

**MEPBM Games**  
**presents**

# Middle-earth Play-By-Mail™

## Fourth Age, circa 1000



GAME # 143



### **Frost Men**

Victory points : 1000

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 :

**Half-Orcs [ 1042 ] Frost Men [ 1000 ] Twin Scorpions [ 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.

Internet G143N03  
PHILIP SWIDERSKI 110670  
NONE  
NONE  
NONE

Game # : 143  
Player # : 3  
Turn # : 10  
Account : \$ 0.00  
Free Turns : 0  
Security Code : 9569  
Special Service : YES

# Frost Men

(A Free People)

Season : Fall

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Disliked	# 2 South Kingdom	: Neutral	# 4 Dustbighters	: Tolerated
# 5 Aerithryn	: Friendly	# 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 Nacth Strum	: Disliked	#16 Shadowborn	: Disliked
#17 Heathen Kings	: Disliked	#18 Vampiric Order	: Disliked	#19 Scourge	: Hated
#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 Cold

Size : Village	Fortifications : None	Loyalty : 20	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	144	72	0	0	0	0	840
Current stores	0	288	234	0	0	0	0	-

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

Size : Village	Fortifications : None	Loyalty : 59	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	55	0	0	0	0	0	5	840
Current stores	55	0	0	0	0	0	15	-

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

Size : Town	Fortifications : Tower	Loyalty : 21	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	96	0	0	0	134	0	22	-

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

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

Size : Town	Fortifications : Tower	Loyalty : 57	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	25	0	0	0	211	0	2	0
Current stores	25	0	0	0	215	0	6	-

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

Size : Camp	Fortifications : None	Loyalty : 18	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	320	0	0	0	616	0	24	0
Current stores	320	0	0	0	628	0	147	-

**Frost Gate** Location : @ 3808 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	Timber	Mounts	Gold
Expected production	106	0	0	0	163	0	10	0
Current stores	106	0	0	0	166	0	30	-

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

Size : Town	Fortifications : None	Loyalty : 22	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	245	86	0	0
Current stores	0	0	0	0	250	86	545	-

A small army bearing the banner of the Frost Men under Regent Iron Helm is here.

**Hill Crest**

Location : @ 3606 in Hills &amp; Rough 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	120 0 0 0 0 30 6 0				
Current stores	120 0 0 0 0 30 18 -				

**Kuluinn**

Location : @ 3713 in Shore/Plains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 29	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	224 0 0 0 212 0 24 -				

**Lucky Strike**

Location : @ 3607 in Hills &amp; Rough Climate is Cold

Size : Village	Fortifications : None	Loyalty : 23	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 0 38 0 0 26 0 600				
Current stores	0 0 144 0 0 33 0 -				

**Qurámálókë**

Location : @ 4211 in Open Plains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 36	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	240 0 0 0 840 0 8 0				
Current stores	240 0 0 0 857 0 24 -				

**Roadside Inn (Capital)**

Location : @ 3906 in Open Plains Climate is Cold

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	11 0 0 0 30 0 1546 -				

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 Cool

Size : Camp	Fortifications : None	Loyalty : 35	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	136 0 0 0 304 0 24 0				
Current stores	136 0 0 0 310 0 72 -				

**Silver**

Location : @ 3707 in Hills &amp; Rough Climate is Cold

Size : Village	Fortifications : None	Loyalty : 56	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	50 0 0 0 0 0 2 840				
Current stores	50 0 0 0 0 0 8 -				

**Trees**

Location : @ 4212 in Mixed Forest Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 29	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 0 0 0 552 112 0 0				
Current stores	0 0 0 0 563 112 0 -				

**Tundra**

Location : @ 4205 in Open Plains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 52	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	34 0 0 0 252 0 2 0				
Current stores	34 0 0 0 257 0 6 -				

**Waystop**

Location : @ 3705 in Open Plains Climate is Cold

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	42 0 0 0 68 0 2 0				
Current stores	42 0 0 0 69 0 6 -				

**ARMIES AND NAVIES**

**Army Commander : Commander Cudgel** Location : @ 3906 in Open Plains Climate is Cold  
 Army morale : 46 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	0		
Armor	0	0	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 Cold  
 Army morale : 30 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	0		
Armor	0	0	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 : @ 3009 in Mixed Forest Climate is Cool  
 Army morale : 44 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Northman footmen w/broadswords		28	10	0	400	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	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 : 59 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Northman footmen w/broadswords		26	10	0	100	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	1	Low Supplies !!				
War machines	0					

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

**Army Commander : Lord Spear Fist** Location : @ 4422 in Open Plains Climate is Hot  
 Army morale : 74 Warships : 0 Transports : 0 (9) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Northman horsemen w/battle axes		40	22	25	958	Heavy Cavalry
Northman footmen w/broadswords		25	10	0	142	Heavy Infantry
Northman archers w/short bows		10	60	0	300	Archers
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	0	Out of Food !!				
War machines	20					

**COMPANY COMMANDERS :**

Veteran Chance Location : @ 2617 Traveling with him are : Arassuil - Blind Eye - Hammer - Phantom.

