

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 143

**Frost Men**

Victory points : 817

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 :

Dustbighters [933] Frost Men [817] Rhosgobel [733]

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 # : 7
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 2113
 Special Service : YES

Frost Men

(A Free People)

Season : Fall

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 Farrely	: 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 Cold

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	180	90	0	0	0	0	840
Current stores	0	1140	0	0	0	0	0	-

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

Size : Village	Fortifications : None	Loyalty : 57	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	575	0	0	0	0	0	0	-

Enroute Location : @ 4107 in Open Plains Climate is Cold

Size : Town	Fortifications : Tower	Loyalty : 59	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	209	0	0	0	0	0	0	-

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

Size : Camp	Fortifications : None	Loyalty : 18	Docks : None	Hidden ? : No	Sieged ? : YES			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	320	0	0	0	616	0	24	0
Current stores	0	0	0	0	0	0	75	-

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

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	106	0	0	0	163	0	10	0
Current stores	556	0	0	0	0	0	0	-

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	600	0	0	0	0	86	0	-

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

Hill Crest Location : @ 3606 in Hills & 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	340	0	0	0	0	30	0	-

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

Size : Camp	Fortifications : None	Loyalty : 31	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	672	0	0	0	0	0	0	-

Lucky Strike

Location : @ 3607 in Hills & Rough Climate is Cold

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	48	0	0	33	0	600
Current stores	0	0	0	0	0	33	0	-

Qurámalókë

Location : @ 4211 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	240	0	0	0	840	0	8	0
Current stores	720	0	0	0	0	0	0	-

Roadside Inn (Capital)

Location : @ 3906 in Open Plains Climate is Cold

Size : City	Fortifications : Fort	Loyalty : 86	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	395	0	0	150	0	0	525	-

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

Roundup

Location : @ 3308 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	136	0	0	0	304	0	24	0
Current stores	561	0	0	0	0	0	0	-

Silver

Location : @ 3707 in Hills & Rough Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 57	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	63	0	0	0	0	0	3	840
Current stores	525	0	0	0	0	0	0	-

Trees

Location : @ 4212 in Mixed Forest Climate is Cool

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	552	112	0	0
Current stores	0	0	0	0	0	112	0	-

Tundra

Location : @ 4205 in Open Plains Climate is Cold

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	252	0	2	0
Current stores	282	0	0	0	0	0	0	-

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	350	0	0	0	0	0	0	-

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

Location : @ 3906 in Open Plains Climate is Cold

Army morale : 40 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	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 Cool
 Army morale : 37 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Northman footmen w/broadswords 12 10 0 400 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 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 : 50 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Northman footmen w/broadswords 19 10 0 394 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
 The Major Town/Castle of Dul Mordeth flying the flag of the Ull Navala is here.
 An army bearing the banner of the Dustbighters under Warlord Dain Ironrod is here.
 A small army bearing the banner of the Ull Navala under Lord Jorhun is here.
 An army bearing the banner of the Half-Orcs under Captain Morzug Bloodaxe is here.
 An army bearing the banner of the Frost Men under Captain Spear Fist is here.
 An army bearing the banner of the Ull Navala under Commander Thorgrim is here.

Army Commander : Captain Spear Fist Location : @ 4419 in Open Plains Climate is Hot
 Army morale : 60 Warships : 0 Transports : 0 (10) Travel mode : Evasive
 Troops Training Weapon Armor # Troops Troop Type
 Northman horsemen w/battle axes 26 22 25 1371 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 25
 The Major Town/Castle of Dul Mordeth flying the flag of the Ull Navala is here.
 An army bearing the banner of the Dustbighters under Warlord Dain Ironrod is here.
 A small army bearing the banner of the Ull Navala under Lord Jorhun is here.
 A small army bearing the banner of the Frost Men under Captain Krush is here.
 An army bearing the banner of the Half-Orcs under Captain Morzug Bloodaxe is here.
 An army bearing the banner of the Ull Navala under Commander Thorgrim is here.

