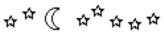
MEPBM Games presents

Middle-earth Play-By-Mail" Fourth Age, circa 1000



GAME # 143



Frost Men

```
: 900
Victory points
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 ]
```

#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

Special Nation Abilities :

Game # 143 Player # 3 Turn # Account Security Code : 2160 Special Service :

22

Frost Men

(A Free People)

Season : Summer

Current stores

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom # 5 Aerithryn # 8 Twin Scorpion #11 Galadhrim #14 Farrely #17 Heathen Kings #20 Black Numenro #23 Amun-Musa	: Tolerate s : Tolerate : Tolerate : Disliked : Disliked	ed # 6 Ame ed # 9 Rho ed #12 Dri l #15 Nac l #18 Van	osgobel b Le Chin th Strum mpiric Ord ightned S	: Tole : Tole : Disl : Disl	erated # erated # liked # liked # liked # tral #	4 Dustbig 7 Faux Me 10 Half-Or 13 Ull Nav 16 Shadowb 19 Scourge 22 Fallen 25 Karamei	ddle Aarm cs ala orn	: Tolerated ay: Tolerated : Tolerated : Disliked : Disliked : Disliked : Neutral : Neutral
		POPU	LATION	CENTERS				
Crust	Locatio	n : @ 3806	in Hills 8	Rough Cli	mate is (Cool		
Size : Camp	Fortifications	: None	Loyalty:	59 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	0	0	0	0	0	0	32	-
Enroute	Locatio	n : @ 4107	in Open Pl		te is Coo	ol		
Size : Town	Fortifications		Loyalty :			Hidden ? :		Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	
Expected production		0	0	0	562	0	5	
Current stores	0	0	0	0	0	0	10	=
Frost Gate	Logatio	n • @ 3808	in Open Pi	laine Clima	te is Mi	1.4		
Size : Major Town	Fortifications		Loyalty:			Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	-
Expected production		0	0	0	184	0	11	
Current stores	0	0	0	0	0	0	11	
Passage	Locatio	n : @ 3805	in Open Pl	lains Clima	te is Coo	ol		
Size : Town	Fortifications	: Tower	Loyalty:	59 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	0	0	0	0	0	0	10	-
		- 0005				-		
Roadside Inn (Capi			in Open Pl		te is Coo			0 1 0
Size : City	Fortifications		Loyalty:			Hidden ? :		Sieged ? : No
Surplus Product Expected production	Leather 29	Bronze 0	Steel 0	Mithril O	Food 77	Timber 0	Mounts 5	
Current stores	1554	0	0	0	0	0	620	
An army bearing the							020	
im arm, searing one	20111101 01 0110 1	1000 11011 0	naci capta	III DPCGI IIDC	10 11010	•		
Silver	Locatio	n : @ 3707	in Hills 8	Rough Cli	mate is (Cool		
Size : Camp	Fortifications	: None	Loyalty:	59 Docks	None	Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	
Expected production	168	0	0	0	0	0	8	1400
Current stores	0	0	0	0	0	0	16	-
Tundra			in Open Pi		te is Coo			
Size : Village	Fortifications		Loyalty:			Hidden ? :		Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	
Expected production		0	0	0	672	0	6	
Current stores	0	0	0	0	0	0	12	=
Waystop	Locatio	n : @ 3705	in Open Pl	lains Clima	te is Cod	n1		
Size : Major Town	Fortifications		_	59 Docks		Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	-
Expected production		0	0	0	182	0	6	
Zipececa produceron	112	0	0	0	102	0	0	· ·

0 0 0 0 0

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 Training Weapon Armor # Troops Troops Troop Type 100 Heavy Infantry 10 0 Northman footmen w/broadswords 10 Mithril Baggage Train Leather Bronze Steel 0 0 -0 Weapons Armor 0 250 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 50 50 400 10 0 300 50 Northman horsemen w/battle axes Heavy Cavalry Northman footmen w/broadswords 10 300 Heavy Infantry Baggage Train Leather Bronze Steel Mithril 0 Weapons 0 0 0 0 0 Λ Armor 2750 25 Food War machines

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 to	rn 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

Order #	Order Code	Additional	Information
330	CstCjSp	508 200	
947	NatTran	3906 le	91
330	CstCjSp	508 200	
785	JnArmy	spear	
550	ImprPop		
810	MovChar	4212	
728	NamComm	Cudgel	m
850	MovArmy	nw w w	sw ^ ^ ^ ^ ^ ^ ^ no
520	InfYour		
810	MovChar	3807	
325	NatSell	fo 100	
731	NamAgen	Jacqs	m
330	CstCjSp	508 200	
737	NamMage	Blind Eye	m
408	HvInfan	400 ^ ^	
765	SplArmy	iron ^	^ 100 ^ ^ ^
	330 947 330 785 550 810 728 850 520 810 325 731 330 737 408	330 CstCjSp 947 NatTran 330 CstCjSp 785 JnArmy 550 ImprPop 810 MovChar 728 NamComm 850 MovArmy 520 InfYour 810 MovChar 325 NatSell 731 NamAgen 330 CstCjSp 737 NamMage 408 HvInfan	330

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.



