MEPBM Games presents

Middle-earth Play-By-Mail" Fourth Age, circa 1000



GAME # 143



Frost Men

Victory points 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.

Game # 143 Player # Turn # Account Security Code : 9180 Special Service :

3

Internet G143N03 PHILIP SWIDERSKI 110670 NONE NONE NONE

Frost Men

(A Free People)

Season : Fall

RELATIONS WITH OTHER NATIONS

# 5 Aerithryn # 8 Twin Scorpior #11 Galadhrim #14 Farrely #17 Heathen Kings #20 Black Numenro #23 Amun-Musa	: Tolerated : Disliked : Disliked	d # 6 Ame d # 9 Rho d #12 Dri #15 Nac #18 Vam	sgobel b Le Chin th Strum piric Orde ightned Sh	: Tole : Tole : Hate : Disl r : Disl	rated # rated # d # iked # iked # ral #	4 Dustbig 7 Faux Me 10 Half-Or 13 Ull Nav 16 Shadowb 19 Scourge 22 Fallen 25 Karamei	eddle Aarm rcs vala oorn	: Tolerated ny: Tolerated : Tolerated : Hated : Disliked : Disliked : Neutral : Neutral			
POPULATION CENTERS											
Ablaze	Location	: @ 3807	in Hills &	Rough Clir	mate is C	Cold					
Size : Village	Fortifications :	None	Loyalty : 2	20 Docks:	None	Hidden ? :	No	Sieged ? : No			
Surplus Product	Leather	Bronze		Mithril	Food	Timber	Mounts	Gold			
Expected production		144	72	0	0	0	0				
Current stores	0	0	90	0	0	0	0	_			
Crust	Togotion	. @ 2006	in Hilla c	Dough Glir	mate is C	1014					
Size : Village	Fortifications :		in Hills & Loyalty : !	-		Hidden ? :	. No	Sieged ? : No			
Surplus Product	Leather	Bronze		Mithril	Food	Timber	Mounts				
Expected production		0	0	0	0	0	5				
Current stores	0	0	0	0	0	0	5				
04110110 200102	· ·	Ü	· ·	· ·	ŭ	· ·	3				
Dul Mordeth	Location	: @ 4419	in Open Pla	ins Climat	te is Hot						
Size : Town	Fortifications :	Tower	Loyalty : 2	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 bearin				_							
A small army bearing						is here.					
An army bearing the	banner of the Fr	rost Men u	nder Lord Sp	ear Fist is	here.						
Enroute	Logation	. @ 4107	in Open Pla	ing Climat	te is Col	d					
Size : Town	Fortifications :		In open Fia								
Surplus Product		Tower	Lovalty:				: No	Sieged ? : No			
	Leather		Loyalty : !	58 Docks:	None	Hidden ? :		Sieged ? : No			
-	Leather 25	Tower Bronze 0	Loyalty : ! Steel 0				No Mounts	Gold			
Expected production		Bronze	Steel	58 Docks: Mithril	None Food	Hidden ? : Timber	Mounts	Gold 0			
Expected production	25	Bronze 0	Steel 0	58 Docks: Mithril 0	None Food 211	Hidden ? : Timber 0	Mounts 2	Gold 0			
Expected production	25 0	Bronze 0 0	Steel 0	58 Docks: Mithril 0 0	None Food 211	Hidden ? : Timber 0 0	Mounts 2	Gold 0			
Expected production	25 0	Bronze 0 0 : @ 4416	Steel 0 0	58 Docks: Mithril 0 0 ins Climat	None Food 211 211	Hidden ? : Timber 0 0	Mounts 2 2	Gold 0			
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Current stores	0	0	0	0	0	60	6	
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Kuluinn	Location	ı : @ 3713	in Shore/F	Plains Clir	mate is Co	ool		
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	ı : @ 3607		Rough Cl:	imate is (Cold		
Size : Camp	Fortifications	: None	Loyalty :	22 Docks	: None	Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	
Expected production		0	48	0	0	33	0	
Current stores	0	0	48	0	0	66	0	_
Qurámalókë	Logation	1211	in Open Dl	lains Clima	ato ia Co	-1		
Size : Camp	Fortifications		_	34 Docks		Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	5
Expected production		0	0	0	840	0	8	
Current stores	0	0	0	0	840	0	8	
carrene beereb	· ·	Ü	· ·	Ŭ	010	· ·	G	
Roadside Inn (Capi	tal) Locatior	ı : @ 3906	in Open Pl	lains Clima	ate is Co	ld		
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	g the banner of	the Frost	Men under (Commander Cu	dgel is h	ere.		
	,							
Roundup	Location	ı : @ 3308	in Open Pl	lains Clima	ate is Cod	ol		
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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 Heavy Infantry 11 10 0 100 Baggage Train Leather Steel Mithril Bronze Weapons 0 0 0 Armor Ω Ω Ω Ω Food 131 Low Supplies !! 0 War machines

