarfin	900	FindArt	^
Guthláf	255	CptrPop	fl
Guthláf	850	MovArmy	ne se e ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Malantur	215	RfsPers	
Malantur	230	AttEnemy	su
Rían	525	InfOthr	
Rían	810	MovChar	3022
Trallor	215	RfsPers	
Trallor	225	CstCbSp	104
Urthel	770	HrArmy	400 hi ^ le 1
Urthel	850	MovArmy	e e se ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Valacar	525	InfOthr	
Valacar	810	MovChar	3022
Wilwarin	770	HrArmy	500 hi br br 5
Wilwarin	850	MovArmy	nw w w ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Zymraan	500	Double	winds
Zymraan	610	GrdChar	winds

Aerandir



Ranks : Command 0 Agent 0 Emissary 62 Mage 0  
 Health 100 Stealth 0 Challenge 31  
 Artifacts : None  
 Spells (+0) : None

Aerandir was located in the Open Plains at 3718.

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

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

**He is currently in the Hills & Rough at 3607. The Camp of Zug-Sa flying the flag of the Ground Pounders is here.**

Angelimar



Ranks : Command 0 Agent 59 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 44  
 Artifacts : None  
 Spells (+0) : None

Angelimar was located in the Open Plains at 3520.

She was ordered to transfer some artifacts to a character. Kirrauko #82 was transferred.

She was ordered to guard a character. Wilwarin 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.**

Brytta



Ranks : Command 0 Agent 0 Emissary 76 Mage 0  
 Health 100 Stealth 0 Challenge 38  
 Artifacts : None  
 Spells (+0) : None

Brytta was located in the Mountains at 3522.

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

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

**He is currently in the Mixed Forest at 2622. The Village of Oakton flying the flag of the South Kingdom is here.**



Duinhir



Ranks : Command 20 Agent 0 Emissary 0 Mage 55  
 Health 100 Stealth 0 Challenge 60  
 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 have the nation sell to the caravans. 6020 Leather were sold for 12040 Gold.

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

*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 69 Mage 0  
 Health 100 Stealth 0 Challenge 34  
 Artifacts : None

Spells (+0) : None

Finarfin was located in the Hills & Rough at 2834.

She was ordered to improve the population center size. Herenya was improved to a Major Town.

She was ordered to find an artifact. An artifact search was attempted. No artifact was found at 2834. Continued efforts may succeed.

*She is currently in the Hills & Rough at 2834. The Major Town of Herenya flying the flag of the Ground Pounders is here.*

Guthl f



Ranks : Command 33 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 33  
 Artifacts : None

Spells (+0) : None

Guthláf was located in the Open Plains at 3320.

He was ordered to capture the Town of Grassland. See Combat Messages.

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 3419.*

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 3419.

He was ordered to refuse all personal challenges.

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

**He is currently in the Open Plains at 3419.**

Rían



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

Rían was located in the Shore/Plains at 3028.

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

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

**He is currently in the Mixed Forest at 3022. The Village of Elmgrove flying the flag of the South Kingdom is here.**

Trallor



Ranks : Command 0 Agent 55 Emissary 0 Mage 53  
 Health 100 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 refuse all personal challenges.

He was ordered to cast a combat spell. Resistances was cast.

**He is currently in the Open Plains at 3419.**

Urthel



Ranks : Command 51 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 71  
 Artifacts : #153 Herugrim/  
 Spells (+0) : None

Urthel was located in the Open Plains at 3319.

She was ordered to hire an army. The troops hired was changed because there was insufficient armor. An army of 400 Heavy Infantry with 1 Food was hired.

She was ordered to move the army. She accepted the army movement 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 3419.*

Valacar



Ranks : Command 0 Agent 0 Emissary 87 Mage 0  
 Health 100 Stealth 0 Challenge 43  
 Artifacts : None  
 Spells (+0) : None

Valacar was located in the Shore/Plains at 3028.

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

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

*He is currently in the Mixed Forest at 3022. The Village of Elmgrove flying the flag of the South Kingdom is here.*

Wilwarin



Ranks : Command 30 Agent 0 Emissary 0 Mage 0  
 Health 71 Stealth 0 Challenge 55  
 Artifacts : #82 Kirrauko/  
 Spells (+0) : None

Wilwarin was located in the Open Plains at 3520.

She was ordered to hire an army. An army of 500 Heavy Infantry with 5 Food was hired.

