

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 143

**Frost Men**

Victory points : 900

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 :

Amestrians [1017] Dustbighters [983] Aerithryn [975]

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 # : 1
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 2160
 Special Service : YES

Waystop	Location : @ 3705 in Open Plains				Climate is Cool			
Size : Major Town	Fortifications : Tower		Loyalty : 59	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	0	0	0	0	0	0	22	-

ARMIES AND NAVIES

Army Commander : Lord Iron Helm Location : @ 3606 in Hills & Rough Climate is Cool
 Army morale : 30 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		
Armor	0	0	0		
Food	250				
War machines	0				

Army Commander : Captain Spear Fist Location : @ 3906 in Open Plains Climate is Cool
 Army morale : 53 Warships : 0 Transports : 0 (4) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Northman horsemen w/battle axes	50	50	50	400	Heavy Cavalry
Northman footmen w/broadswords	10	10	0	300	Heavy Infantry
Baggage Train Leather	Bronze	Steel	Mithril		
Weapons	-	0	0		
Armor	0	0	0		
Food	2750				
War machines	25				

Characters traveling with army : - Chance.
 The City/Fort of Roadside Inn flying the flag of the Frost Men is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	4258	6418	3029	619	3702	7111	1451
Purchase at market price/unit	5	8	9	72	3	7	18
Sell to market price/unit	3	4	5	35	1	3	9

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 4000	Leather	1554	822
Pop Centers : 3000	Bronze	0	0
Characters : 11540	Steel	0	0
	Mithril	0	0
Total : 18540	Food	0	1816
	Timber	0	0
Current Tax rate : 40%	Mounts	733	67
Revenue expected next turn : 17800 (-740)			
Current Gold reserve : 24974			

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 encounter involving Arwen at 2405.

ENCOUNTER MESSAGES

Encounter for Blind Eye at 3906

Blind Eye was startled from his night's rest by a loud pounding noise. The noise seemed alarmingly near and sounded like it was coming closer. He scarcely had time to stand and ready himself for combat before he saw an enormous man approaching his camp. "Giant" was the first thought that came to his mind as the creature reached the edge of the camp and stopped. At least three times as tall as a man it stood. An end of a tree trunk rested lightly on its shoulder, the other end being encircled by a hand the size of a barrel. The huge man said something in a deep, booming voice but it had no meaning to him.

ATTACK the Giant
OFFER food
Declare your ALLEGIANCE
REQUEST the Giant to leave
INTERROGATE the Giant for information
THROW a rock at the Giant
Say _____ (only one word)
FLEE

How will Blind Eye react ? (Choose any reaction shown in all CAPS or provide info requested in parenthesis. If no reaction is given, he will be assumed to have chosen "FLEE".)

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	330	CstCjSp	508 200
Arassuil	947	NatTran	3906 le 91
Chance	330	CstCjSp	508 200
Chance	785	JnArmy	spear
Hammer	550	ImprPop	
Hammer	810	MovChar	4212
Iron Helm	728	NamComm	Cudgel m
Iron Helm	850	MovArmy	nw w w sw ^ ^ ^ ^ ^ ^ ^ ^ no
Jabber	520	InfYour	
Jabber	810	MovChar	3807
Loathe	325	NatSell	fo 100
Loathe	731	NamAgen	Jacqs m
Phantom	330	CstCjSp	508 200
Phantom	737	NamMage	Blind Eye m
Spear Fist	408	HvInfan	400 ^ ^
Spear Fist	765	SplArmy	iron ^ ^ 100 ^ ^ ^

Arassuil



Ranks : Command 0 Agent 0 Emissary 0 Mage 40
 Health 100 Stealth 0 Challenge 40
 Artifacts : None

Spells (+0) : #406 Divine Army(75) #417 Divine Characters w/Forces(53)
 #502 Weakness(85) #508 Conjure Mounts(96)

Arassuil was located in the Open Plains at 3906.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 200 Mounts were conjured.

He was ordered to have the nation transport by the caravans. 1438 Leather (+10%) transported to Roadside Inn.

