

**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 :

**Galadhrim [ 1000 ]   Half-Orcs [ 942 ]   Frost Men [ 725 ]**

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 #	:	12
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	6127
Special Service	:	YES

# Frost Men

(A Free People)

Season : Winter

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Disliked	# 2 South Kingdom	: Neutral	# 4 Dustbighters	: Tolerated
# 5 Aerithryn	: Friendly	# 6 Amestrians	: Tolerated	# 7 Faux Meddle Aarmy	: Tolerated
# 8 Twin Scorpions	: Tolerated	# 9 Rhosgobel	: Friendly	#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	: Hated
#20 Black Numenroans	: Disliked	#21 Enlightned Shadow	: Disliked	#22 Fallen	: Neutral
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karamaikos	: Neutral

## POPULATION CENTERS

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

Size : Camp	Fortifications : None	Loyalty : 10	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	120	60	0	0	0	0	560
Current stores	0	480	330	0	0	0	0	-

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

Size : Village	Fortifications : None	Loyalty : 57	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	37	0	0	0	0	0	3	560
Current stores	129	0	0	0	0	0	0	-

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

Size : Town	Fortifications : Tower	Loyalty : 18	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	96	0	0	0	134	0	5	0
Current stores	207	0	0	0	137	0	0	-

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

Size : Town	Fortifications : Tower	Loyalty : 55	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	17	0	0	0	140	0	1	0
Current stores	59	0	0	0	144	0	0	-

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

Size : Camp	Fortifications : None	Loyalty : 14	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	120	0	0	0	231	0	9	0
Current stores	560	0	0	0	240	0	0	-

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

**A small army bearing the banner of the Ull Navala under Captain Regvuld is here.**

**A small army bearing the banner of the Ull Navala under Commander Ringvel is here.**

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

Size : Town	Fortifications : None	Loyalty : 14	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	92	32	0	0
Current stores	0	0	0	0	95	150	0	-

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

Size : Camp	Fortifications : None	Loyalty : 19	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	80	0	0	0	0	20	4	0
Current stores	280	0	0	0	0	70	0	-

**Kuluinn** Location : @ 3713 in Shore/Plains 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 84 0 0 0 78 0 3 0  
 Current stores 392 0 0 0 81 0 0 -

**Lucky Strike** Location : @ 3607 in Hills & Rough Climate is Severe  
 Size : Village Fortifications : None Loyalty : 21 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 26 0 0 18 0 400  
 Current stores 0 0 196 0 0 69 0 -

**Qurámalókë** Location : @ 4211 in Open Plains Climate is Cold  
 Size : Camp Fortifications : None Loyalty : 35 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 90 0 0 0 315 0 3 0  
 Current stores 420 0 0 0 327 0 0 -

**Roadside Inn (Capital)** Location : @ 3906 in Open Plains Climate is Severe  
 Size : City Fortifications : Fort Loyalty : 83 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 7 0 0 0 19 0 1 0  
 Current stores 25 0 0 200 19 0 260 -

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

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

**Roundup** Location : @ 3308 in Open Plains Climate is Cold  
 Size : Camp Fortifications : None Loyalty : 34 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 51 0 0 0 114 0 9 0  
 Current stores 238 0 0 0 118 0 0 -

**Silver** Location : @ 3707 in Hills & Rough Climate is Severe  
 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 0 0 2 560  
 Current stores 118 0 0 0 0 0 0 -

**Stormwall** Location : @ 4425 in Open Plains Climate is Hot  
 Size : Town Fortifications : Tower Loyalty : 21 Docks : None Hidden ? : No Sieged ? : YES  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 67 0 0 0 173 0 5 0  
 Current stores 0 0 0 0 0 0 15 -

**Trees** Location : @ 4212 in Mixed Forest 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 0 0 0 0 207 42 0 0  
 Current stores 0 0 0 0 215 196 0 -

**Tundra** Location : @ 4205 in Open Plains Climate is Severe  
 Size : Village Fortifications : None Loyalty : 53 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 22 0 0 0 168 0 2 0  
 Current stores 78 0 0 0 172 0 0 -

**Waystop** Location : @ 3705 in Open Plains Climate is Severe  
 Size : Major Town Fortifications : Tower Loyalty : 55 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 28 0 0 0 46 0 2 0  
 Current stores 98 0 0 0 47 0 0 -

**ARMIES AND NAVIES**

**Army Commander : Commander Cudgel** Location : @ 3906 in Open Plains Climate is Severe  
 Army morale : 52 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 65 Low Supplies !!  
 War machines 0  
 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 Hrack is here.

