

**MEPBM Games****presents**

# Middle-earth Play-By-Mail™

## Fourth Age, circa 1000



GAME # 143

**Frost Men**

Victory points : 1050

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 [ 1050 ] Aerithryn [ 1033 ] Dustbighters [ 900 ]**

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 # : 2  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 5402  
 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 Army	: Tolerated
# 8 Twin Scorpions	: Tolerated	# 9 Rhosgobel	: Tolerated	#10 Half-Orcs	: Tolerated
#11 Galadhrim	: Tolerated	#12 Drib Le Chin	: Disliked	#13 Ull Navala	: Disliked
#14 Farrelly	: Disliked	#15 Nacath 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 Karameikos	: 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	0	0	0	0	0	0	-

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

Size : Camp	Fortifications : None	Loyalty : 55	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	0	0	0	0	0	0	0	-

**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	0	0	0	0	562	0	0	-

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

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

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

Size : Camp	Fortifications : None	Loyalty : 25	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	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	0	0	0	0	139	0	0	-

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

Size : City	Fortifications : Fort	Loyalty : 78	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	1304	0	0	0	77	0	100	-

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

A large army bearing the banner of the Frost Men under Captain Spear Fist is here.

**Silver**

Location : @ 3707 in Hills &amp; 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	0	0	0	0	0

**Trees**

Location : @ 4212 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 32	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	0

**Tundra**

Location : @ 4205 in Open Plains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 53	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	90	0	0	0	672
Current stores	0	0	0	0	672

**Waystop**

Location : @ 3705 in Open Plains Climate is Cool

Size : Major Town	Fortifications : Tower	Loyalty : 58	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	112	0	0	0	182
Current stores	0	0	0	0	182

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

Location : @ 3906 in Open Plains Climate is Cool

Army morale : 30 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Northman footmen w/broadswords	10	10	0	300	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	393	Low Supplies !!			
War machines	0				

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

A large army bearing the banner of the Frost Men under Captain Spear Fist is here.

**Army Commander : Lord Iron Helm**

Location : @ 3105 in Open Plains Climate is Cool

Army morale : 33 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	150	Low Supplies !!			
War machines	0				

**Army Commander : Captain Spear Fist**

Location : @ 3906 in Open Plains Climate is Cool

Army morale : 54 Warships : 0 Transports : 0 (6) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Northman horsemen w/battle axes	28	28	22	900	Heavy Cavalry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	2357	Low Supplies !!			
War machines	25				

Characters traveling with army : - Chance.

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

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

**COMPANY COMMANDERS :**

None

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	20180	7551	1783	537	14547	8681	1210
Purchase at market price/unit	3	5	8	53	2	5	11
Sell to market price/unit	2	3	5	36	1	3	8

**MISCELLANEOUS****Maintenance Costs expected next turn are:**

Armies/Navies : 7000  
 Pop Centers : 3000  
 Characters : 12660  
 Total : 22660

Current Tax rate : 48%  
 Revenue expected next turn : 22200 (-460)  
 Current Gold reserve : 21434

**Totals for Nation:**

Leather  
 Bronze  
 Steel  
 Mithril  
 Food  
 Timber  
 Mounts

**Stores**

1304  
 0  
 0  
 0  
 1816  
 0  
 100

**Production**

1142  
 300  
 150  
 0  
 2437  
 206  
 83

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**

None

**ENCOUNTER MESSAGES****Encounter for Blind Eye at 3906**

He turned without a word and fled. As he fled into the darkness, he heard the Giant mutter something and walk away. The thunderous footsteps soon faded into the distance.

**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](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.....
Arassuil	330	CstCjSp	508 200
Arassuil	710	PrenMgy	
Blind Eye	325	NatSell	mo 100
Blind Eye	710	PrenMgy	
Chance	330	CstCjSp	508 200
Chance	400	HvCvlyr	500 ^ ^
Cudgel	728	NamComm	Krush m
Cudgel	947	NatTran	3906 1e 91
Hammer	555	CreCmp	Trees
Hammer	810	MovChar	3308
Iron Helm	552	PosCmp	Hill Crest
Iron Helm	860	ForcMar	nw w w w w w ^ ^ ^ ^ ^ ^ ^ no
Jabber	555	CreCmp	Ablaze
Jabber	810	MovChar	3607
Jacqs	215	RfsPers	
Jacqs	605	GrdLoc	
Loathe	520	InfYour	
Loathe	605	GrdLoc	
Phantom	330	CstCjSp	508 200
Phantom	710	PrenMgy	
Spear Fist	300	ChTaxRt	59
Spear Fist	765	SplArmy	cudge ^ ^ 300 ^ ^ ^

Arassuil



Ranks : Command 0 Agent 0 Emissary 0 Mage 42  
 Health 100 Stealth 0 Challenge 42  
 Artifacts : None

Spells (+0) : #406 Divine Army(75) #417 Divine Characters w/Forces(53)  
 #502 Weakness(85) #508 Conjure Mounts(97)

Arassuil was located in the Open Plains at 3906.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 200 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 44  
 Health 100 Stealth 0 Challenge 44  
 Artifacts : None

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

Blind Eye was located in the Open Plains at 3906.

He was forced to flee the encounter. See Encounter messages.

He was ordered to have the nation sell to the caravans. 800 Mounts were sold for 7200 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 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 cast a conjuring spell. Conjure Mounts was cast. 200 Mounts were conjured.

He was ordered to recruit some heavy cavalry. 500 Heavy Cavalry w/Wood weapons and No armor were recruited.

***He is traveling with Spear Fist 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 name a new commander. A new commander named Krush was available.

He was ordered to have the nation transport by the caravans. 721 Leather (+10%) transported to Roadside Inn.

*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 69 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 Mixed Forest at 4212.

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

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

*He is currently in the Open Plains at 3308.*

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 Hills & Rough at 3606.

He was ordered to post a camp. A camp named Hill Crest was posted.

He was ordered to force march the army. He accepted the forced march orders.

*He commands an army in the Open Plains at 3105.*

Jabber



Ranks : Command 0 Agent 0 Emissary 45 Mage 0  
 Health 100 Stealth 0 Challenge 22  
 Artifacts : None  
 Spells (+0) : None

Jabber was located in the Hills & Rough at 3807.

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

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

***He is currently in the Hills & Rough at 3607.***

Jacqs



Ranks : Command 0 Agent 32 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 24  
 Artifacts : None  
 Spells (+0) : None

Jacqs was located in the Open Plains at 3906.

He was ordered to refuse all personal challenges.

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 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.***



Loathe



Ranks : Command 0 Agent 43 Emissary 15 Mage 10  
 Health 100 Stealth 0 Challenge 36  
 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 43  
 Health 100 Stealth 0 Challenge 50  
 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. 200 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 change the tax rate. The tax rate could only be changed to 48. Continued efforts may succeed. Loyalty has been affected.

He was ordered to split the army. The army was split. 393 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.*



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) @ 3308 Emissary Mage**

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

**Iron Helm (ID: iron ) @ 3105 Command**

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

**Jabber (ID: jabbe) @ 3607 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) @ 3906 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 Information

Required \_\_\_\_\_  
Information \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Phantom (ID: phant) @ 3906 Agent Mage

Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_      Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_

Required \_\_\_\_\_  
Information \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Required \_\_\_\_\_  
Information \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Spear Fist** (ID: spear) @ 3906 Command

Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_      Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_

Required \_\_\_\_\_  
Information \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Required \_\_\_\_\_  
Information \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_