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	20143	26638	6777	2890	238666	18815	5673
Purchase at market price/unit	3	3	5	16	2	3	7
Sell to market price/unit	1	1	3	9	1	1	4

**MISCELLANEOUS**

Maintenance Costs expected next turn are:		Totals for Nation:	Stores	Production
Armies/Navies :	9716	Leather	1459	1459
Pop Centers :	3000	Bronze	288	144
Characters :	18880	Steel	378	110
		Mithril	0	0
Total :	31596	Food	3691	3622
		Timber	261	254
Current Tax rate :	48%	Mounts	2469	100
Revenue expected next turn :	28320 (-3276)			
Current Gold reserve :	1979			

**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 Brand at Dachrime.  
There are rumors of a theft attempt involving Nauma at Has Yab.  
Our populace reports that a season change is imminent!*

**ENCOUNTER MESSAGES**

None

**COMBAT MESSAGES****Battle at 4320**

In the Hot climate of the Open Plains of 4320, a conflict took place in the hours of late morning in high winds.

At the head of a calm army rode **Lord Morzug Bloodaxe** of the nation of the Half-Orcs. 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
598 Mixed Mannish horsemen w/lances	wooden/bronze	leather/bronze	a mob

At the head of a loud and exuberant army rode **Warlord Dain Ironrod** of the nation of the Dustbighters. 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
274 Dwarven ponyriders w/war hammers	wooden/bronze	none/leather	ragged ranks
7 Dwarven ponyriders w/battle axes	steel	steel	exemplary

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

At the head of a demoralized army rode **Captain Regvuld** 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
300 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a rebellious army rode **Captain Lugmuk** 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
1295 Mixed Mannish horsemen w/lances	wooden/bronze	leather/bronze	a mob
100 Plainsman horsemen w/broadswords	bronze/steel	bronze/steel	ragged ranks
1300 Plainsman footmen w/broadswords	wooden	none	a mob

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

After the battle had joined in earnest, heroes made their presence known all over the battlefield.

After the battle.... Morzug Bloodaxe's forces found no enemy armies to fight. Dain Ironrod's forces found no enemy armies to fight. Spear Fist's forces found no enemy armies to fight. Regvuld's forces were destroyed/routed in the battle. Regvuld appeared to have survived. Lugmuk's forces were victorious in the battle, but suffered minor losses. Lugmuk appeared to have survived.

The attacking war machines let loose with a thundering barrage of aerial missiles that tore the fortifications down around the ears of the defenders! The battle for Cor Dunneth 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.... Lugmuk's army survived the attack on the Town, but suffered

minor losses. Lugmuk appeared to have survived. The Town has been reduced to a Village. The Tower has been destroyed. The Village has been under siege/attack this turn. The Village now flies the flag of the Half-Orcs.

## 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	508 240
Aragost	710	PrenMgy	
Arassuil	215	RfsPers	
Arassuil	330	CstCjSp	502 nisha
Blind Eye	215	RfsPers	
Blind Eye	940	CstLoSp	420 nisha
Chance	820	MovCmpy	2617
Chance	330	CstCjSp	502 nisha
Cudgel	408	HvInfan	100 ^ ^
Cudgel	765	SplArmy	hrack ^ ^ 100 ^ ^ ^
Hammer	215	RfsPers	
Hammer	330	CstCjSp	502 nisha
Hrack	185	DnStNat	19
Hrack	325	NatSell	mi 100
Iron Helm	430	TrpsMan	hi
Iron Helm	925	Recon	
Jabber	215	RfsPers	
Jabber	550	ImprPop	
Jacqs	731	NamAgen	Cronos m
Jacqs	810	MovChar	3009
Krush	340	TrPo2Ar	1
Krush	430	TrpsMan	hi
Loathe	690	StlGold	
Loathe	810	MovChar	0711
Phantom	610	GrdChar	chanc
Phantom	330	CstCjSp	502 nisha
Spear Fist	430	TrpsMan	hc
Spear Fist	850	MovArmy	se se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no

Aragost



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

Spells (+0) : #102 Barriers(64) #202 Call Fire(89) #302 Long Stride(88)  
 #416 Reveal Production(92) #508 Conjure Mounts(90)

Aragost was located in the Open Plains at 3906.