**Army Commander : Commander Hrack** Location : @ 3906 in Open Plains Climate is Severe  
 Army morale : 35 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Northman footmen w/broadswords 14 10 0 100 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 66 Low Supplies !!  
 War machines 0  
 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.

**Army Commander : Regent Iron Helm** Location : @ 2709 in Mixed Forest Climate is Cold  
 Army morale : 46 Warships : 0 Transports : 0 (3) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Northman footmen w/broadswords 20 10 0 700 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0  
 A large army bearing the banner of the Farrelly under Captain Alam Fakhour is here.

**Army Commander : Captain Krush** Location : @ 4416 in Open Plains Climate is Cold  
 Army morale : 63 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Northman horsemen w/battle axes 10 10 10 27 Heavy Cavalry  
 Northman footmen w/broadswords 26 10 0 100 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 1 Low Supplies !!  
 War machines 0  
 The Camp of Fel Morder flying the flag of the Frost Men is here.  
 A small army bearing the banner of the Ull Navala under Captain Regvuld is here.  
 A small army bearing the banner of the Ull Navala under Commander Ringvel is here.

**COMPANY COMMANDERS :**

Veteran Chance Location : @ 2109 Traveling with him are : Arassuil - Blind Eye - Hammer - Jacqs - Phantom.

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	26119	32632	9363	2074	246066	24962	13851
Purchase at market price/unit	3	3	4	20	2	3	4
Sell to market price/unit	1	1	2	11	1	1	2

**MISCELLANEOUS**

Maintenance Costs expected next turn are:		Totals for Nation:	Stores	Production
Armies/Navies :	4162	Leather	2604	733
Pop Centers :	3000	Bronze	480	120
Characters :	18360	Steel	526	86
		Mithril	200	0
Total :	25522	Food	1595	1717
		Timber	485	112
Current Tax rate :	59%	Mounts	275	49
Revenue expected next turn :	27155 (+1633)			
Current Gold reserve :	8962			

**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 personal challenge involving Zandramas and Ba'ber at 2103.  
 Ablaze has dropped to a Camp because of poor loyalty.  
 There are rumors of road construction around 2327.  
 300 Gold was stolen at Fel Morder.  
 Our populace reports that the deadline for allegiance change has passed!*

**ENCOUNTER MESSAGES**

None

## COMBAT MESSAGES

### Battle at 4425

In the Hot climate of the Open Plains of 4425, a conflict took place in the early hours of the evening during a driving storm.

At the head of a loud and exuberant army rode **Lord Spear Fist** of the nation of the Frost Men. The mount on which he rode pranced mightily at the head of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
958 Northman horsemen w/battle axes	wooden/bronze	leather/bronze	ragged ranks
142 Northman footmen w/broadswords	wooden	none	a mob
300 Northman archers w/short bows	arrows	none	a mob

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

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

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 Stormwall 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.... Spear Fist's army survived the attack on the Major Town, but suffered some losses. Spear Fist appeared to have survived. The Major Town has been reduced to a Town. The Fort 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	330	CstCjSp	508 260
Aragost	710	PrenMgy	
Arassuil	215	RfsPers	
Arassuil	940	CstLoSp	417 alam
Blind Eye	215	RfsPers	
Blind Eye	940	CstLoSp	420 foulb
Chance	330	CstCjSp	502 nissa
Chance	820	MovCmpy	2109
Cronos	215	RfsPers	
Cronos	605	GrdLoc	
Cudgel	300	ChTaxRt	59
Cudgel	325	NatSell	mo 100
Hammer	215	RfsPers	
Hammer	525	InfOthr	
Hrack	430	TrpsMan	hi
Hrack	850	MovArmy	ne ne e se ^ ^ ^ ^ ^ ^ ^ ^ no
Iron Helm	860	ForcMar	nw se ^ ^ ^ ^ ^ ^ ^ ^ no
Iron Helm	925	Recon	
Jabber	215	RfsPers	
Jabber	810	MovChar	4215
Jacqs	690	StlGold	
Jacqs	755	JnCmpy	chanc
Krush	850	MovArmy	nw ne ne ^ ^ ^ ^ ^ ^ ^ ^ no
Krush	925	Recon	
Loathe	215	RfsPers	
Loathe	690	StlGold	
Phantom	215	RfsPers	
Phantom	690	StlGold	
Spear Fist	255	CptrPop	ch
Spear Fist	925	Recon	

Aragost



Ranks : Command 0 Agent 0 Emissary 0 Mage 54  
 Health 100 Stealth 0 Challenge 54  
 Artifacts : None

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

Aragost was located in the Open Plains at 3906.

