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.

Game # 143 Player # 3 Turn # Account Security Code : 4810 Special Service :

Internet G143N03 PHILIP SWIDERSKI 110670 NONE NONE NONE

Frost Men

(A Free People)

Season : Summer

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 : Tolerate : Tolerate : Disliked : Disliked	d # 6 Ame d # 9 Rho d #12 Dri #15 Nac #18 Vam #21 Enl #24 Dar	esgobel b Le Chir th Strum piric Ord ightned S	: Tol : Tol : Tol : Hat : Dis der : Dis Shadow: Neu	erated # erated # ed # 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 my: Tolerated : Tolerated : Hated : Disliked : Disliked : Neutral : Neutral
		POPU:	LATION	CENTERS				
Ablaze	Location	ı : @ 3807	in Hills 8	& Rough Cl	imate is (Cool		
Size : Camp	Fortifications	: None	Loyalty:	20 Docks	: None	Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	
Expected production		300	150	0	0	0	0	
Current stores	0	600	300	0	0	0	0	_
Crust	Location	ı : @ 3806	in Hills a	& Rough Cl	imate 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	-
T	To work to a			7		- 7		
Enroute	Location Fortifications		_	lains Clim	ate is Coo : None		N-	Giamad O . Ma
Size : Town Surplus Product	Leather	Bronze	Loyalty: Steel	Mithril	Food	Hidden ? :	Mounts	Sieged ? : No Gold
Expected production		Bronze 0	Steel 0	MICHEII	562	11mper	Mounts 5	
Current stores	134	0	0	0	0	0	10	
current stores	134	0	O	O	0	0	10	
Frost Gate	Location	n : @ 3808	in Open Pi	lains Clim	ate is Mi	ld		
Size : Major Town	Fortifications		Loyalty:		: 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				& Rough Cl				
Size : Camp	Fortifications		Loyalty:		: None	Hidden ? :		Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	
Expected production		0	0	0	0	80	16	
Current stores	640	0	0	0	0	160	32	=
Kuluinn	Location	n : @ 3713	in Shore/	Plains Cli	mate is M	ild		
Size : Camp	Fortifications						No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	
Expected production		0	0	0	234	0	9	
Current stores	0	0	0	0	0	0	0	
Lucky Strike	Location	ı : @ 3607	in Hills 8	& Rough Cl	imate is (Cool		
Size : Camp	Fortifications	: None	Loyalty:	23 Docks	: None	Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	
Expected production		0	80	0	0	88	0	
Current stores	0	0	80	0	0	88	0	-
Passage	Logation	@ 38UE	in Open D	lains Clim	ate is Co	2]		
Size : Town	Fortifications		Loyalty:		: None	Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	
Expected production		0	0	0	139	0	10	
Current stores	106	0	0	0	0	0	20	
		-	-	-	,	•		

Oumáma 1 ála ä	Logotio	n · @ 1011	in Open Di	oing Glimo	to ia Mil	a		
Qurámalókë Size : Camp	Fortifications		Loyalty:	lains Clima 35 Docks		.a Hidden ?	: No Sieged	d ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production		0	0	0	945	0	9	0
Current stores	0	0	0	0	0	0	0	-
Roadside Inn (Capi			-	ains Clima				
Size : City	Fortifications		Loyalty:			Hidden ?	9	d?:No
Surplus Product	Leather 29	Bronze 0	Steel 0	Mithril O	Food 77	Timber 0	Mounts 5	Gold 0
Expected production Current stores	362	0	0	0	0	0	35	_
A small army bearin					_	-	33	
•	5				3			
Roundup	Location	n : @ 3308	in Open Pl	ains Clima	te is Mil	.d		
Size : Camp	Fortifications		Loyalty :			Hidden ?	9	d ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production		0	0	0	342	0	27	0
Current stores	153	0	U	0	0	U	27	_
Silver	Locatio	n : @ 3707	in Hills &	Rough Cli	mate is C	001		
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	Logatio	n · @ 4212	in Mived E	orest Clim	ata is Mi	1.4		
Size : Camp	Fortifications		Loyalty:			Hidden ?	: No Sieged	d ? : 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			in Open Pl		te is Coc			
Size : Village Surplus Product	Fortifications Leather	: None Bronze	Loyalty : Steel	51 Docks	: None Food	Hidden ? Timber	: No Siegeo	d ? : No Gold
Expected production		0	0	0	672	0	6	0
Current stores	180	0	0	0	0 / 2	0	12	_
Waystop	Location	n : @ 3705	in Open Pl	ains Clima	te is Coo	1		
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		0	0	0	182	0	6	0
Current stores	224	0	0	0	0	0	12	_
		ДРМТ	ES AND	NAVTES				
				111111111				
Army Commander : Co	_			in Open Plair	ns Clima	ate is Cool	-	
-	_	Transpor				: Normal		
Troo	± ·-		Train	ing Weapon 10		_	Troop Type	
Northman footmen Baggage Train Lea		ronze	Ste		0 Mithril	100	Heavy Infantry	
Weapons	- E	0	500	0	0			
Armor	0	0		0	0			
Food		plies !!		-	-			
War machines	0							
The City/Fort of Ro	adside Inn flyin	g the flag	of the Fro	ost Men is he	ere.			
Army Commander : Lo	and Tanan Halm	Togotion :	e 2000 in	Mixed Forest	- 01 imat	e is Mild		
-		Transpor				: Normal		
Troo	-	τταπορυι		(I) IIav iing Weapon			Troop Type	
Northman footmen	-		10	10	0	100	Heavy Infantry	
		ronze	Ste		Mithril		<u>.</u>	
Weapons	-	0		0	0			
Armor	0	0		0	0			
Food	0 Out of 3	Food !!						
War machines	0	-6 LL - 57						
The Town of Genfel	riying the flag	or the Rho	sgodel 18 l	nere.				

