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.

Game # 143 Player # 3 Turn # Account Security Code : 9569 Special Service :

Internet G143N03 PHILIP SWIDERSKI 110670 NONE NONE NONE

Frost Men

(A Free People)

Season : Fall

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	: Friendly s : Tolerate : Tolerate : Disliked : Disliked	# 6 Ame d # 9 Rho d #12 Dri #15 Nac #18 Van #21 Enl	estrians esgobel b Le Chir th Strum piric Ord ightned S	: Tol : Tol : Hat : Dis der : Dis	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 Aarn cs cala oorn	: Tolerated ay: Tolerated : Tolerated : Hated : Disliked : Hated : Neutral : Neutral
		POPU	LATION	CENTERS				
Ablaze	Location	ı : @ 3807	in Hills a	Rough Cl	imate 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 Cl	imate is	Cold		
Size : Village	Fortifications		Loyalty :		: None	Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	-
Expected production		0	0	0	0	0	5	
Current stores	55	0	0	0	0	0	15	
Dul Mordeth	Location	ı : @ 4419	in Open P	lains Clima	ate is Ho	t		
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	g the banner of	the Frost	Men under	Captain Krus	h is here			
		4100						
Enroute			_	lains Clima				
Size: Town	Fortifications		Loyalty:		: None	Hidden ? :		Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	
Expected production		0	0	0	211	0	2	
Current stores	25	0	0	0	215	0	6	-
Fel Morder	Location	ı : @ 4416	in Open Pi	lains Clima	ate is Co	ol		
Size : Camp	Fortifications		Loyalty:		: None	Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	-
Expected production		0	0	0	616	0	24	
Current stores	320	0	0	0	628	0	147	_
Frost Gate				lains Clima				
Size : Major Town	Fortifications		Loyalty :	58 Docks	: None		No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	
Expected production		0	0	0	163	0	10	
Current stores	106	0	0	0	166	0	30	-
Genfel	Location	n : @ 3NN9	in Mixed	Forest Cli	mate is C	001		
Size : Town	Fortifications		Loyalty:		: None	Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	
Expected production		0	0	0	245	86	0	
Current stores	0	0	0	0	250	86	545	
	<u> </u>		_	· ·		2.3	5 1 5	