He is currently in the Open Plains at 3906. The City/Fort of Roadside Inn flying the flag of the Frost Men is here.

Blind Eye



Ranks : Command 0 Agent 0 Emissary 0 Mage 40
 Health 100 Stealth 0 Challenge 40
 Artifacts : None

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

Blind Eye has a special ability. He has gained knowledge of a lost spell.

He had a special encounter. See Encounter Messages.

He is currently in the Open Plains at 3906. The City/Fort of Roadside Inn flying the flag of the Frost Men is here.

Chance



Ranks : Command 10 Agent 0 Emissary 0 Mage 40
 Health 100 Stealth 0 Challenge 42
 Artifacts : None

Spells (+0) : #413 Scry Population Center(83) #415 Scry Area(57)
 #502 Weakness(72) #508 Conjure Mounts(65)

Chance was located in the Open Plains at 3906.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 200 Mounts were conjured.

He was ordered to join an army. He joined the army commanded by Spear Fist.

He is traveling with Spear Fist in the Open Plains at 3906. The City/Fort of Roadside Inn flying the flag of the Frost Men is here.

Cudgel



Ranks : Command 30 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : None

He is currently 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 65 Mage 50
 Health 100 Stealth 0 Challenge 58
 Artifacts : None
 Spells (+0) : #4 Major Heal(87) #102 Barriers(79) #308 Capital Return(93)
 #502 Weakness(90) #508 Conjure Mounts(82)

Hammer was located in the Open Plains at 3906.

He was ordered to improve the population center size. Roadside Inn was improved to a City.

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

He is currently in the Mixed Forest at 4212.

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 Open Plains at 3906.

He was ordered to name a new commander. A new commander named Cudgel was available.

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

He commands an army in the Hills & Rough at 3606.

Jabber



Ranks : Command 0 Agent 0 Emissary 42 Mage 0
 Health 100 Stealth 0 Challenge 21
 Artifacts : None
 Spells (+0) : None

Jabber was located in the Open Plains at 3906.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Roadside Inn.

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

He is currently in the Hills & Rough at 3807.

Jacqs



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.

Loathe



Ranks : Command 0 Agent 40 Emissary 10 Mage 10
 Health 100 Stealth 0 Challenge 33
 Artifacts : None
 Spells (+0) : #410 Divine Allegiance Forces(35)

Loathe was located in the Open Plains at 3906.

He was ordered to have the nation sell to the caravans. 4737 Food were sold for 9474 Gold.

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

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 40
 Health 100 Stealth 0 Challenge 47
 Artifacts : None

Spells (+0) : #408 Perceive Nationality(61) #422 Perceive Power(92)
 #502 Weakness(97) #508 Conjure Mounts(100)

Phantom was located in the Open Plains at 3906.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 200 Mounts were conjured.

He was ordered to name a new mage. A new mage named Blind Eye was available.

He is currently in the Open Plains at 3906. The City/Fort of Roadside Inn flying the flag of the Frost Men is here.

Spear Fist



Ranks : Command 40 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 40
 Artifacts : None