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
 0

 Armor
 0
 0
 0
 0

Food 262 Low Supplies !!

War machines 0

Army Commander : Captain Spear FistLocation : @ 4020 in Open PlainsClimate is HotArmy morale : 58 Warships : 0 Transports : 0 (10)Travel mode : Normal

Training Weapon Armor # Troops Troop Type
24 22 25 1400 Heavy Cavalry
ronze Steel Mithril Troops Northman horsemen w/battle axes Steel Baggage Train Leather Bronze 0 0 -0 Weapons 0 0 Armor 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 ne	xt tur	n are:	Totals for Nation:	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

 $\ensuremath{\mathsf{ME-PBM}}$ Forum and $\ensuremath{\mathsf{ME-PBM}}$ 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	20	
Jacqs	610	GrdChar	ant	
Jacqs	215	RfsPers		
Krush	408	HvInfan	0 ^ ^	
Krush	850	MovArmy	se se se ^ ^ ^ ^ ^ ^ /	` ^ ^ no
Loathe	605	GrdLoc		
Loathe	705	RsrchSp	8	
Phantom	710	PrenMgy		
Phantom	755	JnCmpy	anc	
Spear Fist	430	TrpsMan		
Spear Fist	860	ForcMar	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 Eve

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.

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)

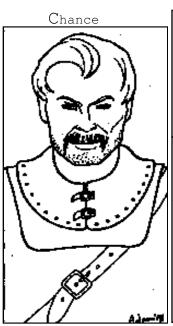
#502 Weakness(72) #508 Conjure Mounts(67)

Chance was located in the Open Plains at 3906.

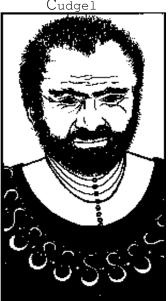
He was ordered to prentice magery. The prentice magery was successful and his Mage rank has been improved.

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.



Cudge!



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

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

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 Ourámalókë was created.

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

We 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

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.

Ranks : Command 30 Agent 0 Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 30

Artifacts : None

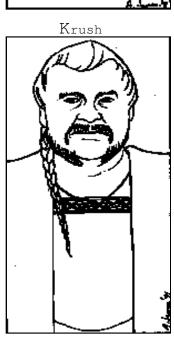
Spells (+0) : None

Krush was located in the Open Plains at 4107.

He was ordered to recruit some heavy infantry. 300 Heavy Infantry w/Wood weapons and

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

He commands an army in the Open Plains at 4311.





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 quard the location. Roadside Inn was quarded.

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.



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.

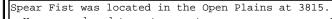
He is traveling with Chance in the Open Plains at 3906. The City/Fort of Roadside Inn flying the flag of the Frost Men is here.

