

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 143

**Frost Men**

Victory points : 1275

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 :

Frost Men [1275] Aerithryn [1150] Half-Orcs [1025]

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 # : 3
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 1318
 Special Service : YES

Frost Men

(A Free People)

Season : Summer

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Neutral	# 4 Dustbighters	: Tolerated
# 5 Aerithryn	: Tolerated	# 6 Amestrians	: Tolerated	# 7 Faux Meddle Aarmy	: Tolerated
# 8 Twin Scorpions	: Tolerated	# 9 Rhosgobel	: Tolerated	#10 Half-Orcs	: Tolerated
#11 Galadhrim	: Tolerated	#12 Drib Le Chin	: Disliked	#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 Cool

Size : Camp	Fortifications : None	Loyalty : 21	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	300	150	0	0	0	0	1400
Current stores	0	300	150	0	0	0	0	-

Crust Location : @ 3806 in Hills & Rough 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	184	0	0	0	0	0	16	1400
Current stores	184	0	0	0	0	0	16	-

Enroute Location : @ 4107 in Open Plains Climate is Cool

Size : Town	Fortifications : Tower	Loyalty : 59	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	67	0	0	0	562	0	5	0
Current stores	67	0	0	0	11	0	5	-

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

Frost Gate Location : @ 3808 in Open Plains Climate is Mild

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	119	0	0	0	184	0	11	0
Current stores	119	0	0	0	4	0	11	-

Hill Crest Location : @ 3606 in Hills & Rough Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 26	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	320	0	0	0	0	80	16	0
Current stores	320	0	0	0	0	80	16	-

Lucky Strike Location : @ 3607 in Hills & Rough Climate is Cool

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	80	0	0	88	0	1000
Current stores	0	0	0	0	0	0	0	-

Passage Location : @ 3805 in Open Plains Climate is Cool

Size : Town	Fortifications : Tower	Loyalty : 56	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	53	0	0	0	139	0	10	0
Current stores	53	0	0	0	3	0	10	-

Roadside Inn (Capital) Location : @ 3906 in Open Plains Climate is Cool

Size : City	Fortifications : Fort	Loyalty : 82	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	29	0	0	0	77	0	5	0
Current stores	333	0	0	0	2	0	30	-

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

Roundup

Location : @ 3308 in Open Plains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 34	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	153	0	0	0	342
Current stores	0	0	0	0	0

Silver

Location : @ 3707 in Hills & Rough Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 57	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	168	0	0	0	0
Current stores	168	0	0	0	0

Trees

Location : @ 4212 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 31	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	0	0	0	621
Current stores	0	0	0	0	6

Tundra

Location : @ 4205 in Open Plains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 52	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	90	0	0	0	672
Current stores	90	0	0	0	13

Waystop

Location : @ 3705 in Open Plains Climate is Cool

Size : Major Town	Fortifications : Tower	Loyalty : 59	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	112	0	0	0	182
Current stores	112	0	0	0	4

ARMIES AND NAVIES**Army Commander : Commander Cudgel**

Location : @ 3906 in Open Plains Climate is Cool

Army morale : 32 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Northman footmen w/broadswords	10	10	0	100	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	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 : @ 3110 in Shore/Plains Climate is Mild

Army morale : 34 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Northman footmen w/broadswords	10	10	0	100	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	50	Low Supplies !!			
War machines	0				

Army Commander : Commander Krush

Location : @ 4107 in Open Plains Climate is Cool

Army morale : 30 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Northman footmen w/broadswords	10	10	0	200	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	262	Low Supplies !!			
War machines	0				

The Town/Tower of Enroute flying the flag of the Frost Men is here.

