

**MEPBM Games**  
**presents**

# Middle-earth Play-By-Mail™ Fourth Age, circa 1000



GAME # 143



## **Frost Men**

Victory points : 725  
Victory Conditions :

To see to the termination of Asbjorn by any means whatsoever.  
To see to the termination of Vezaya by any means whatsoever.  
To hold at game end the artifact: War-dancer #87.  
To hold at game end the artifact: Black Scale #129.  
To hold at game end the greatest amount of artifacts.

Top 3 Free Peoples :

**Rhosgobel [ 800 ] Dustbighters [ 750 ] Half-Orcs [ 750 ]**

Special Nation Abilities :

#06 Armies lose no morale for force march.  
#10 New mages start at rank up to 40.  
#23 Can learn lost weakness spell.  
#24 Can learn lost conjure mounts spell.

Internet G143N03  
PHILIP SWIDERSKI 110670  
NONE  
NONE  
NONE

Game # : 143  
Player # : 3  
Turn # : 8  
Account : \$ 0.00  
Free Turns : 0  
Security Code : 9180  
Special Service : YES

# Frost Men

(A Free People)

Season : Fall

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Neutral	# 4 Dustbighters	: Tolerated
# 5 Aerithryn	: Tolerated	# 6 Amestrians	: Tolerated	# 7 Faux Meddle Army	: Tolerated
# 8 Twin Scorpions	: Tolerated	# 9 Rhosgobel	: Tolerated	#10 Half-Orcs	: Tolerated
#11 Galadhrim	: Tolerated	#12 Drib Le Chin	: Hated	#13 Ull Navala	: Hated
#14 Farrelly	: Disliked	#15 Nacth Strum	: Disliked	#16 Shadowborn	: Disliked
#17 Heathen Kings	: Disliked	#18 Vampiric Order	: Disliked	#19 Scourge	: Disliked
#20 Black Numenroans	: Disliked	#21 Enlightned Shadow	: Neutral	#22 Fallen	: Neutral
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karamaikos	: Neutral

## POPULATION CENTERS

**Ablaze** Location : @ 3807 in Hills & Rough Climate is Cold

Size : Village	Fortifications : None	Loyalty : 20	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	144	72	0	0	0	0	840
Current stores	0	0	90	0	0	0	0	-

**Crust** Location : @ 3806 in Hills & Rough Climate is Cold

Size : Village	Fortifications : None	Loyalty : 58	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	55	0	0	0	0	0	5	840
Current stores	0	0	0	0	0	0	5	-

**Dul Mordeth** Location : @ 4419 in Open Plains Climate is Hot

Size : Town	Fortifications : Tower	Loyalty : 22	Docks : None	Hidden ? : No	Sieged ? : YES			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	96	0	0	0	134	0	5	0
Current stores	66	0	0	0	0	0	12	-

A small army bearing the banner of the Frost Men under Captain Krush is here.

**A small army bearing the banner of the Half-Orcs under Lord Morzug Bloodaxe is here.**

An army bearing the banner of the Frost Men under Lord Spear Fist is here.

**Enroute** Location : @ 4107 in Open Plains Climate is Cold

Size : Town	Fortifications : Tower	Loyalty : 58	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	25	0	0	0	211	0	2	0
Current stores	0	0	0	0	211	0	2	-

**Fel Morder** Location : @ 4416 in Open Plains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 18	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	320	0	0	0	616	0	24	0
Current stores	0	0	0	0	616	0	99	-

**Frost Gate** Location : @ 3808 in Open Plains Climate is Cool

Size : Major Town	Fortifications : Tower	Loyalty : 60	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	106	0	0	0	163	0	10	0
Current stores	0	0	0	0	163	0	10	-

**Genfel** Location : @ 3009 in Mixed Forest Climate is Cool

Size : Town	Fortifications : None	Loyalty : 23	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	245	86	0	0
Current stores	0	0	0	0	245	172	0	-

A small army bearing the banner of the Frost Men under Lord Iron Helm is here.