She was ordered to cast a conjuring spell. Conjure Mounts was cast. 260 Mounts were conjured.

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 58  
 Health 100 Stealth 0 Challenge 58  
 Artifacts : None

Spells (+0) : #406 Divine Army(75) #417 Divine Characters w/Forces(58)  
 #502 Weakness(87) #508 Conjure Mounts(100)

Arassuil was located in the Hills & Rough at 2617.

He was ordered to refuse all personal challenges.

He moved with the company to 2109.

He was ordered to cast a lore spell. He was not able to cast the spell. Continued efforts may succeed.

*He is traveling with Chance in the Mixed Forest at 2109. The Major Town/Tower of Lakhdar-Chaoch flying the flag of the Farrelly is here.*

Blind Eye



Ranks : Command 0 Agent 0 Emissary 0 Mage 57  
 Health 100 Stealth 0 Challenge 57  
 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(93) #502 Weakness(98) #508 Conjure Mounts(64)

Blind Eye was located in the Hills & Rough at 2617.

He was ordered to refuse all personal challenges.

He moved with the company to 2109.

He was ordered to cast a lore spell. Reveal Character - Foulbreath is located at or near 4425.

*He is traveling with Chance in the Mixed Forest at 2109. The Major Town/Tower of Lakhdar-Chaoch flying the flag of the Farrelly is here.*



Chance



Ranks : Command 10 Agent 0 Emissary 0 Mage 55  
 Health 100 Stealth 0 Challenge 57  
 Artifacts : None

Spells (+0) : #413 Scry Population Center(83) #415 Scry Area(59)  
 #502 Weakness(74) #508 Conjure Mounts(67)

Chance was located in the Hills & Rough at 2617.

He was ordered to cast a conjuring spell. He was not able to complete the spell because the character was not permitted as a target.

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

***He commands a company in the Mixed Forest at 2109. The Major Town/Tower of Lakhdar-Chaoch flying the flag of the Farrelly is here.***

Cronos



Ranks : Command 0 Agent 33 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 24  
 Artifacts : None

Spells (+0) : None

Cronos 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.***

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 change the tax rate. The tax rate was changed to 59. Loyalty has been affected.

He was ordered to have the nation sell to the caravans. 2750 Mounts were sold for 8250 Gold.

***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 58  
 Health 100 Stealth 0 Challenge 67  
 Artifacts : None

Spells (+0) : #4 Major Heal(87) #102 Barriers(79) #308 Capital Return(93)  
 #502 Weakness(92) #508 Conjure Mounts(83)

Hammer was located in the Hills & Rough at 2617.

He was ordered to refuse all personal challenges.

He was ordered to influence their population center loyalty. He was not able to influence/reduce the population center loyalty because the populace was not influenced. Current loyalty is perceived to be marginal. Continued efforts may succeed.

He moved with the company to 2109.

*He is traveling with Chance in the Mixed Forest at 2109. The Major Town/Tower of Lakhdar-Chaoch flying the flag of the Farrely is here.*

Hrack



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

Spells (+0) : None

Hrack was located in the Hills & Rough at 3707.

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

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

*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.*

Iron Helm



Ranks : Command 63 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 63  
 Artifacts : None

Spells (+0) : None

Iron Helm was located in the Mixed Forest at 2710.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to force march the army. He accepted the forced march orders. Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Alam Fakhour of the Farrely with about 1800 troops at 2709 - Sunzi of the Rhosgobel with about 2800 troops at 2710. See report below.

*He commands an army in the Mixed Forest at 2709.*

Jabber



Ranks : Command 0 Agent 0 Emissary 67 Mage 0  
 Health 100 Stealth 0 Challenge 33  
 Artifacts : None  
 Spells (+0) : None

Jabber was located in the Open Plains at 3808.

He was ordered to refuse all personal challenges.