Army Commander : Captain Spear Fist Location : @ 3815 in Open Plains Climate is Warm
 Army morale : 57 Warships : 0 Transports : 0 (10) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Northman horsemen w/battle axes 22 22 25 1400 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 2857 Low Supplies !!
 War machines 25

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	19351	10192	2925	141	44670	11582	1933
Purchase at market price/unit	3	4	6	77	2	4	10
Sell to market price/unit	2	3	4	51	1	3	7

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 10000	Leather	1446	1295
Pop Centers : 3000	Bronze	300	300
Characters : 13220	Steel	150	230
	Mithril	0	0
Total : 26220	Food	43	2779
	Timber	206	294
Current Tax rate : 48%	Mounts	108	110
Revenue expected next turn : 23200 (-3020)			
Current Gold reserve : 16684			

No new characters available at this time

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 a theft attempt involving Tartas Izain at Corinto.
There are rumors of Gold being transported by caravan from Ravenhill Manor to Felhammer Hold.
There are rumors of an encounter involving Vinjar at 4410.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

None

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.....
Arassuil	330	CstCjSp	508 210
Arassuil	710	PrenMgy	
Blind Eye	705	RsrchSp	508
Blind Eye	710	PrenMgy	
Chance	790	LvArmy	
Chance	315	PrchCar	fo 500
Cudgel	765	SplArmy	krush ^ ^ 200 ^ ^ ^
Cudgel	325	NatSell	fo 99
Hammer	555	CreCmp	Roundup
Hammer	810	MovChar	4211
Iron Helm	552	PosCmp	Sign Post
Iron Helm	850	MovArmy	se se sw se sw ^ ^ ^ ^ ^ ^ ^ ^ no
Jabber	555	CreCmp	Lucky Strike
Jabber	810	MovChar	3713
Jacqs	315	PrchCar	br 500
Jacqs	610	GrdChar	phant
Krush	850	MovArmy	e se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Krush	185	DnStNat	13
Loathe	605	GrdLoc	
Loathe	520	InfYour	
Phantom	330	CstCjSp	508 215
Phantom	710	PrenMgy	
Spear Fist	400	HvCvlyr	500 ^ br

Spear Fist

850

MovArmy

se sw w sw sw se sw w se se se ^ ^ ^ no

Arassuil



Ranks : Command 0 Agent 0 Emissary 0 Mage 45
 Health 100 Stealth 0 Challenge 45
 Artifacts : None

Spells (+0) : #406 Divine Army(75) #417 Divine Characters w/Forces(53)
 #502 Weakness(85) #508 Conjure Mounts(98)

Arassuil was located in the Open Plains at 3906.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 210 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 Open Plains at 3906. The City/Fort of Roadside Inn flying the flag of the Frost Men is here.

Blind Eye



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

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

Blind Eye was located in the Open Plains at 3906.

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

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

Chance



Ranks : Command 10 Agent 0 Emissary 0 Mage 40
 Health 100 Stealth 0 Challenge 42
 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 purchase from the caravans. 500 Food were bought for 1000 Gold.

He was ordered to leave the army. He left the army.

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

Cudgel



Ranks : Command 30 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30
 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. 4210 Food were sold for 4210 Gold.

He was ordered to split the army. The army was split. 262 Food was transferred.
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 71 Mage 50
 Health 100 Stealth 0 Challenge 58
 Artifacts : None

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

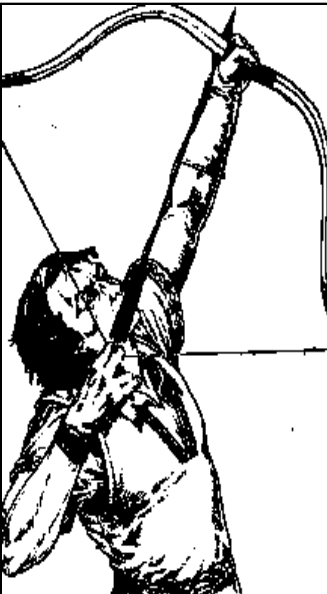
Hammer was located in the Open Plains at 3308.

He was ordered to create a camp. A camp named Roundup was created.

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

He is currently in the Open Plains at 4211.

Iron Helm



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

Iron Helm was located in the Open Plains at 3105.