**Hill Crest**

Location : @ 3606 in Hills &amp; Rough Climate is Cold

Size : Camp	Fortifications : None		Loyalty : 26	Docks : None	Hidden ? : No	Sieged ? : No		
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	120	0	0	0	0	30	6	0
Current stores	0	0	0	0	0	60	6	-

**Kuluinn**

Location : @ 3713 in Shore/Plains Climate is Cool

Size : Camp	Fortifications : None		Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No		
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	224	0	0	0	208	0	8	0
Current stores	0	0	0	0	208	0	8	-

**Lucky Strike**

Location : @ 3607 in Hills &amp; Rough Climate is Cold

Size : Camp	Fortifications : None		Loyalty : 22	Docks : None	Hidden ? : No	Sieged ? : No		
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	48	0	0	33	0	600
Current stores	0	0	48	0	0	66	0	-

**Qurámalókë**

Location : @ 4211 in Open Plains Climate is Cool

Size : Camp	Fortifications : None		Loyalty : 34	Docks : None	Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	240	0	0	0	840	0	8	0
Current stores	0	0	0	0	840	0	8	-

**Roadside Inn (Capital)**

Location : @ 3906 in Open Plains Climate is Cold

Size : City	Fortifications : Fort		Loyalty : 85	Docks : None	Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	11	0	0	0	29	0	2	0
Current stores	0	0	0	150	29	0	1072	-

A small army bearing the banner of the Frost Men under Commander Cudgel is here.

**Roundup**

Location : @ 3308 in Open Plains Climate is Cool

Size : Camp	Fortifications : None		Loyalty : 36	Docks : None	Hidden ? : No	Sieged ? : No		
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	136	0	0	0	304	0	24	0
Current stores	0	0	0	0	304	0	24	-

**Silver**

Location : @ 3707 in Hills &amp; Rough Climate is Cold

Size : Camp	Fortifications : None		Loyalty : 57	Docks : None	Hidden ? : No	Sieged ? : No		
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	63	0	0	0	0	0	3	840
Current stores	0	0	0	0	0	0	3	-

**Trees**

Location : @ 4212 in Mixed Forest Climate is Cool

Size : Camp	Fortifications : None		Loyalty : 31	Docks : None	Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	552	112	0	0
Current stores	0	0	0	0	552	224	0	-

**Tundra**

Location : @ 4205 in Open Plains Climate is Cold

Size : Village	Fortifications : None		Loyalty : 50	Docks : None	Hidden ? : No	Sieged ? : No		
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	34	0	0	0	252	0	2	0
Current stores	0	0	0	0	252	0	2	-

**Waystop**

Location : @ 3705 in Open Plains Climate is Cold

Size : Major Town	Fortifications : Tower		Loyalty : 61	Docks : None	Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	42	0	0	0	68	0	2	0
Current stores	0	0	0	0	68	0	2	-

**ARMIES AND NAVIES**

**Army Commander : Commander Cudgel** Location : @ 3906 in Open Plains Climate is Cold  
 Army morale : 41 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Northman footmen w/broadswords 11 10 0 100 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 131 Low Supplies !!  
 War machines 0  
 The City/Fort of Roadside Inn flying the flag of the Frost Men is here.

**Army Commander : Lord Iron Helm** Location : @ 3009 in Mixed Forest Climate is Cool  
 Army morale : 40 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Northman footmen w/broadswords 16 10 0 400 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 1 Low Supplies !!  
 War machines 0  
 The Town of Genfel flying the flag of the Frost Men is here.

**Army Commander : Captain Krush** Location : @ 4419 in Open Plains Climate is Hot  
 Army morale : 58 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Northman footmen w/broadswords 25 10 0 242 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0  
 The Town/Tower of Dul Mordeth flying the flag of the Frost Men is here.  
**A small army bearing the banner of the Half-Orcs under Lord Morzug Bloodaxe is here.**  
 An army bearing the banner of the Frost Men under Lord Spear Fist is here.