She was ordered to cast a conjuring spell. Conjure Mounts was cast. 240 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(55)  
 #502 Weakness(86) #508 Conjure Mounts(100)

Arassuil was located in the Mixed Forest at 2710.

He was ordered to refuse all personal challenges.

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

He moved with the company to 2617.

*He is traveling with Chance in the Hills & Rough at 2617. The Major Town/Fort of An Glenogue flying the flag of the Drib Le Chin 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(92) #502 Weakness(97) #508 Conjure Mounts(64)

Blind Eye was located in the Mixed Forest at 2710.

He was ordered to refuse all personal challenges.

He moved with the company to 2617.

He was ordered to cast a lore spell. Reveal Character - Nishantha Kumara is located at or near 3814.

*He is traveling with Chance in the Hills & Rough at 2617. The Major Town/Fort of An Glenogue flying the flag of the Drib Le Chin 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(57)  
 #502 Weakness(72) #508 Conjure Mounts(67)

Chance was located in the Mixed Forest at 2710.

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

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

*He commands a company in the Hills & Rough at 2617. The Major Town/Fort of An Glenogue flying the flag of the Drib Le Chin is here.*

Cronos



Ranks : Command 0 Agent 30 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 22  
 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.*

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 recruit some heavy infantry. 100 Heavy Infantry w/Wood weapons and No armor were recruited.

He was ordered to split the army. The army was split. 66 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 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(91) #508 Conjure Mounts(83)

Hammer was located in the Mixed Forest at 2710.

He was ordered to refuse all personal challenges.

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

He moved with the company to 2617.

*He is traveling with Chance in the Hills & Rough at 2617. The Major Town/Fort of An Glenogue flying the flag of the Drib Le Chin is here.*

Hrack



Ranks : Command 30 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 30  
 Artifacts : None

Spells (+0) : None

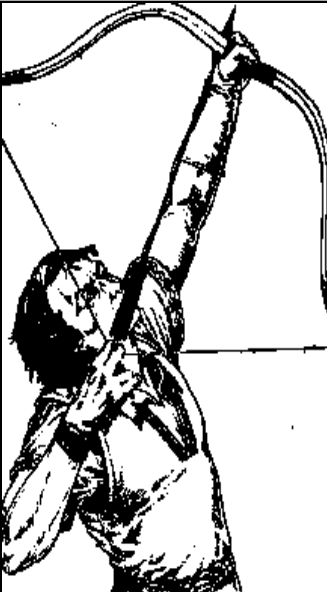
Hrack was located in the Open Plains at 3906.

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

He was ordered to have the nation sell to the caravans. 150 Mithril were sold for 10200 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.*

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 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: - Avicenna of the Rhosgobel with about 800 troops at 3010 - Sunzi of the Rhosgobel with about 400 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.*

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 Hills & Rough at 3607.

He was ordered to refuse all personal challenges.

He was ordered to improve the population center size. Lucky Strike was improved to a Village.

*He is currently in the Hills & Rough at 3607. The Village of Lucky Strike flying the flag of the Frost Men is here.*

Jacqs



Ranks : Command 0 Agent 53 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 39  
 Artifacts : None  
 Spells (+0) : None

Jacqs was located in the Open Plains at 3906.

He was ordered to name a new agent. A new agent named Cronos was available.

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

*He is currently in the Mixed Forest at 3009. The Town of Genfel flying the flag of the Frost Men 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 transfer some Food from the population center to the army. 1 Food was transferred.

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

*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 64 Emissary 25 Mage 10  
 Health 100 Stealth 0 Challenge 53  
 Artifacts : None

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

Loathe was located in the Hills & Rough at 1008.

He was ordered to steal the Gold. 2083 Gold was stolen at Kirumor.

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

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

Phantom



Ranks : Command 0 Agent 43 Emissary 0 Mage 58  
 Health 100 Stealth 0 Challenge 66  
 Artifacts : None

Spells (+0) : #408 Perceive Nationality(61) #422 Perceive Power(92)  
 #502 Weakness(98) #508 Conjure Mounts(100)

Phantom was located in the Mixed Forest at 2710.

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

He was ordered to guard a character. Chance was guarded.

He moved with the company to 2617.

*He is traveling with Chance in the Hills & Rough at 2617. The Major Town/Fort of An Glenogue flying the flag of the Drib Le Chin is here.*

Spear Fist



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

Spells (+0) : None

Spear Fist was located in the Open Plains at 4320.