He was ordered to post a camp. He was not able to complete the posting of the camp because there was insufficient populace. Continued efforts may succeed.

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

He commands an army in the Shore/Plains at 3110.

Jabber



Ranks : Command 0 Agent 0 Emissary 51 Mage 0
 Health 100 Stealth 0 Challenge 25
 Artifacts : None
 Spells (+0) : None

Jabber was located in the Hills & Rough at 3607.

He was ordered to create a camp. A camp named Lucky Strike was created.

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

He is currently in the Shore/Plains at 3713.

Jacqs



Ranks : Command 0 Agent 36 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 27
 Artifacts : None
 Spells (+0) : None

Jacqs was located in the Open Plains at 3906.

He was ordered to purchase from the caravans. 500 Bronze were bought for 2500 Gold.

He was ordered to guard a character. Phantom 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 30 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : None

Krush was located in the Open Plains at 3906.

He was ordered to downgrade our relations. Our relations with the Ull Navala were downgraded.

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

He commands an army in the Open Plains at 4107. The Town/Tower of Enroute flying the flag of the Frost Men is here.

Loathe



Ranks : Command 0 Agent 46 Emissary 20 Mage 10
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : #410 Divine Allegiance Forces(35)

Loathe was located in the Open Plains at 3906.

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

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.

Phantom



Ranks : Command 0 Agent 40 Emissary 0 Mage 46
 Health 100 Stealth 0 Challenge 53
 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. 215 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 Open Plains at 3906. The City/Fort of Roadside Inn flying the flag of the Frost Men is here.

Spear Fist



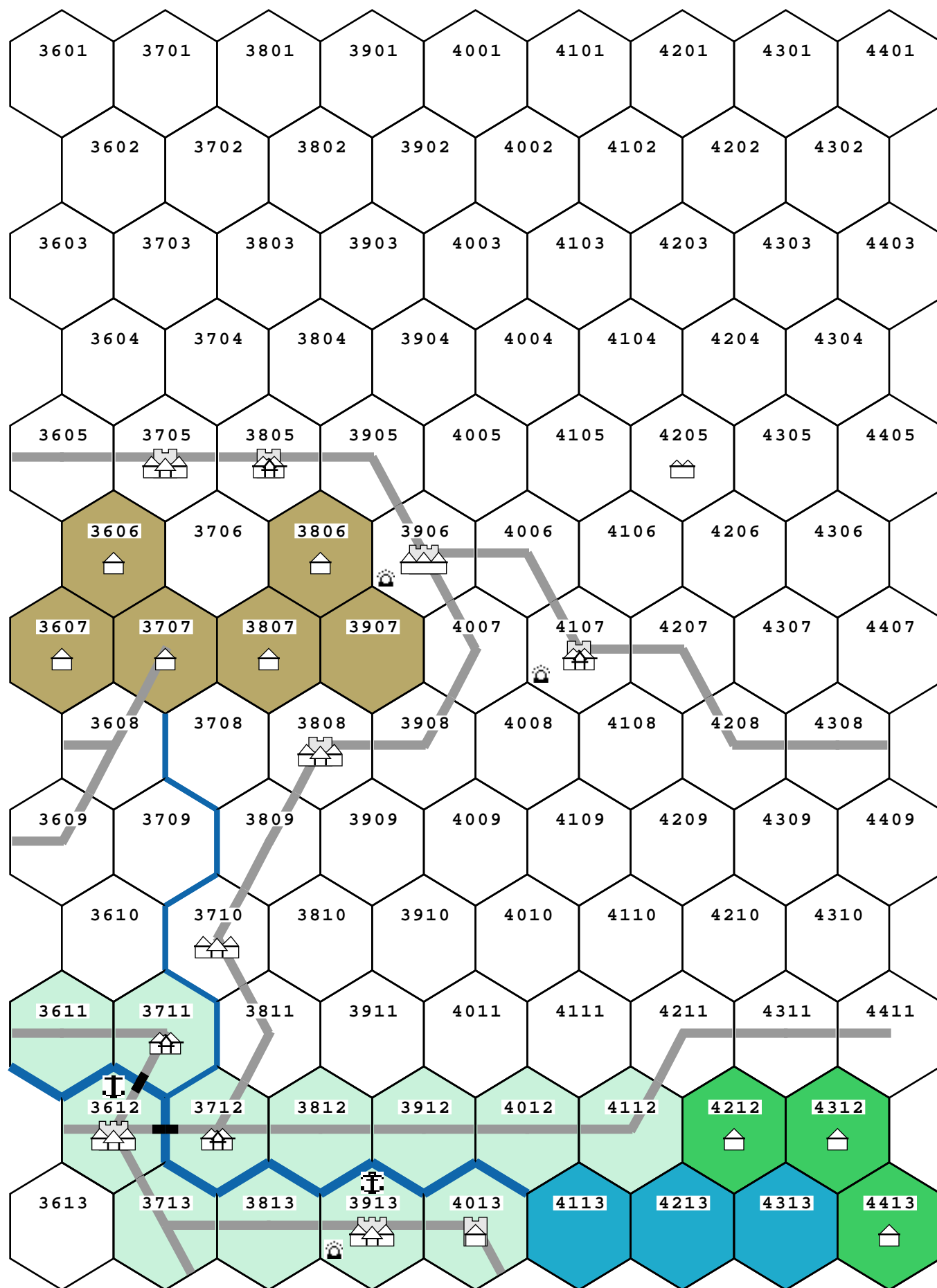
Ranks : Command 40 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 40
 Artifacts : None
 Spells (+0) : None