**Army Commander : Lord Spear Fist** Location : @ 4419 in Open Plains Climate is Hot  
 Army morale : 74 Warships : 0 Transports : 0 (7) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Northman horsemen w/battle axes 36 22 25 958 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 20  
 The Town/Tower of Dul Mordeth flying the flag of the Frost Men is here.  
 A small army bearing the banner of the Frost Men under Captain Krush is here.  
**A small army bearing the banner of the Half-Orcs under Lord Morzug Bloodaxe is here.**

**COMPANY COMMANDERS :**

Veteran Chance Location : @ 3009 Traveling with him are : Arassuil - Blind Eye - Hammer - Phantom.

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	29582	32434	7960	3555	226018	21817	3986
Purchase at market price/unit	2	2	4	12	2	2	7
Sell to market price/unit	1	1	2	7	1	1	4

**MISCELLANEOUS**

Maintenance Costs expected next turn are:		Totals for Nation:	Stores	Production
Armies/Navies :	8716	Leather	66	1472
Pop Centers :	3000	Bronze	0	144
Characters :	17480	Steel	138	120
		Mithril	150	0
Total :	29196	Food	3488	3622
		Timber	522	261
Current Tax rate :	48%	Mounts	1253	101
Revenue expected next turn :	23520 (-5676)			
Current Gold reserve :	440			

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

None

**You have the following double agents:**

None

**You have the following hostages:**

None

**You possess the following artifacts:**

None

**You have hidden the following additional artifacts:**

None

**NATION MESSAGES**

*There are rumors of an armed conflict involving the Black Numenroeans at 2203.*

*There are rumors of an armed conflict involving the Half-Orcs and the Ull Navala at 4419.*

*There are rumors of a sabotage attempt involving A Fire Drake at Liore.*

**ENCOUNTER MESSAGES**

None

## COMBAT MESSAGES

### Battle at 4419

In the Hot climate of the Open Plains of 4419, a conflict took place in the early hours of the evening in high winds.

At the head of a rebellious army rode **Captain Morzug Bloodaxe** 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
863 Mixed Mannish horsemen w/lances	wooden/bronze	leather/bronze	a mob

At the head of a demoralized army rode **Commander Thorgrim** 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
700 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a highly energetic army rode **Warlord Dain Ironrod** of the nation of the Dustbighters. The mount on which he rode cantered anxiously along the side of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1160 Dwarven ponyriders w/war hammers	wooden/bronze	none/leather	a mob
27 Dwarven ponyriders w/battle axes	steel	steel	exemplary

At the head of a demoralized army rode **Lord Jorhun** 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
400 Mixed Mannish horsemen w/shortswords	wooden	none	a mob

At the head of a highly energetic army rode **Captain Spear Fist** of the nation of the Frost Men. The mount on which he rode cantered anxiously along the side of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1371 Northman horsemen w/battle axes	wooden/bronze	leather/bronze	ragged ranks

At the head of a calm army rode **Captain Krush** of the nation of the Frost Men. 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
394 Northman footmen w/broadswords	wooden	none	a mob

The Major Town of Dul Mordeth flying the flag of the Ull Navala is situated in the Open Plains here. It is fortified by a Castle, and it is under siege or attack.

Report from Spear Fist.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. These troops didn't need much encouragement and waved and joked with their Commanders, offering bets on who would find the best plunder. Finally the order was shouted across the battlefield.. Charge!! Charge!! The men cheered as boulders and flying debris were hurled upon the enemy troops.

Against the forces of Thorgrim, we charged but they veered off and hit our flank.

Against the forces of Jorhun, we charged but they veered off and hit our flank.

Report from Krush.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. Some of the troops needed this encouragement but others were checking the readiness of their weapons. Finally the order was given by the blare of the bugles.. Head straight for them and then strike the left flank...the left flank!