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

Trill Green	* + t			D1- 01		a - 1 -1		
Hill Crest Size : Camp	Location Fortifications :		In HIIIS & Loyalty:	Rough Cl	imate is (: None	Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	_
Expected production		0	0	0	0	30	Mounts 6	
Current stores	120	0	0	0	0	30	18	
Current Stores	120	Ü	ŭ	· ·	· ·	30	10	
Kuluinn	Location	.: @ 3713	in Shore/P	lains Cli	mate is Co	ool		
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				Rough Cl				a
Size : Village	Fortifications:		Loyalty: Steel		: None	Hidden ? :		Sieged ? : No
Surplus Product		Bronze 0	Steel 38	Mithril O	Food 0	Timber 26	Mounts 0	
Expected production Current stores	0	0	38 144	0	0	33	0	
Cuffenc Stores	U	U	144	U	U	33	U	_
Qurámalókë	Location	: @ 4211	in Open Pl	ains Clim	ate is Co	ol		
Size : Camp	Fortifications :		Loyalty:		: None	Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	-
Expected production	240	0	0	0	840	0	8	0
Current stores	240	0	0	0	857	0	24	-
Roadside Inn (Capi	tal) Location	ı : @ 3906	in Open Pl	ains Clim	ate is Co	ld		
Size : City	Fortifications :	Fort	Loyalty:	85 Docks	: None	Hidden ? :	No	Sieged ? : No
Surplus Product		Bronze	Steel	Mithril	Food	Timber	Mounts	
Expected production		0	0	0	29	0	2	
Current stores	11	0	0	0	30	0	1546	-
A small army bearing	-				-			
A small army bearing	g the banner of t	ine Frost	Men under (Jommander Hr	ack is ne	re.		
-								
Poundup	Location	: @ 3308	in Onen Dl	aing Clim	ate is Co	ol.		
Roundup Size : Camp			in Open Pl		ate is Coo : None		No	Sieged ? : No
Size : Camp	Fortifications :	None	Loyalty:	35 Docks	: None	Hidden ? :		Sieged ? : No
Size : Camp Surplus Product	Fortifications : Leather		-				No Mounts 24	Gold
Size : Camp	Fortifications : Leather	None Bronze	Loyalty : Steel	35 Docks Mithril	: None Food	Hidden ? : Timber	Mounts	Gold 0
Size : Camp Surplus Product Expected production	Fortifications : Leather 136	None Bronze 0	Loyalty: Steel 0	35 Docks Mithril 0	: None Food 304	Hidden ? : Timber 0	Mounts 24	Gold 0
Size : Camp Surplus Product Expected production	Fortifications : Leather 136 136	None Bronze 0 0	Loyalty: Steel 0	35 Docks Mithril 0 0	: None Food 304	Hidden ?: Timber 0 0	Mounts 24	Gold 0
Size: Camp Surplus Product Expected production Current stores	Fortifications: Leather 136 136 Location	None Bronze 0 0 1: @ 3707	Loyalty: Steel 0 0	35 Docks Mithril 0 0 8 Rough Cl 56 Docks	: None Food 304 310	Hidden ? : Timber 0 0 Timber	Mounts 24 72	Gold 0
Size : Camp Surplus Product Expected production Current stores Silver Size : Village Surplus Product	Fortifications: Leather 136 136 Location Fortifications: Leather	None Bronze 0 0 1: @ 3707 None Bronze	Loyalty: Steel 0 0 in Hills & Loyalty: Steel	35 Docks Mithril 0 0 Rough Cl 56 Docks Mithril	: None Food 304 310 imate is (: None Food	Hidden ? : Timber 0 0 Cold Hidden ? : Timber	Mounts 24 72 No Mounts	Gold 0 - Sieged ? : No Gold
Size: Camp Surplus Product Expected production Current stores Silver Size: Village Surplus Product Expected production	Fortifications: Leather 136 136 Location Fortifications: Leather 50	None Bronze 0 0 0 : @ 3707 : None Bronze 0	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0	35 Docks Mithril 0 0 8 Rough Cl 56 Docks Mithril 0	: None Food 304 310 imate is (: None Food 0	Hidden ? : Timber 0 0 Cold Hidden ? : Timber 0	Mounts 24 72 No Mounts 2	Gold 0 - Sieged ? : No Gold 840
Size : Camp Surplus Product Expected production Current stores Silver Size : Village Surplus Product	Fortifications: Leather 136 136 Location Fortifications: Leather	None Bronze 0 0 1: @ 3707 None Bronze	Loyalty: Steel 0 0 in Hills & Loyalty: Steel	35 Docks Mithril 0 0 Rough Cl 56 Docks Mithril	: None Food 304 310 imate is (: None Food	Hidden ? : Timber 0 0 Cold Hidden ? : Timber	Mounts 24 72 No Mounts	Gold 0 - Sieged ? : No Gold 840
Size: Camp Surplus Product Expected production Current stores Silver Size: Village Surplus Product Expected production Current stores	Fortifications: Leather 136 136 Location Fortifications: Leather 50 50	None Bronze 0 0 0 1: @ 3707 None Bronze 0 0	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 0	35 Docks Mithril 0 0 8 Rough Cl 56 Docks Mithril 0 0	: None Food 304 310 imate is (: None Food 0	Hidden ?: Timber 0 0 Cold Hidden ?: Timber 0 0	Mounts 24 72 No Mounts 2	Gold 0 - Sieged ? : No Gold 840