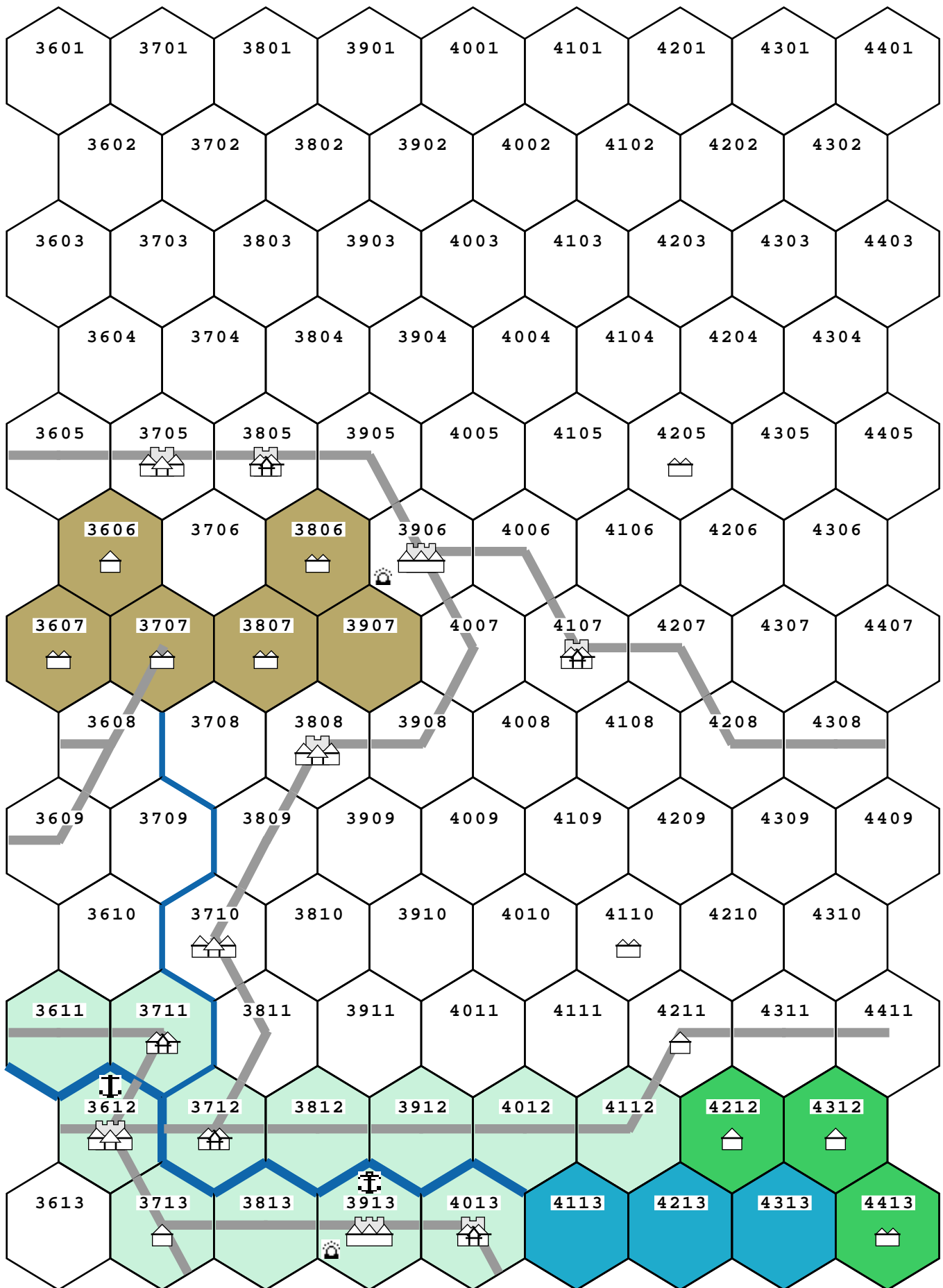
Lack of Food may have affected army movement.

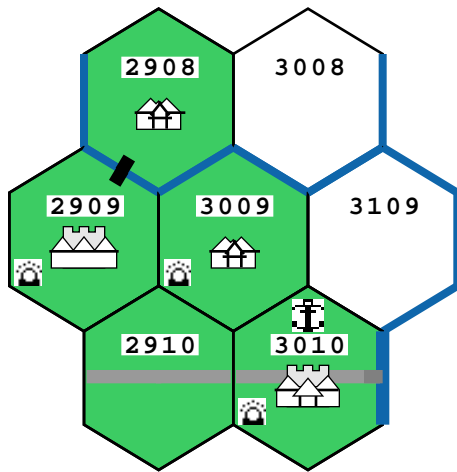
Lack of Food restricted the army morale.

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

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

*He commands an army in the Open Plains at 4422.*





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

**Chance (ID: chanc) @ 2617 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) @ 2617 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 ) @ 3009 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) @ 3009 Agent**

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

**Krush (ID: krush) @ 4419 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) @ 2617 Agent Mage**

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

**Spear Fist (ID: spear) @ 4422 Command**

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