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

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

Report from Spear Fist.....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. The troops fought very well, but more training would have raised them to great heights. They fought with great spirit. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

Report from Krush.....Our foot soldiers engaged the other troops in the open and took the battle to them. The troops fought well, but they could have been better trained. They fought as if uninspired. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

After the battle.... Morzug Bloodaxe's forces were victorious in the battle, but suffered minor losses. Morzug Bloodaxe appeared to have survived. Thorgrim's forces were destroyed/routed in the battle. Thorgrim appeared to have survived. Dain Ironrod's forces were victorious in the battle, but suffered minor losses. Dain Ironrod appeared to have survived. Jorhun's forces were destroyed/routed in the battle. Jorhun appeared to have survived. Spear Fist's forces were victorious in the battle, but suffered minor losses. Spear Fist appeared to have survived. Krush's forces were victorious in the battle, but suffered minor losses. Krush appeared to have survived. The attacking war machines let loose with a strong barrage of aerial missiles that tore at the fortifications and inflicted significant damage before the actual ground assault! The battle for Dul Mordeth 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.... Morzug Bloodaxe's army survived the attack on the Major Town, but suffered minor losses. Morzug Bloodaxe appeared to have survived. Dain Ironrod's army survived the attack on the Major Town, but suffered minor losses. Dain Ironrod appeared to have survived. Spear Fist's army survived the attack on the Major Town, but suffered minor losses. Spear Fist appeared to have survived. Krush's army survived the attack on the Major Town, but suffered minor losses. Krush appeared to have survived. The Major Town has been reduced to a Town. The Castle has been reduced to a Tower. The Town has been under siege/attack this turn. The Town now flies the flag of the Frost Men.

## 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.....
Aragost	710	PrenMgy	
Aragost	705	RsrchSp	508
Arassuil	330	CstCjSp	508 275
Arassuil	710	PrenMgy	
Blind Eye	710	PrenMgy	
Blind Eye	705	RsrchSp	420
Chance	710	PrenMgy	
Chance	820	MovCmpy	3009
Cudgel	325	NatSell	le 100
Cudgel	728	NamComm	Hrack m
Hammer	710	PrenMgy	
Hammer	755	JnCmpy	chanc
Iron Helm	430	TrpsMan	hi
Iron Helm	925	Recon	
Jabber	550	ImprPop	
Jabber	810	MovChar	3707
Jacqs	325	NatSell	br 100
Jacqs	605	GrdLoc	
Krush	215	RfsPers	
Krush	255	CptrPop	fl
Loathe	690	StlGold	
Loathe	810	MovChar	1409
Phantom	330	CstCjSp	508 270
Phantom	710	PrenMgy	
Spear Fist	215	RfsPers	
Spear Fist	255	CptrPop	ch



Aragost



Ranks : Command 0 Agent 0 Emissary 0 Mage 46  
 Health 100 Stealth 0 Challenge 46  
 Artifacts : None

Spells (+0) : #102 Barriers(64) #202 Call Fire(89) #302 Long Stride(88)  
 #416 Reveal Production(92) #508 Conjure Mounts(88)

Aragost was located in the Open Plains at 3906.

She was ordered to research a spell. Conjure Mounts #508 was successfully researched.

She was ordered to prentice magery. The prentice magery was successful and her Mage rank has been improved.

*She is currently in the Open Plains at 3906. The City/Fort of Roadside Inn flying the flag of the Frost Men is here.*

Arassuil



Ranks : Command 0 Agent 0 Emissary 0 Mage 56  
 Health 100 Stealth 0 Challenge 56  
 Artifacts : None

Spells (+0) : #406 Divine Army(75) #417 Divine Characters w/Forces(53)  
 #502 Weakness(85) #508 Conjure Mounts(100)

Arassuil was located in the Open Plains at 3906.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 275 Mounts were conjured.

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

He moved with the company to 3009.