Size: Camp Surplus Product Expected production Current stores Silver Size: Village Surplus Product Expected production Current stores Trees	Fortifications: Leather 136 136 Location Fortifications: Leather 50 50 Location	* None Bronze 0 0 0 1 : @ 3707 * None Bronze 0 0 0 1 : @ 4212	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 0 in Mixed F	35 Docks Mithril 0 0 Rough Cl 56 Docks Mithril 0 0	: None Food 304 310 imate is 0 : None Food 0 0 mate is Co	Hidden ? : Timber 0 0 Cold Hidden ? : Timber 0 0	Mounts 24 72 No Mounts 2 8	Gold 0 - Sieged ?: No Gold 840 -
Size: Camp Surplus Product Expected production Current stores Silver Size: Village Surplus Product Expected production Current stores Trees Size: Camp	Fortifications: Leather 136 136 Location Fortifications: Leather 50 50 Location Fortifications:	: None Bronze	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 0 in Mixed F Loyalty:	35 Docks Mithril 0 0 0 Rough Cl 56 Docks Mithril 0 0 Forest Clif 29 Docks	: None Food 304 310 imate is 0 : None Food 0 0 mate is Co : None	Hidden ? : Timber 0 0 Cold Hidden ? : Timber 0 0 Hidden ? :	Mounts 24 72 No Mounts 2 8	Gold 0 - Sieged ? : No Gold 840 - Sieged ? : No
Size: Camp Surplus Product Expected production Current stores Silver Size: Village Surplus Product Expected production Current stores Trees Size: Camp Surplus Product	Fortifications: Leather 136 136 Location Fortifications: Leather 50 50 Location Fortifications: Leather	None Bronze 0 0 1: @ 3707 None Bronze 0 0 1: @ 4212 None Bronze	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 0 in Mixed F Loyalty: Steel	35 Docks Mithril 0 0 0 Rough Cl 56 Docks Mithril 0 0 Forest Clif 29 Docks Mithril	: None Food 304 310 imate is 0 : None Food 0 0 mate is Co : None Food	Hidden ? : Timber 0 0 Cold Hidden ? : Timber 0 0 Hidden ? : Timber	Mounts 24 72 No Mounts 2 8 No Mounts	Gold 0 - Sieged ?: No Gold 840 - Sieged ?: No Gold
Size: Camp Surplus Product Expected production Current stores Silver Size: Village Surplus Product Expected production Current stores Trees Size: Camp Surplus Product Expected product	Fortifications: Leather 136 136 Location Fortifications: Leather 50 50 Location Fortifications: Leather	None Bronze 0 0 0 1: @ 3707 None Bronze 0 0 1: @ 4212 None Bronze 0	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 0 in Mixed F Loyalty:	35 Docks Mithril 0 0 0 Rough Cl 56 Docks Mithril 0 0 Forest Clif 29 Docks	: None Food 304 310 imate is 0 0 0 mate is Co : None Food 552	Hidden ? : Timber 0 0 Cold Hidden ? : Timber 0 0 Hidden ? : Timber 112	Mounts 24 72 No Mounts 2 8	Gold 0 - Sieged ?: No Gold 840 - Sieged ?: No Gold 0
Size: Camp Surplus Product Expected production Current stores Silver Size: Village Surplus Product Expected production Current stores Trees Size: Camp Surplus Product	Fortifications: Leather 136 136 Location Fortifications: Leather 50 50 Location Fortifications: Lecation	None Bronze 0 0 1: @ 3707 None Bronze 0 0 1: @ 4212 None Bronze	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 0 in Mixed F Loyalty: Steel 0 0	35 Docks Mithril 0 0 0 Rough Cl 56 Docks Mithril 0 0 Forest Clim 29 Docks Mithril 0	: None Food 304 310 imate is 0 : None Food 0 0 mate is Co : None Food	Hidden ? : Timber 0 0 Cold Hidden ? : Timber 0 0 Hidden ? : Timber	Mounts 24 72 No Mounts 2 8 No Mounts 0	Gold 0 - Sieged ?: No Gold 840 - Sieged ?: No Gold 0
Size: Camp Surplus Product Expected production Current stores Silver Size: Village Surplus Product Expected production Current stores Trees Size: Camp Surplus Product Expected product	Fortifications: Leather 136 136 Location Fortifications: Leather 50 50 Location Fortifications: Lecation of the second	: None Bronze	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 0 in Mixed F Loyalty: Steel 0 0	35 Docks Mithril 0 0 Rough Cl 56 Docks Mithril 0 0 Forest Clip 29 Docks Mithril 0 0 0	: None Food 304 310 imate is 0 0 0 mate is Co : None Food 552	Hidden ? : Timber 0 0 Cold Hidden ? : Timber 0 0 Finder 112 112	Mounts 24 72 No Mounts 2 8 No Mounts 0	Gold 0 - Sieged ?: No Gold 840 - Sieged ?: No Gold 0
