

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 143

**Frost Men**

Victory points : 1225

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 [1225] Aerithryn [1175] Rhosgobel [933]

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 # : 4
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 4810
 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	: Hated	#13 Ull Navala	: Hated
#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 Karamaikos	: Neutral

POPULATION CENTERS

Ablaze Location : @ 3807 in Hills & Rough Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 20	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	600	300	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	368	0	0	0	0	0	32	-

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	134	0	0	0	0	0	10	-

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	238	0	0	0	0	0	22	-

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	640	0	0	0	0	160	32	-

Kuluinn Location : @ 3713 in Shore/Plains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	252	0	0	0	234	0	9	0
Current stores	0	0	0	0	0	0	0	-

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

Size : Camp	Fortifications : None	Loyalty : 23	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	80	0	0	88	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	106	0	0	0	0	0	20	-

Qurámalókë

Location : @ 4211 in Open Plains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 35	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	270	0	0	0	945	0	9	0
Current stores	0	0	0	0	0	0	0	-

Roadside Inn (Capital)

Location : @ 3906 in Open Plains Climate is Cool

Size : City	Fortifications : Fort	Loyalty : 83	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	362	0	0	0	0	0	35	-

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 : 35	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	153	0	0	0	342	0	27	0
Current stores	153	0	0	0	0	0	27	-

Silver

Location : @ 3707 in Hills & Rough Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 58	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	168	0	0	0	0	0	8	1400
Current stores	336	0	0	0	0	0	16	-

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	Timber	Mounts	Gold
Expected production	0	0	0	0	621	126	0	0
Current stores	0	0	0	0	0	252	0	-

Tundra

Location : @ 4205 in Open Plains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 51	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	90	0	0	0	672	0	6	0
Current stores	180	0	0	0	0	0	12	-

Waystop

Location : @ 3705 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	112	0	0	0	182	0	6	0
Current stores	224	0	0	0	0	0	12	-

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

Location : @ 3906 in Open Plains Climate is Cool

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	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 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	0	Out of Food !!				
War machines	0					

The Town of Genfel flying the flag of the Rhosgobel is here.

Army Commander : Commander Krush Location : @ 4311 in Open Plains Climate is Mild
 Army morale : 31 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Northman footmen w/broadswords 10 10 0 500 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 262 Low Supplies !!
 War machines 0

Army Commander : Captain Spear Fist Location : @ 4020 in Open Plains Climate is Hot
 Army morale : 58 Warships : 0 Transports : 0 (10) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Northman horsemen w/battle axes 24 22 25 1400 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 57 Low Supplies !!
 War machines 25

COMPANY COMMANDERS :

Veteran Chance Location : @ 3906 Traveling with him are : Arassuil - Blind Eye - Phantom.

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	17296	12929	1515	1734	85009	13810	1466
Purchase at market price/unit	3	4	8	24	2	4	13
Sell to market price/unit	2	3	5	17	1	3	9

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 11200	Leather	2741	1817
Pop Centers : 3000	Bronze	600	300
Characters : 13820	Steel	380	230
	Mithril	0	0
Total : 28020	Food	0	3958
	Timber	500	294
Current Tax rate : 48%	Mounts	218	128
Revenue expected next turn : 23200 (-4820)			
Current Gold reserve : 11486			

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 personal challenge involving Engle-Blut and Olivier Armstrong at 3334.
There are rumors of an armed conflict involving the Ull Navala at 4017.
Our populace reports that a season change is imminent!*

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	710	PrenMgy	
Arassuil	755	JnCmpy	chanc
Blind Eye	710	PrenMgy	
Blind Eye	755	JnCmpy	chanc
Chance	710	PrenMgy	
Chance	745	CreCmpy	
Cudgel	185	DnStNat	12
Cudgel	325	NatSell	fo 100
Hammer	555	CreCmp	^
Hammer	810	MovChar	3805
Iron Helm	552	PosCmp	^
Iron Helm	860	ForcMar	nw w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Jabber	555	CreCmp	^

Jabber	810	MovChar	4020	
Jacqs	610	GrdChar	phant	
Jacqs	215	RfsPers		
Krush	408	HvInfan	300	^ ^
Krush	850	MovArmy	se se se se	^ ^ ^ ^ ^ ^ ^ ^ no
Loathe	605	GrdLoc		
Loathe	705	RsrchSp	508	
Phantom	710	PrenMgy		
Phantom	755	JnCmpy	chanc	
Spear Fist	430	TrpsMan	hc	
Spear Fist	860	ForcMar	sw sw se se se e e	^ ^ ^ ^ ^ ^ ^ no

Arassuil



Ranks : Command 0 Agent 0 Emissary 0 Mage 47
 Health 100 Stealth 0 Challenge 47
 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 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 is traveling with Chance 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 48
 Health 100 Stealth 0 Challenge 48
 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 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 is traveling with Chance 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 44
 Health 100 Stealth 0 Challenge 46
 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 create a company. A company was created.

He commands a company 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 downgrade our relations. Our relations with the Drib Le Chin were downgraded.

He was ordered to have the nation sell to the caravans. 2822 Food were sold for 2822 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 50
 Health 100 Stealth 0 Challenge 59
 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 4211.

He was ordered to create a camp. No population center name was provided. A camp named Qurámalókë was created.

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

He is currently in the Open Plains at 3805. The Town/Tower of Passage flying the flag of the Frost Men is here.

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 Shore/Plains at 3110.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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 force march the army. He accepted the forced march orders.

He commands an army in the Mixed Forest at 3009. The Town of Genfel flying the flag of the Rhosgobel is here.

Jabber



Ranks : Command 0 Agent 0 Emissary 56 Mage 0
 Health 100 Stealth 0 Challenge 28
 Artifacts : None
 Spells (+0) : None

Jabber was located in the Shore/Plains at 3713.

He was ordered to create a camp. No population center name was provided. A camp named Kuluinn was created.

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

He is currently in the Open Plains at 4020.

Jacqs



Ranks : Command 0 Agent 40 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30
 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 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 4107.

He was ordered to recruit some heavy infantry. 300 Heavy Infantry w/Wood weapons and No 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 4311.

Loathe



Ranks : Command 0 Agent 49 Emissary 20 Mage 10
Health 100 Stealth 0 Challenge 41

Artifacts : None

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

Loathe was located in the Open Plains at 3906.

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

He was ordered to research a spell. Conjure Mounts #508 was successfully researched.
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 49
Health 100 Stealth 0 Challenge 56

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 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 is traveling with Chance 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 44 Agent 0 Emissary 0 Mage 0
Health 100 Stealth 0 Challenge 44

Artifacts : None

Spells (+0) : None

Spear Fist was located in the Open Plains at 3815.

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

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

He commands an army in the Open Plains at 4020.

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) @ 3805 Emissary Mage

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) @ 4020 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) @ 4311 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	
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Information

Spear Fist (ID: spear) @ 4020 Command

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

Required

Information

Required	
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Information