Ranks : Command 44 Agent 0 Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 44

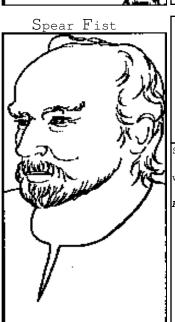
Artifacts : None

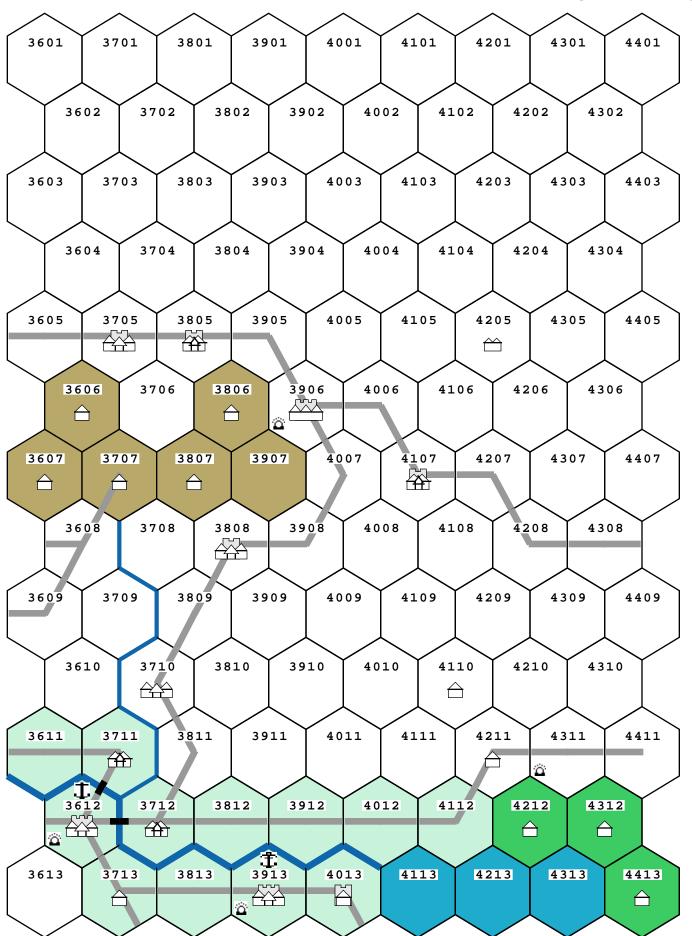
Spells (+0) : None



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.



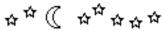


MEPBM Games

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 # : 5
Security # : 4810

Return this turnsheet before SEPTEMBER 30 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 _		Type _		_	Order	->	#	Code	Type
Required							Required				
Information							Informati	on			
Blind Eye				blind)	@	3906	Mage				
Order ->							_	->	#	Code	Type
Required							Required				
Information							Informati	on			
Chance			(ID:	chanc)	@	3906	Comma	nd M	lage		
Order ->	#	Code _		Type _		_	Order	->	#	Code	Туре
Required							Required				
Information							Informati	on			

Cudgel		(ID:	cudge) @	3906	Command			
Order ->	# Code		_ Type	_	Order ->	#	_ Code	_ Type
Required				R	equired			
Information				I	nformation			
Hammer		(ID:	hamme) @	3805	Emissary	Mage		
Order ->	# Code		_ Type	_	Order ->	#	_ Code	Type
Required				R	equired			
Information			_	I	nformation			
			_					
Iron Helm		(ID:	iron) @	3009	Command			
Order ->	# Code		_ Type	_	Order ->	#	_ Code	_ Type
Required			_	R	equired			
Information			_	I	nformation			
								
Jabber		(ID:	jabbe) @	4020	Emissary			
Order ->	# Code		_ Type	_	Order ->	#	_ Code	Type
Required			_	R	equired			
Information				I	nformation			
Jacqs		(ID:	jacqs) @	3906	Agent			
_	# Code		_		_	#	_ Code	_ Туре
Required				R	equired			
Information				I	nformation			
			_					
Krush		(TD•	— krush) @	4311	Command			
	# Code					#	_ Code	_ Туре
Required			_	R	equired			
Information			_		nformation			

Loathe			(ID:	loath)	@	3906	Agent	Emi	ssary	Mage	
Order ->	#	_ Code _		Type		-	Order	->	#	Code	Туре
Required						F	Required				
Information]	Informatio	on			
Phantom			(ID:	phant)	@	3906	Agent	Mag	e		
Order ->	#	_ Code _		Type		-	Order	->	#	Code	Туре
Required						F	Required				
Information]	Informatio	on			
Spear Fist			(ID:	spear)	@	4020	Comman	nd			
Order ->	#	_ Code _		Type		-	Order	->	#	Code	Туре
Required						F	Required				
Information]	Informatio	on			