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	16579	15416	9992	822	225967	26099	3593
Purchase at market price/unit	3	4	4	36	2	3	7
Sell to market price/unit	2	3	3	27	1	2	5

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

Armies/Navies :	11802
Pop Centers :	2500
Characters :	16180
Total :	30482

Current Tax rate :	48%
Revenue expected next turn :	22320 (-8162)
Current Gold reserve :	370

Totals for Nation:

Leather
Bronze
Steel
Mithril
Food
Timber
Mounts

Stores

5785
1140
0
150
0
261
600

Production

1376
180
138
0
3488
261
96

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 an armed conflict involving the Vampiric Order and the Faux Meddle Aarmy at 3334.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES**Battle at 4416**

In the Cool climate of the Open Plains of 4416, a conflict took place in the early morning hours under a clear sky.

At the head of a calm army rode **Commander Krush** of the nation of the Frost Men. 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
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472 Northman footmen w/broadswords	wooden	none	a mob
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The Village of Fel Morder flying the flag of the Ull Navala is situated in the Open Plains here.

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

The battle for Fel Morder 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.... Krush's army survived the attack on the Village, but suffered minor losses. Krush appeared to have survived. The Village has been reduced to a Camp. The Camp has been under siege/attack this turn. The Camp now flies the flag of the Frost Men.

Battle at 4319

In the Hot climate of the Open Plains of 4319, a conflict took place in the early hours of the evening in high winds.

At the head of a rebellious army rode **Captain Morzug Bloodaxe** 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
1129 Mixed Mannish horsemen w/lances	wooden/bronze	leather/bronze	a mob

At the head of a highly energetic army rode **Regent Dain Ironrod** of the nation of the Dustbighters. The mount on which he rode cantered anxiously along the side of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1568 Dwarven ponyriders w/war hammers	wooden/bronze	none/leather	a mob
37 Dwarven ponyriders w/battle axes	steel	steel	solid ranks

At the head of a demoralized army rode **Captain Jamugha** of the nation of the Scourge. 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
1200 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a highly energetic army rode **Captain Spear Fist** of the nation of the Frost Men. The mount on which he rode cantered anxiously along the side of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1400 Northman horsemen w/battle axes	wooden/bronze	leather/bronze	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
400 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a demoralized army rode **Commander Ringvel** 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

Report from Spear Fist.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. These troops didn't need much encouragement and waved and joked with their Commanders, offering bets on who would find the best plunder. Finally the order was given by the blare of the bugles.. Keep close ranks. Use standard formation. Like we practiced! The men cheered as boulders and flying debris were hurled upon the enemy troops.

Against the forces of Ringvel, they had laid an ambush, but our standard formation adjusted.

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

Report from Spear Fist.....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. The troops fought very well, but more training would have raised them to great heights. They fought with great spirit. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

Commanders on the scene ordered their troops to salvage what they could from the remains of the enemy forces..

Regent Dain Ironrod: 1 Food

After the battle.... Morzug Bloodaxe's forces were victorious in the battle, but suffered minor losses. Morzug Bloodaxe appeared to have survived. Dain Ironrod's forces were victorious in the battle, but suffered some losses. Dain Ironrod appeared to have survived. Jamugha's forces were destroyed/routed in the battle. Jamugha appeared to have survived. Spear Fist's forces were victorious in the battle, but suffered minor losses. Spear Fist appeared to have survived. Regvuld's forces were destroyed/routed in the battle. Regvuld appeared to have survived but suffers from serious wounds. Ringvel's forces were destroyed/routed in the battle. Ringvel appeared to have survived.

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.....
Aragost	325	NatSell	mo 100
Aragost	710	PrenMgy	
Arassuil	330	CstCjSp	508 265
Arassuil	710	PrenMgy	
Blind Eye	330	CstCjSp	508 260
Blind Eye	710	PrenMgy	
Chance	710	PrenMgy	
Chance	940	CstLoSp	415 4417
Cudgel	300	ChTaxRt	59
Cudgel	325	NatSell	st 100
Hammer	710	PrenMgy	
Hammer	310	BidCar	mi 150 20
Iron Helm	430	TrpsMan	hi
Iron Helm	850	MovArmy	se nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Jabber	550	ImprPop	
Jabber	810	MovChar	3807
Jacqs	325	NatSell	fo 100
Jacqs	605	GrdLoc	
Krush	255	CptrPop	fl
Krush	850	MovArmy	sw se sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Loathe	610	GrdChar	iron
Loathe	810	MovChar	2210
Phantom	710	PrenMgy	
Phantom	330	CstCjSp	508 260

Spear Fist
Spear Fist

215
850

RfsPers
MovArmy

e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ev

Aragost



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

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

Aragost was located in the Open Plains at 3906.