Size: Camp Surplus Product Expected production Current stores Silver Size: Village Surplus Product Expected production Current stores Trees Size: Camp Surplus Product Expected product Current stores	Fortifications: Leather 136 136 Location Fortifications: Leather 50 50 Location Fortifications: Lecation of the second	** None Bronze	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 in Mixed F Loyalty: Steel 0 in Open Pl	35 Docks Mithril 0 0 Rough Cl 56 Docks Mithril 0 0 Forest Clip 29 Docks Mithril 0 0 0	: None Food 304 310 imate is 0 0 0 mate is Co : None Food 552 563 ate is Co	Hidden ? : Timber 0 0 Cold Hidden ? : Timber 0 0 Finder 112 112	Mounts 24 72 No Mounts 2 8 No Mounts 0 0	Gold 0 Sieged ? : No Gold 0 Sieged ? : No Gold 0 Sieged ? : No
Size: Camp Surplus Product Expected production Current stores Silver Size: Village Surplus Product Expected production Current stores Trees Size: Camp Surplus Product Expected production Current stores Trudra	Fortifications: Leather 136 136 Location Fortifications: Leather 50 50 Location Fortifications: Leather 0 0 Location	** None Bronze	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 in Mixed F Loyalty: Steel 0 in Open Pl	35 Docks Mithril 0 0 Rough Cl 56 Docks Mithril 0 0 Forest Clim 29 Docks Mithril 0 0 ains Clim	: None Food 304 310 imate is 0 0 0 mate is Co : None Food 552 563 ate is Co	Hidden ? : Timber 0 0 Cold Hidden ? : Timber 0 0 Finder 112 112	Mounts 24 72 No Mounts 2 8 No Mounts 0 0	Gold 0 Sieged ? : No Gold 840 Sieged ? : No Gold 0 Sieged ? : No
Size: Camp Surplus Product Expected production Current stores Silver Size: Village Surplus Product Expected production Current stores Trees Size: Camp Surplus Product Expected production Current stores Tundra Size: Village	Fortifications: Leather 136 136 Location Fortifications: Leather 50 50 Location Fortifications: Leather 0 0 Location Fortifications: Leather 10 Leather 10 Location Fortifications: Leather Leather	: None Bronze	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 in Mixed F Loyalty: Steel 0 0 in Open Pl Loyalty: Steel 0 0	35 Docks Mithril 0 0 0 Rough Cl 56 Docks Mithril 0 0 Corest Clim 29 Docks Mithril 0 0 ains Clim 52 Docks Mithril 0	: None Food 304 310 imate is Control None Food 552 563 ate is Control None	Hidden ? : Timber 0 0 Cold Hidden ? : Timber 0 0 Coll Hidden ? : Timber 112 112 Id Hidden ? : Timber 0	Mounts 24 72 No Mounts 2 8 No Mounts 0 0 No Mounts	Gold 0 Sieged ? : No Gold 0 Sieged ? : No Gold 0 Sieged ? : No Gold 0
Size: Camp Surplus Product Expected production Current stores Silver Size: Village Surplus Product Expected production Current stores Trees Size: Camp Surplus Product Expected production Current stores Tundra Size: Village Surplus Product	Fortifications: Leather 136 136 Location Fortifications: Leather 50 50 Location Fortifications: Leather 0 0 Location Fortifications: Leather 10 Leather 10 Location Fortifications: Leather Leather	: None Bronze	Loyalty: Steel O O in Hills & Loyalty: Steel O O in Mixed F Loyalty: Steel O O in Open Pl Loyalty: Steel	35 Docks Mithril 0 0 0 Rough Cl 56 Docks Mithril 0 0 Forest Clim 29 Docks Mithril 0 0 ains Clim 52 Docks Mithril	: None Food 304 310 imate is 0 : None Food 0 0 mate is Co : None Food 552 563 ate is Co : None Food	Hidden ? : Timber 0 0 Cold Hidden ? : Timber 10 Timber 112 112 Idd Hidden ? : Timber	Mounts 24 72 No Mounts 2 8 No Mounts 0 0 No Mounts	Gold 0 Sieged ? : No Gold 0 Sieged ? : No Gold 0 Sieged ? : No Gold 0
Size: Camp Surplus Product Expected production Current stores Silver Size: Village Surplus Product Expected production Current stores Trees Size: Camp Surplus Product Expected production Current stores Tundra Size: Village Surplus Product Expected production Current stores	Fortifications: Leather 136 136 Location Fortifications: Leather 50 50 Location Fortifications: Leather 0 0 Location Fortifications: Leather 34 34	: None Bronze	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 in Mixed F Loyalty: Steel 0 0 in Open Pl Loyalty: Steel 0 0 in Open Pl Loyalty: Steel 0 0	35 Docks Mithril 0 0 0 Rough Cl 56 Docks Mithril 0 0 Corest Clim 29 Docks Mithril 0 0 ains Clim 52 Docks Mithril 0 0 0	: None Food 304 310 imate is 0 : None Food 552 563 ate is Co : None Food 252 257	Hidden ? : Timber 0 0 Cold Hidden ? : Timber 0 0 Coll Hidden ? : Timber 112 112 Id Hidden ? : Timber 0 0	Mounts 24 72 No Mounts 2 8 No Mounts 0 0 No Mounts	Gold 0 Sieged ? : No Gold 0 Sieged ? : No Gold 0 Sieged ? : No Gold 0