*He is traveling with Chance in the Mixed Forest at 3009. The Town of Genfel flying the flag of the Frost Men is here.*

Blind Eye



Ranks : Command 0 Agent 0 Emissary 0 Mage 55  
 Health 100 Stealth 0 Challenge 55  
 Artifacts : None

Spells (+0) : #102 Barriers(94) #204 Wild Flames(100) #308 Capital Return(91)  
 #408 Perceive Nationality(76) #416 Reveal Production(73)  
 #420 Reveal Character(90) #502 Weakness(97) #508 Conjure Mounts(64)

Blind Eye was located in the Open Plains at 3906.

He was ordered to research a spell. Reveal Character #420 was successfully researched.

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

He moved with the company to 3009.

*He is traveling with Chance in the Mixed Forest at 3009. The Town of Genfel flying the flag of the Frost Men is here.*

Chance



Ranks : Command 10 Agent 0 Emissary 0 Mage 53  
 Health 100 Stealth 0 Challenge 55  
 Artifacts : None

Spells (+0) : #413 Scry Population Center(83) #415 Scry Area(57)  
 #502 Weakness(72) #508 Conjure Mounts(67)

Chance was located in the Open Plains at 3906.

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

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

**He commands a company in the Mixed Forest at 3009. The Town of Genfel flying the flag of the Frost Men is here.**

Cudgel



Ranks : Command 34 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 34  
 Artifacts : None

Spells (+0) : None

Cudgel was located in the Open Plains at 3906.

He was ordered to have the nation sell to the caravans. 7161 Leather were sold for 14322 Gold.

He was ordered to name a new commander. A new commander named Hrack was available.

**He commands an army in the Open Plains at 3906. The City/Fort of Roadside Inn flying the flag of the Frost Men is here.**

Hammer



Ranks : Command 0 Agent 0 Emissary 74 Mage 56  
 Health 100 Stealth 0 Challenge 65  
 Artifacts : None

Spells (+0) : #4 Major Heal(87) #102 Barriers(79) #308 Capital Return(93)  
 #502 Weakness(90) #508 Conjure Mounts(82)

Hammer was located in the Open Plains at 3906.

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

He was ordered to join a company. He joined the company commanded by Chance.

He moved with the company to 3009.

**He is traveling with Chance in the Mixed Forest at 3009. The Town of Genfel flying the flag of the Frost Men is here.**

Hrack



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 3906. The City/Fort of Roadside Inn flying the flag of the Frost Men is here.*

Iron Helm



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

Iron Helm was located in the Mixed Forest at 3009.

He was ordered to put some troops on maneuvers. The maneuvers for the Heavy Infantry were completed.

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Sunzi of the Rhosgobel with about 600 troops at 2909. See report below.  
*He commands an army in the Mixed Forest at 3009. The Town of Genfel flying the flag of the Frost Men is here.*

Jabber



Ranks : Command 0 Agent 0 Emissary 63 Mage 0  
 Health 100 Stealth 0 Challenge 31  
 Artifacts : None  
 Spells (+0) : None

Jabber was located in the Hills & Rough at 3807.

He was ordered to improve the population center size. Ablaze was improved to a Village.

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

*He is currently in the Hills & Rough at 3707. The Camp of Silver flying the flag of the Frost Men is here.*

Jacqs



Ranks : Command 0 Agent 50 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 37  
 Artifacts : None  
 Spells (+0) : None

Jacqs was located in the Open Plains at 3906.

He was ordered to have the nation sell to the caravans. 1320 Bronze were sold for 3960 Gold.

He was ordered to guard the location. Roadside Inn was guarded.

***He is currently in the Open Plains at 3906. The City/Fort of Roadside Inn flying the flag of the Frost Men is here.***

Krush



Ranks : Command 47 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 47  
 Artifacts : None  
 Spells (+0) : None

Krush was located in the Open Plains at 4419.

He was ordered to refuse all personal challenges.