She was ordered to have the nation sell to the caravans. 583 Mounts were sold for 3498 Gold.

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 55
Health 100 Stealth 0 Challenge 55
Artifacts : None

Spells (+0) : #406 Divine Army(75) #417 Divine Characters w/Forces(53)
#502 Weakness(85) #508 Conjure Mounts(100)

Arassuil was located in the Open Plains at 3906.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 265 Mounts were conjured.

He was ordered to prentice magery. The prentice magery was successful and his Mage rank has been improved.

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 53
Health 100 Stealth 0 Challenge 53
Artifacts : None

Spells (+0) : #102 Barriers(94) #204 Wild Flames(100) #308 Capital Return(91)
#408 Perceive Nationality(76) #416 Reveal Production(73) #502 Weakness(97)
#508 Conjure Mounts(64)

Blind Eye was located in the Open Plains at 3906.

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

He was ordered to prentice magery. The prentice magery was successful and his Mage rank has been improved.

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 50
 Health 100 Stealth 0 Challenge 52
 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 cast a lore spell. He was not able to cast the spell. Continued efforts may succeed.

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 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. He was not able to change the tax rate because the populace did not support it. Continued efforts may succeed.

He was ordered to have the nation sell to the caravans. 794 Steel were sold for 4764 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 54
 Health 100 Stealth 0 Challenge 63
 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 3906.

He was ordered to bid from the caravans. 150 Mithril was bought for 3000 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.

Iron Helm



Ranks : Command 56 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 56
 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 move the army. He accepted the army movement orders.

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 62 Mage 0
 Health 100 Stealth 0 Challenge 31
 Artifacts : None
 Spells (+0) : None

Jabber was located in the Hills & Rough at 3806.

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

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

He is currently in the Hills & Rough at 3807. The Camp of Ablaze flying the flag of the Frost Men is here.

Jacqs



Ranks : Command 0 Agent 47 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 35
 Artifacts : None
 Spells (+0) : None

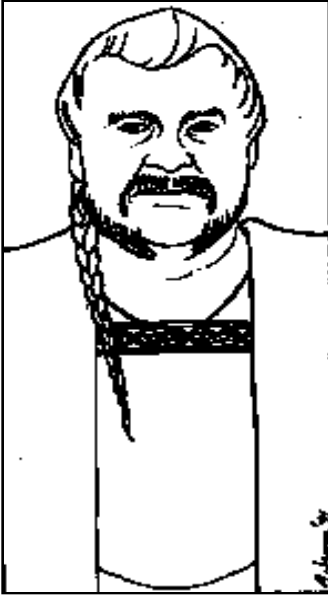
Jacqs was located in the Open Plains at 3906.

He was ordered to have the nation sell to the caravans. 8372 Food were sold for 8372 Gold.

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 42 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 42
 Artifacts : None
 Spells (+0) : None

Krush was located in the Open Plains at 4416.

He was ordered to capture the Village of Fel Morder. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

He commands an army in the Open Plains at 4419. The Major Town/Castle of Dul Mordeth flying the flag of the Ull Navala is here.

Loathe



Ranks : Command 0 Agent 54 Emissary 25 Mage 10
 Health 100 Stealth 0 Challenge 45
 Artifacts : None

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

Loathe was located in the Mixed Forest at 3009.

He was ordered to guard a character. Iron Helm was guarded.

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

He is currently in the Mountains at 2210. The Camp of Al-Qatif flying the flag of the Farrely is here.

Phantom



Ranks : Command 0 Agent 40 Emissary 0 Mage 54
 Health 100 Stealth 0 Challenge 61
 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. 260 Mounts were conjured.

He was ordered to prentice magery. The prentice magery was successful and his Mage rank has been improved.

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 46	Agent 0	Emissary 0	Mage 0
	Health 100	Stealth 0	Challenge 46	
Artifacts	: None			
Spells (+0)	: None			

Spear Fist was located in the Open Plains at 4319.