Size: Camp Surplus Product Expected production Current stores Silver Size: Village Surplus Product Expected production Current stores Trees Size: Camp Surplus Product Expected production Current stores Tundra Size: Village Surplus Product Expected production Current stores Waystop	Fortifications: Leather 136 136 Location Fortifications: Leather 50 50 Location Fortifications: Leather 0 0 Location Fortifications: Leather 34 34 Location	: None Bronze	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 in Mixed F Loyalty: Steel 0 0 in Open Pl Loyalty: Steel 0 in Open Pl Loyalty: Steel 0 in Open Pl	35 Docks Mithril 0 0 0 Rough Cl 56 Docks Mithril 0 0 Corest Clim 29 Docks Mithril 0 0 ains Clim 52 Docks Mithril 0 0 ains Clim	: None Food 304 310 imate is 0 : None Food 552 563 ate is Co: : None Food 252 257 ate is Co:	Hidden ? : Timber 0 0 Cold Hidden ? : Timber 0 0 Coll Hidden ? : Timber 112 112 Id Hidden ? : Timber 0 0 Old Hidden ? : Old Hidden ? : Old Hidden ? : Old Hidden ? : Old Old	Mounts 24 72 No Mounts 2 8 No Mounts 0 0 No Mounts 6	Gold 0 Sieged ?: No Gold 0 Sieged ?: No Gold 0 Sieged ?: No Gold 0
Size: Camp Surplus Product Expected production Current stores Silver Size: Village Surplus Product Expected production Current stores Trees Size: Camp Surplus Product Expected production Current stores Tundra Size: Village Surplus Product Expected production Current stores Waystop Size: Major Town	Fortifications: Leather 136 136 Location Fortifications: Leather 50 50 Location Fortifications: Leather 0 0 Location Fortifications: Leather 34 34 Location Fortifications:	: None Bronze	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 in Mixed F Loyalty: Steel 0 0 in Open Pl Loyalty: Steel 0 0 in Open Pl Loyalty:	35 Docks Mithril 0 0 0 Rough Cl 56 Docks Mithril 0 0 Corest Clim 29 Docks Mithril 0 0 ains Clim 52 Docks Mithril 0 0 ains Clim 60 Docks	: None Food 304 310 imate is 0 : None Food 552 563 ate is Co: : None Food 252 257 ate is Co: : None	Hidden ? : Timber 0 0 Cold Hidden ? : Timber 0 0 Coll Hidden ? : Timber 112 112 Id Hidden ? : Timber 0 0 0	Mounts 24 72 No Mounts 2 8 No Mounts 0 0 No Mounts 6 No Mounts	Gold 0 Sieged ? : No
Size: Camp Surplus Product Expected production Current stores Silver Size: Village Surplus Product Expected production Current stores Trees Size: Camp Surplus Product Expected production Current stores Tundra Size: Village Surplus Product Expected production Current stores Waystop Size: Major Town Surplus Product	Fortifications: Leather 136 136 Location Fortifications: Leather 50 50 Location Fortifications: Leather 0 0 Location Fortifications: Leather 34 34 Location Fortifications: Leather 34 34 Location Fortifications: Leather	: None Bronze	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 in Mixed F Loyalty: Steel 0 0 in Open Pl Loyalty: Steel 0 0 in Open Pl Loyalty: Steel 1 Steel 1 Steel 2 Steel 3 Steel 3 Steel 4 Steel 5 Steel 5 Steel 5 Steel 6 Steel	35 Docks Mithril 0 0 0 Rough Cl 56 Docks Mithril 0 0 Corest Clim 29 Docks Mithril 0 0 ains Clim 52 Docks Mithril 0 0 ains Clim 60 Docks Mithril	: None Food 304 310 imate is 0 : None Food 552 563 ate is Co : None Food 252 257 ate is Co : None Food 750 252 757	Hidden ? : Timber 0 0 Cold Hidden ? : Timber 0 0 Coll Hidden ? : Timber 112 112 112 114 115 116 Hidden ? : Timber 0 0 0 Id Hidden ? : Timber	Mounts 24 72 No Mounts 2 8 No Mounts 0 0 No Mounts 2 6 No Mounts	Gold 0 0 Sieged ? : No Gold
Size: Camp Surplus Product Expected production Current stores Silver Size: Village Surplus Product Expected production Current stores Trees Size: Camp Surplus Product Expected production Current stores Tundra Size: Village Surplus Product Expected production Current stores Waystop Size: Major Town	Fortifications: Leather 136 136 Location Fortifications: Leather 50 50 Location Fortifications: Leather 0 0 Location Fortifications: Leather 34 34 Location Fortifications: Leather 34 34 Location Fortifications: Leather	: None Bronze	Loyalty: Steel 0 0 in Hills & Loyalty: Steel 0 in Mixed F Loyalty: Steel 0 0 in Open Pl Loyalty: Steel 0 0 in Open Pl Loyalty:	35 Docks Mithril 0 0 0 Rough Cl 56 Docks Mithril 0 0 Corest Clim 29 Docks Mithril 0 0 ains Clim 52 Docks Mithril 0 0 ains Clim 60 Docks	: None Food 304 310 imate is 0 : None Food 552 563 ate is Co: : None Food 252 257 ate is Co: : None	Hidden ? : Timber 0 0 Cold Hidden ? : Timber 0 0 Coll Hidden ? : Timber 112 112 Id Hidden ? : Timber 0 0 0	Mounts 24 72 No Mounts 2 8 No Mounts 0 0 No Mounts 6 No Mounts	Gold 0 Sieged ? : No Gold 0 0