She was ordered to move the army. She accepted the army movement 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 3419.*

Zymraan



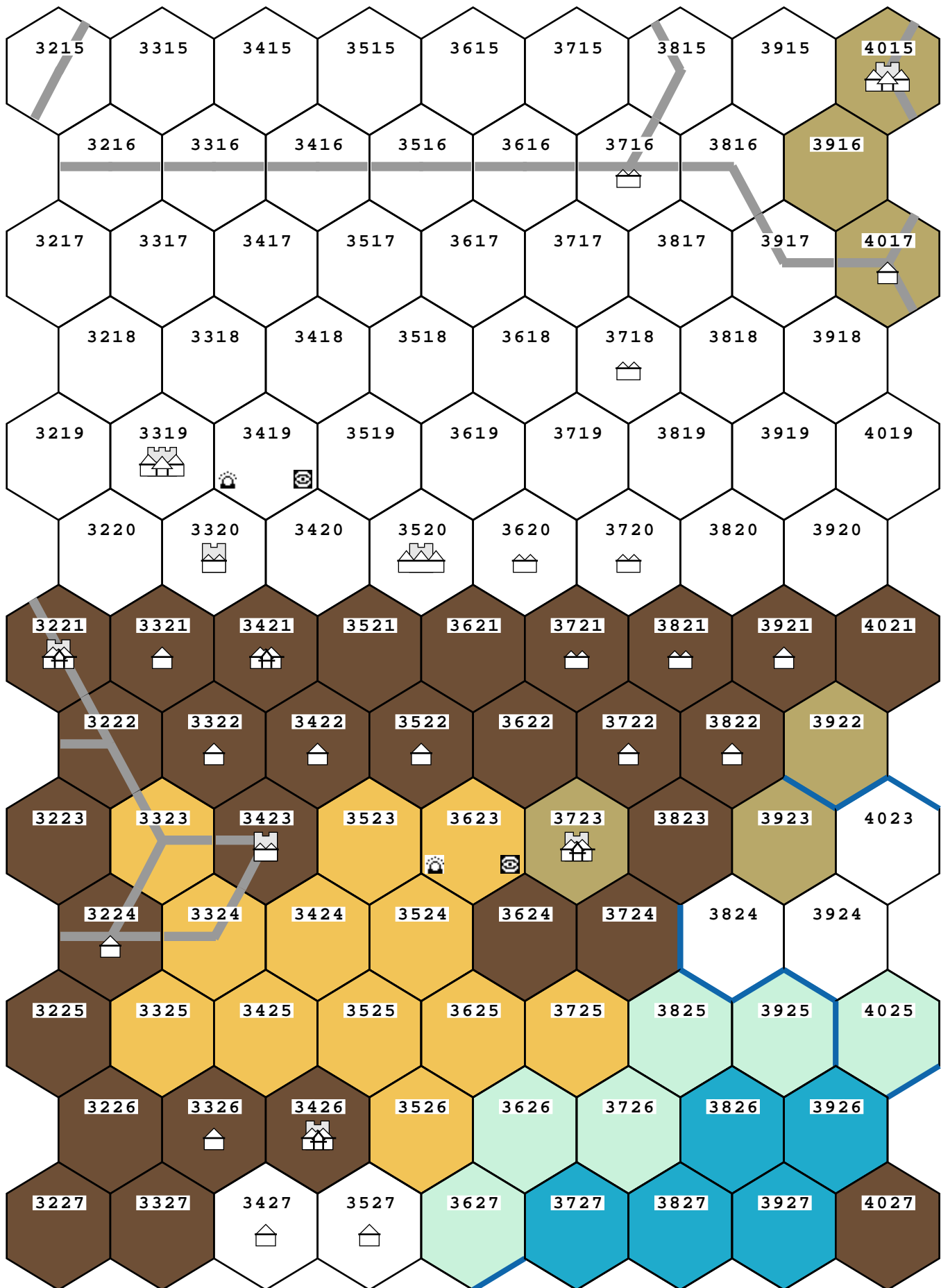
Ranks : Command 0 Agent 62 Emissary 74 Mage 0  
 Health 100 Stealth 10 Challenge 55  
 Artifacts : None  
 Spells (+0) : None

Zymraan was located in the Mountains at 3221.

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 guard a character. Windsong was guarded.

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



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) @ 2834 Emissary**

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

**Guthláf (ID: guthl) @ 3419 Command**

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

**Malantur (ID: malan) @ 3419 Command**

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

**Rían (ID: rian ) @ 3022 Emissary**

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

**Trallor (ID: trall) @ 3419 Agent Mage**

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

## Urthel (ID: urthe) @ 3419 Command

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

## Valacar (ID: valac) @ 3022 Emissary

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

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

Wilwarin (ID: wilwa) @ 3419 Command

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

Zymraan (ID: zymra) @ 3221 Agent Emissary

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