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

***He is currently in the Mountains at 4215. The Camp of Hinterland flying the flag of the Ull Navala is here.***

Jacqs



Ranks : Command 0 Agent 60 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 45  
 Artifacts : None  
 Spells (+0) : None

Jacqs was located in the Hills & Rough at 2617.

He was ordered to steal the Gold. No Gold was found in the treasury at An Glenogue.

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

He moved with the company to 2109.

***He is traveling with Chance in the Mixed Forest at 2109. The Major Town/Tower of Lakhdar-Chaotch flying the flag of the Farrely is here.***

Krush



Ranks : Command 49 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 49  
 Artifacts : None  
 Spells (+0) : None

Krush was located in the Open Plains at 4419.

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

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Regvuld of the Ull Navala with about 200 troops at 4416 - Ringvel of the Ull Navala with about 300 troops at 4416. See report below.

***He commands an army in the Open Plains at 4416. The Camp of Fel Morder flying the flag of the Frost Men is here.***

Loathe



Ranks : Command 0 Agent 69 Emissary 25 Mage 10  
 Health 100 Stealth 0 Challenge 56  
 Artifacts : None

Spells (+0) : #410 Divine Allegiance Forces(35) #508 Conjure Mounts(32)

Loathe was located in the Hills & Rough at 0711.

He was ordered to refuse all personal challenges.

He was ordered to steal the Gold. 5000 Gold was stolen at The Gnarl's.

*He is currently in the Hills & Rough at 0711. The Town/Fort of The Gnarl's flying the flag of the North Kingdom is here.*

Phantom



Ranks : Command 0 Agent 50 Emissary 0 Mage 58  
 Health 100 Stealth 0 Challenge 67  
 Artifacts : None

Spells (+0) : #408 Perceive Nationality(61) #422 Perceive Power(92)  
 #502 Weakness(99) #508 Conjure Mounts(100)

Phantom was located in the Hills & Rough at 2617.

He was ordered to refuse all personal challenges.

He was ordered to steal the Gold. No Gold was found in the treasury at An Glenogue.

He moved with the company to 2109.

*He is traveling with Chance in the Mixed Forest at 2109. The Major Town/Tower of Lakhdar-Chaotch flying the flag of the Farrelly is here.*

Spear Fist



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

Spells (+0) : None

Spear Fist was located in the Open Plains at 4425.

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

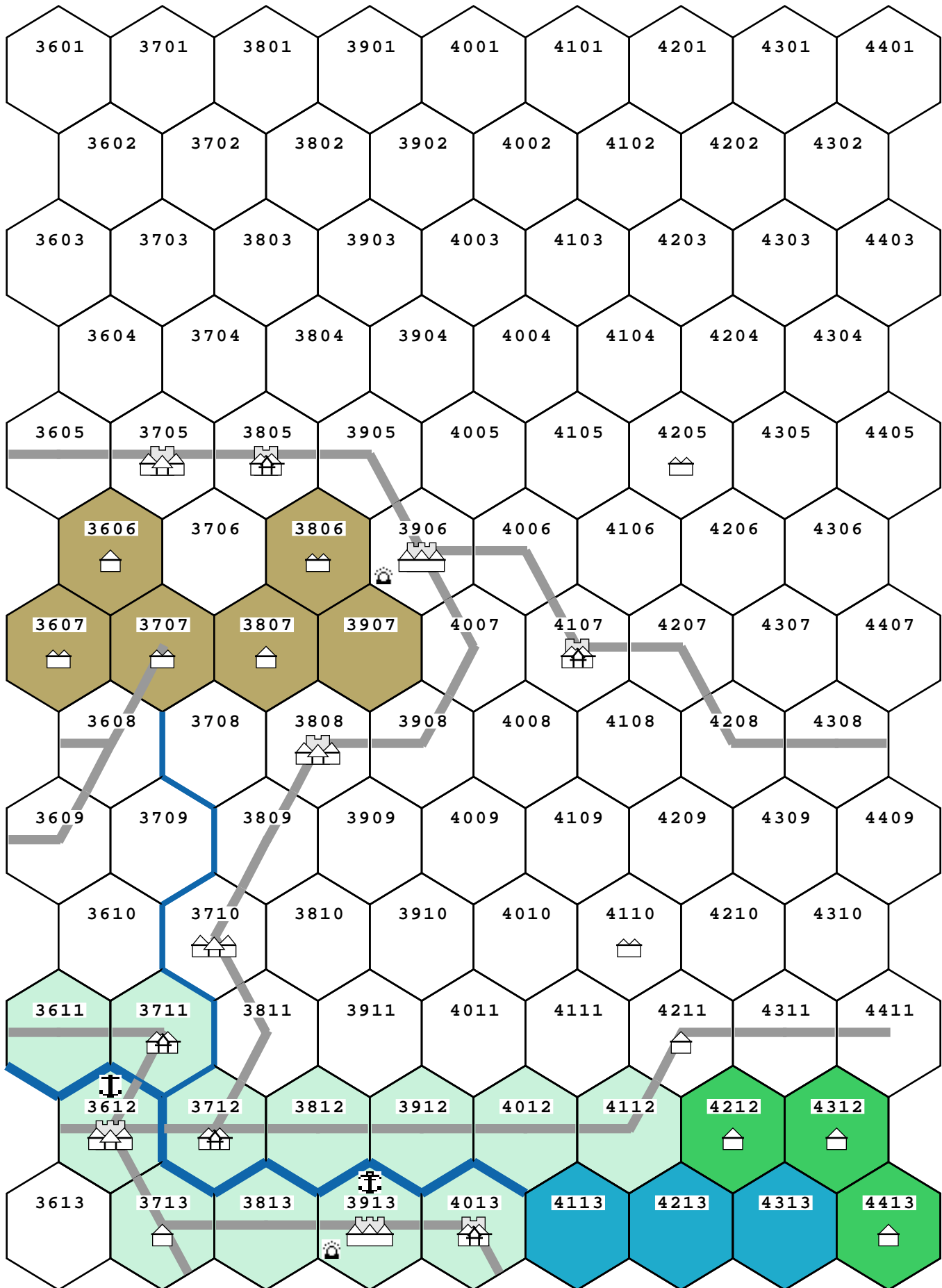
Lack of Food may have affected army movement.