Spear Fist was located in the Open Plains at 3906.

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

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

He commands an army in the Open Plains at 3815.



<table border="0" style="width: 100%;"> <tr> <td style="width: 15%;">Order</td> <td style="width: 5%;">-></td> <td style="width: 10%;"># _____</td> <td style="width: 20%;">Code _____</td> <td style="width: 50%;">Type _____</td> </tr> <tr> <td colspan="5" style="height: 10px;"></td> </tr> <tr> <td>Required</td> <td></td> <td></td> <td>_____</td> <td></td> </tr> <tr> <td>Information</td> <td></td> <td></td> <td>_____</td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td>_____</td> <td></td> </tr> </table>	Order	->	# _____	Code _____	Type _____						Required			_____		Information			_____					_____		<table border="0" style="width: 100%;"> <tr> <td style="width: 15%;">Order</td> <td style="width: 5%;">-></td> <td style="width: 10%;"># _____</td> <td style="width: 20%;">Code _____</td> <td style="width: 50%;">Type _____</td> </tr> <tr> <td colspan="5" style="height: 10px;"></td> </tr> <tr> <td>Required</td> <td></td> <td></td> <td>_____</td> <td></td> </tr> <tr> <td>Information</td> <td></td> <td></td> <td>_____</td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td>_____</td> <td></td> </tr> </table>	Order	->	# _____	Code _____	Type _____						Required			_____		Information			_____					_____	
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Cudgel (ID: cudge) @ 3906 Command

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

Hammer (ID: hamme) @ 4211 Emissary Mage

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

Iron Helm (ID: iron) @ 3110 Command

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

Jabber (ID: jabbe) @ 3713 Emissary

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

Jacqs (ID: jacqs) @ 3906 Agent

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

Krush (ID: krush) @ 4107 Command

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

Loathe (ID: loath) @ 3906 Agent Emissary Mage

Order -> # _____ Code _____ Type _____ Order -> # _____ Code _____ Type _____

Required	
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Information

Required	
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Information

Phantom (ID: phant) @ 3906 Agent Mage

Order -> # _____ Code _____ Type _____ Order -> # _____ Code _____ Type _____

Required

Information

Required

Information

Spear Fist (ID: spear) @ 3815 Command

Order -> # _____ Code _____ Type _____ Order -> # _____ Code _____ Type _____

Required

Information

Required

Information