He was ordered to capture the Major Town of Dul Mordeth. 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 4419. The Town/Tower of Dul Mordeth flying the flag of the Frost Men is here.***

Loathe



Ranks : Command 0 Agent 58 Emissary 25 Mage 10  
 Health 100 Stealth 0 Challenge 48  
 Artifacts : None  
 Spells (+0) : #410 Divine Allegiance Forces(35) #508 Conjure Mounts(32)

Loathe was located in the Mountains at 2210.

He was ordered to steal the Gold. 950 Gold was stolen at Al-Qatif.

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

***He is currently in the Mixed Forest at 1409. The Town/Tower of Bree flying the flag of the North Kingdom is here.***

Phantom



Ranks : Command 0 Agent 40 Emissary 0 Mage 57  
 Health 100 Stealth 0 Challenge 64  
 Artifacts : None

Spells (+0) : #408 Perceive Nationality(61) #422 Perceive Power(92)  
 #502 Weakness(97) #508 Conjure Mounts(100)

Phantom was located in the Open Plains at 3906.

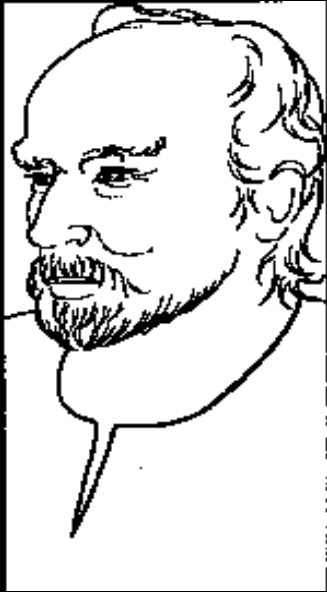
He was ordered to cast a conjuring spell. Conjure Mounts was cast. 270 Mounts were conjured.

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

He moved with the company to 3009.

*He is traveling with Chance in the Mixed Forest at 3009. The Town of Genfel flying the flag of the Frost Men is here.*

Spear Fist



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

Spells (+0) : None

Spear Fist was located in the Open Plains at 4419.

He was ordered to refuse all personal challenges.

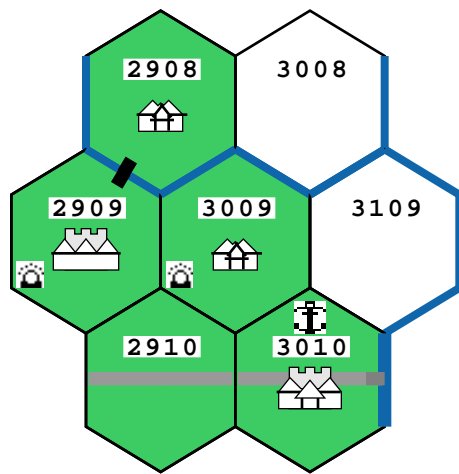
He was ordered to capture the Major Town of Dul Mordeth. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

*He commands an army in the Open Plains at 4419. The Town/Tower of Dul Mordeth flying the flag of the Frost Men is here.*





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



**Chance (ID: chanc) @ 3009 Command Mage**

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

**Cudgel (ID: cudge) @ 3906 Command**

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

**Hammer (ID: hamme) @ 3009 Emissary Mage**

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

**Hrack (ID: hrack) @ 3906 Command**

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

**Iron Helm (ID: iron ) @ 3009 Command**

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

**Jabber (ID: jabbe) @ 3707 Emissary**

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

**Jacqs** (ID: jacqs) @ 3906 Agent

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Krush (ID: krush) @ 4419 Command
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Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required			_____			Required			_____	
Information			_____			Information			_____	
			_____						_____	
			_____						_____	

Loathe (ID: loath) @ 1409 Agent Emissary Mage

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

## Phantom (ID: phant) @ 3009 Agent Mage

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

**Spear Fist** (ID: spear) @ 4419 Command

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