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 Training Weapon Armor # Troops Troops 400 Northman footmen w/broadswords 16 10 0 Heavy Infantry Baggage Train Leather Mithril Bronze Steel 0 0 Weapons 0 Armor 0 0 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 Heavy Infantry Baggage Train Leather Bronze Steel Mithril _ 0 Weapons 0 0 Ο Ω Ω 0 Armor 0 Food 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 Training Weapon Armor # Troops Troops Troop Type 36 Northman horsemen w/battle axes 22 25 958 Heavy Cavalry Baggage Train Leather Bronze Steel Mithril 0 0 0 Weapons 0 Armor 0 0 Ω Food Ω Out of Food !! 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 : 87	16		Leather	66	1472
Pop Centers : 30	00		Bronze	0	144
Characters : 174	80		Steel	138	120
			Mithril	150	0
Total : 291	96		Food	3488	3622
			Timber	522	261
Current Tax rate	: 4	8%	Mounts	1253	101
Revenue expected next tur	n: 2	3520 (-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. 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 Eve

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.

Mage 0

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.

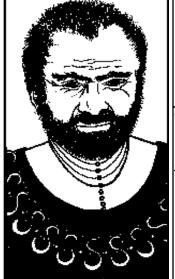
Cudgel

Ranks : Command 34 Agent 0 Emissary 0

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 $14322 \,\, \mathrm{Gold}$.

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.



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.

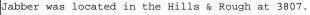


Ranks : Command 0 Agent 0 Emissary 63 Mage 0

Health 100 Stealth 0 Challenge 31

Artifacts : None

Spells (+0) : None



He was ordered to improve the population center size. Ablaze was improved to a ${
m Village}$.

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

Spells (+0) : None

: None

Artifacts

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.

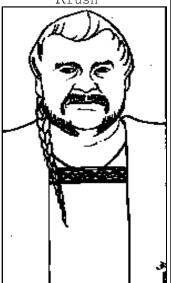
He is currently in the Open Plains at 3906. The City/Fort of Roadside Inn flying the flag of the Frost Men is here.

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

: Command 0 Ranks 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

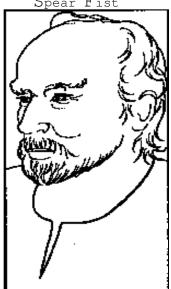
: Command 52 Health 100 Agent 0

Emissary 0 Mage 0

Stealth 0 Challenge 52

Artifacts

Spells (+0) : None



Spear Fist was located in the Open Plains at 4419.