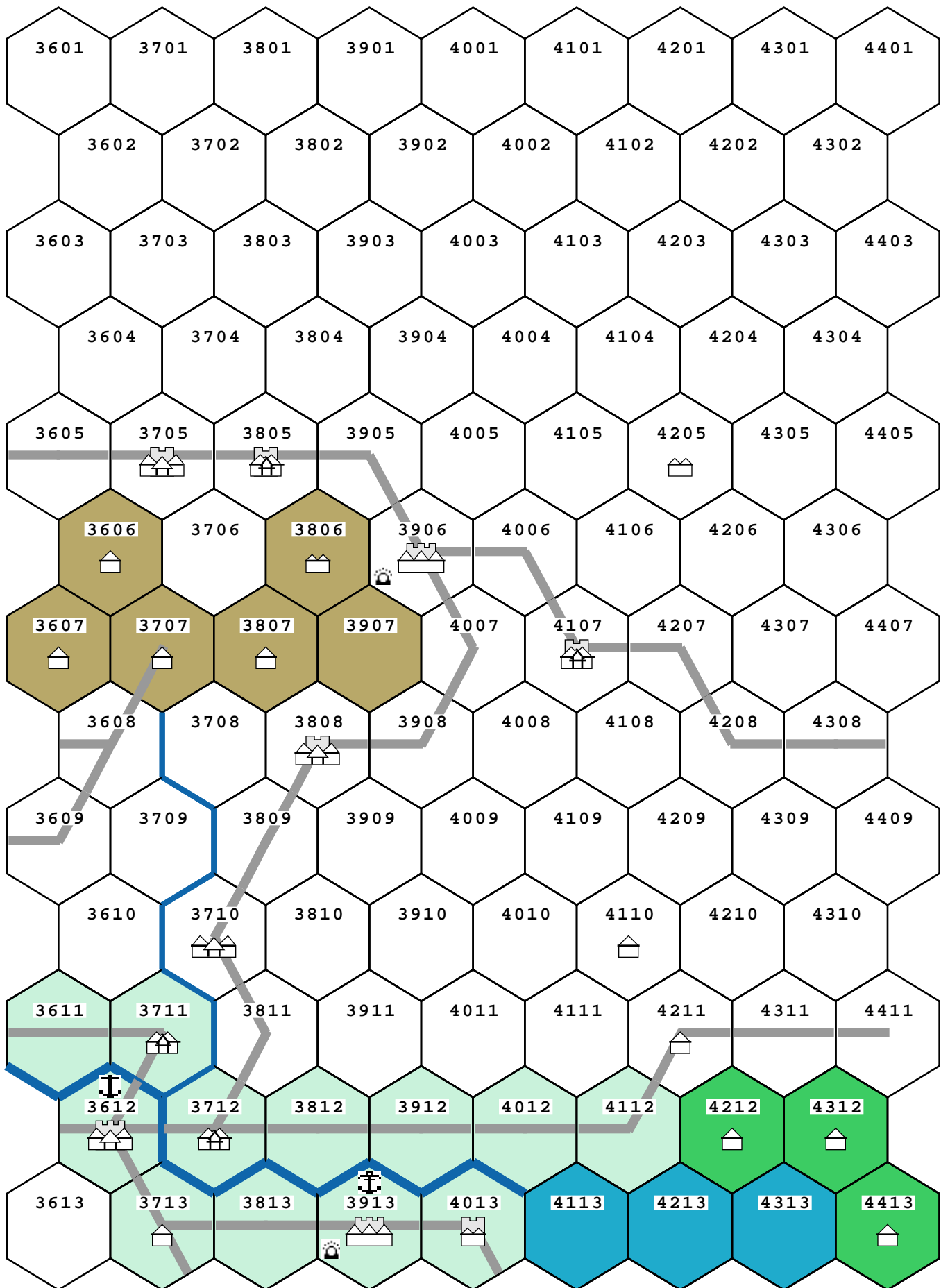
He was ordered to refuse all personal challenges.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

He commands an army in the Open Plains at 4419. The Major Town/Castle of Dul Mordeth flying the flag of the Ull Navala is here.



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

Chance (ID: chanc) @ 3906 Command Mage

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) @ 3906 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) @ 3807 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) @ 4419 Command

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

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

Loathe (ID: loath) @ 2210 Agent Emissary Mage

Order	->	# _____	Code _____	Type _____
Required				
Information				

Order	->	# _____	Code _____	Type _____
Required				
Information				

Phantom (ID: phant) @ 3906 Agent Mage

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

Spear Fist (ID: spear) @ 4419 Command

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