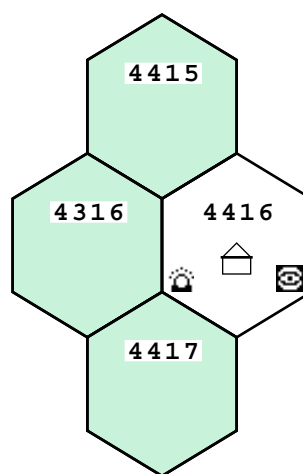
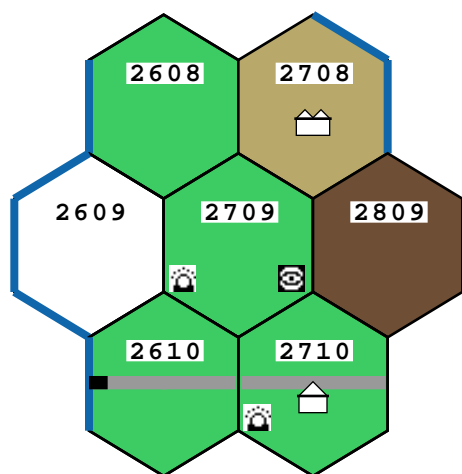
Lack of Food restricted the army morale.

Spear Fist was assassinated.

The army commanded by Spear Fist has been disbanded because no suitable commander was present.

He was ordered to recon the area. He was not permitted orders because he has died.





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

**Chance (ID: chanc) @ 2109 Command Mage**

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

**Cronos (ID: crono) @ 3906 Agent**

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) @ 2109 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 ) @ 2709 Command**

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



Jabber (ID: jabbe) @ 4215 Emissary

Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required			<div style="border-bottom: 1px solid black; height: 1em;"></div>			Required			<div style="border-bottom: 1px solid black; height: 1em;"></div>	
Information			<div style="border-bottom: 1px solid black; height: 1em;"></div>			Information			<div style="border-bottom: 1px solid black; height: 1em;"></div>	
			<div style="border-bottom: 1px solid black; height: 1em;"></div>						<div style="border-bottom: 1px solid black; height: 1em;"></div>	
			<div style="border-bottom: 1px solid black; height: 1em;"></div>						<div style="border-bottom: 1px solid black; height: 1em;"></div>	

**Jacqs** (ID: jacqs) @ 2109 Agent

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

**Krush** (ID: krush) @ 4416 Command

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

Loathe (ID: loath) @ 0711 Agent Emissary Mage

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

## Phantom (ID: phant) @ 2109 Agent Mage

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