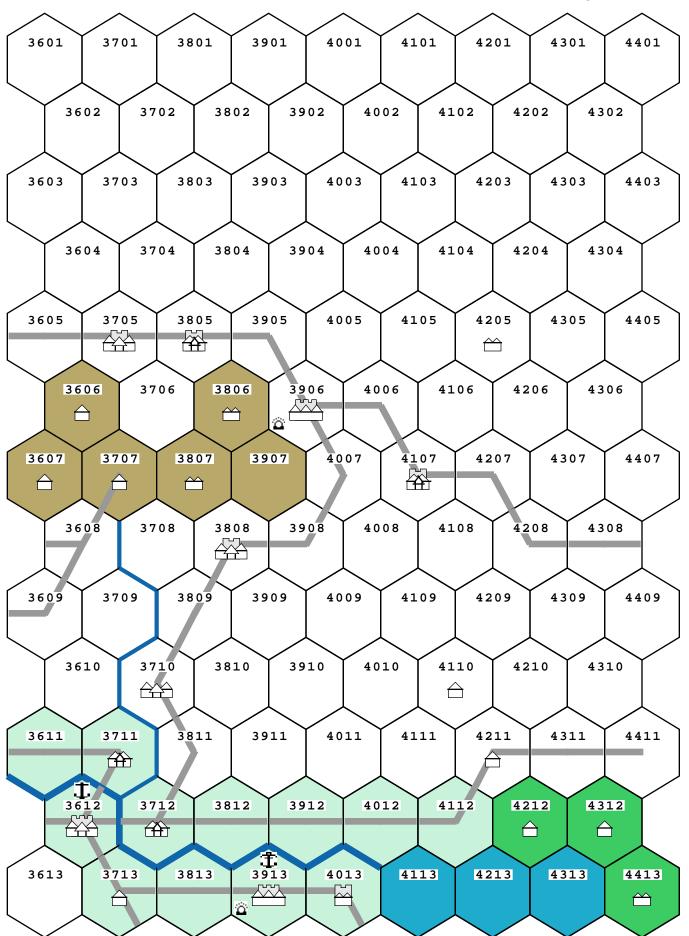
He was ordered to refuse all personal challenges.

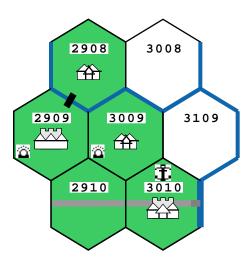
He was ordered to capture the Major Town of Dul Mordeth. See Combat Messages.

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.



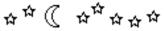


MEPBM Games

Middle-earth Play-By-Mail" Fourth Age, circa 1000

Frost Men

TURNSHEET



Game # 143



PHILIP SWIDERSKI 110670

NONE NONE

NONE

Daytime Phone #:____

Game # : 143
Player # : 3
Turn # : 9
Security # : 9180

Return this turnsheet before NOVEMBER 25 2013

To MEPBM, 340 North Rd, Cardiff, CF14 3BP, Wales Tel: +44 (0) 29 20913359 Fax: +44 (0) 29 20625532

Aragost (ID: arago) @ 3906 Mage

Order ->	# Code	Туре	Order	->	#	Code	_ Type
Required			Required				
Information		-	Informatio	n			
		-					
		-					

Arassuil (ID: arass) @ 3009 Mage

Order -> # ____ Code ____ Type ___ Order -> # ___ Code ____ Type ___

Required Required
Information Information

Blind Eye (ID: blind) @ 3009 Mage

Order -> # ____ Code ____ Type ___ Order -> # ____ Code ____ Type __

Required Required
Information Information

Chance		(ID:	chanc) @	3009	Command	Mage		
Order ->	# Code	e	Type		Order ->	· #	_ Code	Туре
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Information				I	nformation			
Cudgel		(ID:	cudge) @	3906	Command			
Order ->	# Code	e	Type		Order ->	· #	_ Code	Type
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Information				I	nformation			
Hammer		(ID:	hamme) @	3009	Emissary	Mage		
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Information				I	nformation			
Hrack		(ID:	hrack) @	3906	Command			
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Iron Helm		(TD)	iron) @	a 2000	Command			
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Jabber Order ->	# Cod		_		Emissary		Code	Туре
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Jacqs Order ->	#	Code _		jacqs) Type			_	->	#	_ Code	Тур	pe
Required						R	Required					
Information						I	informatio	on				
Krush			(TD•	krush)	@	4419	Commar	nđ.				
Order ->	#	Code _							#	_ Code	Тур	oe
Required						R	Required					
Information						I	nformatio	on				
Loathe			(ID:	loath)	@	1409	Agent	Emi	ssary	Mage		
Order ->	#	Code _		Туре		_	Order	->	#	_ Code	Ту <u>к</u>	oe
Required						R	Required					
Information						I	informatio	on				
Phantom			(ID:	phant)	@	3009	Agent	Mag	e			
Order ->	#	Code _		Туре		_	Order	->	#	_ Code	Тур	e
Required						R	Required					
Information						I	nformatio	on				
Spear Fist			(ID:	spear)	@	4419	Commar	nd				
Order ->	#	Code _		Туре		_	Order	->	#	_ Code	Ту <u>к</u>	oe
Required						R	Required					
Information						I	Informatio	on				