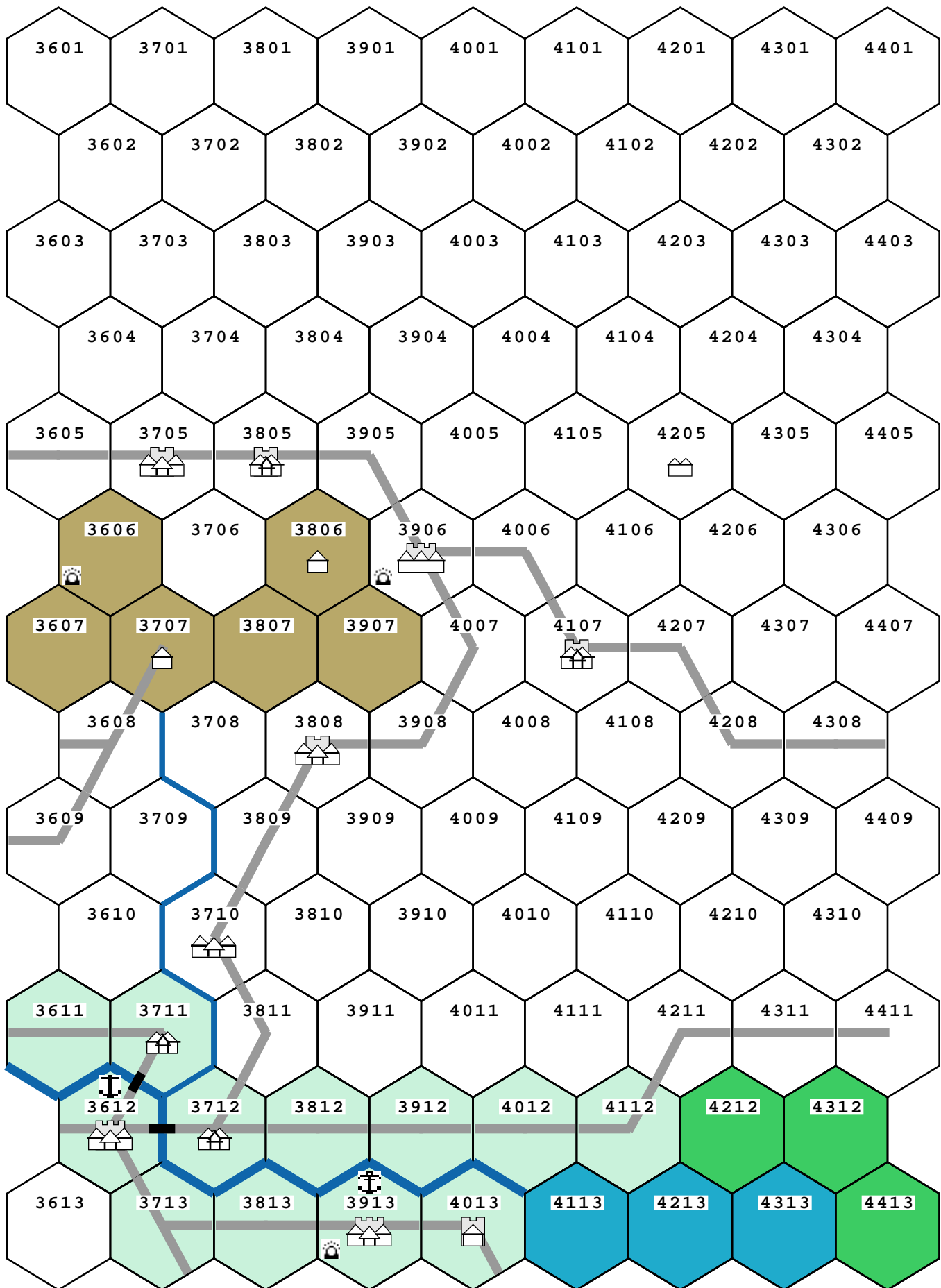
Spells (+0) : None

Spear Fist was located in the Open Plains at 3906.

He was ordered to recruit some heavy infantry. 400 Heavy Infantry w/Wood weapons and No armor were recruited.

He was ordered to split the army. The army was split. 250 Food was transferred.

He commands an army in the Open Plains at 3906. The City/Fort of Roadside Inn flying the flag of the Frost Men is here.



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

Cudgel (ID: cudge) @ 3906 Command

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

Hammer (ID: hamme) @ 4212 Emissary Mage

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

Iron Helm (ID: iron) @ 3606 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			_____				
			_____								_____				

Loathe (ID: loath) @ 3906 Agent Emissary Mage

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

Phantom

(ID: phant) @ 3906 Agent Mage

Agent Mage

Order -> # _____ Code _____ Type _____

Order -> # Code Type

Required

Required

Information

Information

Spear Fist

(ID: spear) @ 3906 Command

Command

Order -> # Code Type

Order -> # Code Type

Required

Required

Information

Information