Ranks

: Command 0 Agent

Health 100

Agent 0 Em

Emissary 0 Mage 40

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

пеат

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)

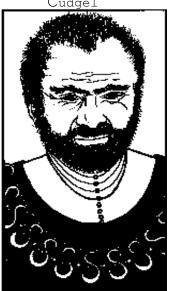
Chance was located in the Open Plains at 3906.

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.

Cudge!



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 Mage 50 Emissary 65

> 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

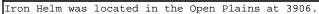
Ranks

: Command 50 Agent 0 Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 50

Artifacts

Spells (+0): None



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.



Ranks : Command 0 Agent 30 Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 22

Artifacts

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.



Ranks : Command 0 Agent 40 Mage 10 Emissary 10

> Health 100 Stealth 0 Challenge 33

Artifacts : None

Spells (+0) : #410 Divine Allegiance Forces(35)



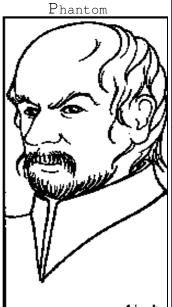
Loathe was located in the Open Plains at 3906.

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.

Mage 0



: Command 0 Ranks 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.

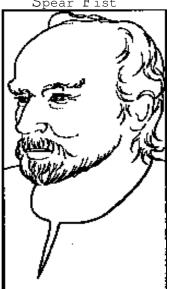


Ranks : Command 40 Agent 0 Emissary 0

Health 100 Stealth 0 Challenge 40

Artifacts

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 transfered. 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.

<u> </u>	\ \		\wedge		0/0/2013		ayer 3 Turn	rage
3601 37	3801	3901	4001	41	01 42	201 43	440	01
3602	3702 3	39	902	4002	4102	4202	4302	
3603 37	3803	3903	4003	41	03 42	203 43	440)3
3604	3704 3	304 39	904	4004	4104	4204	4304	
	3805	3905	4005	41		205 43	440)5
3606		39	906	4006	4106	4206	4306	
	3807	3907	4007		07 42	207 43	440	7
3608		308	8008	4008	4108	4208	4308	
3609 37	3809	3909	4009	41	09 42	209 43	440	9
3610	3710	39	910	4010	4110	4210	4310	
	3811	3911	4011	41	11 42	211 43	441	.1
3612	3712 3		912	4012	4112	4212	4312	
3613 37	3813	3913	4013	41	13 42	213 43	441	.3

MEPBM Games

Middle-earth Play-By-Mail" Fourth Age, circa 1000

Frost Men

TURNSHEET



Game # 143



PHILIP SWIDERSKI 110670

NONE NONE

NONE

Game # : 143
Player # : 3
Turn # : 2
Security # : 2160

Return this turnsheet before AUGUST 19 2013

To MEPBM, 340 North Rd, Cardiff, CF14 3BP, Wales Tel: +44 (0) 29 20913359 Fax: +44 (0) 29 20625532

Daytime Phone #:_____

Arassuil			(ID:	arass)	@	3906	Mage				
Order ->	#	Code _		Туре _		_	Order	->	#	Code	Туре
Required						F	Required				
Information						3	Informati	on			
Blind Eye				blind)	@	3906	Mage				
Order ->							_	->	#	Code	Type
Required Information							Required Informati				
Chance			(ID:	chanc)	@	3906	Comma	nd M	age		
Order ->	#	Code _		Type _		_	Order	->	#	Code	Туре
Required						F	Required				
Information]	Informati	on			

Cudgel			(ID:	cudge)	@	3906	Comman	nd				
Order ->	#	Code _		Type		-	Order	->	#	_ Code	Туре	
Required						F	Required					
Information						I	nformatio	on				
Hammer				hamme)								
Order ->	#	Code _		Type		-	Order	->	#	_ Code	Type	
Required						F	Required					
Information						1	informatio	on				
Iron Helm			(ID:	iron)	@	3606	Comman	nd				
Order ->	#	Code _		Type		-	Order	->	#	_ Code	Type	
Required						F	Required					
Information						I	information	on				
Jabber			(TD:	jabbe)	@	3807	Emissa	rv				
	#	Code _		_				_	#	_ Code	Туре	
Required						-	Required					
Information						1	informatio	on				
Jacqs			(ID:	jacqs)	@	3906	Agent					
Order ->	#	Code _		Type		-	Order	->	#	_ Code	Туре	
Required						F	Required					
Information						I	nformation	on				
Loathe			(ID:	loath)	@	3906	Agent	Emi	ssary	Mage		
	#	Code _		Type			Order		_	_	Туре	
Required						F	Required					
Information							information	on				

Phantom		(ID: phant) @	3906 Agent Mag	je	
Order ->	# Code _	Type	Order ->	# Code	Type
Required			Required		
Information			Information		
Spear Fist		(ID: spear) @	3906 Command		
Order ->	# Code _	Type	Order ->	# Code	Type
Required			Required		
Required Information			Required Information		
-			-		