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 Training Weapon Armor # Troops Troop Type Troops Northman footmen w/broadswords 11 10 0 100 Heavy Infantry Mithril Baggage Train Leather Steel Bronze Weapons 0 0 0 Armor 0 Ω Ω Λ Food 65 Low Supplies !! War machines

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 Northman footmen w/broadswords Troops Training Weapon Armor # Troops 10 0 100 11 Heavy Infantry Baggage Train Leather Bronze Steel Mithril 0 0 0 0 0 0 0 66 Low Supplies !! Food War machines Ω

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
Northman footmen w/broadswords Training Weapon Armor # Troops 28 10 0 400 Heavy Infantry Mithril Baggage Train Leather Bronze Steel 0 0 0 Weapons -Armor 0 0 0 Food 1 Low Supplies !! 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 Training Weapon Armor # Troops Troops Troop Type Northman footmen w/broadswords 26 10 0 100 Heavy Infantry Baggage Train Leather Bronze Steel Mithril 0 Weapons 0 0 Ω 0 Armor 0 Food 1 Low Supplies !! 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 958 Northman horsemen w/battle axes 40 22 25 Heavy Cavalry 10 0 60 0 142 Northman footmen w/broadswords 25 Heavy Infantry 10 Northman archers w/short bows 300 Archers Baggage Train Leather Steel Bronze Mithril 0 Weapons 0 0 0 Armor 0 0 Λ 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 no	ext 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

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. 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 Emissary 0 Agent 0 Mage 58

Health 100 Stealth 0 Challenge 58

Artifacts

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 Eve

Ranks : Command 0 Agent 0 Mage 57 Emissary 0

Health 100 Stealth 0 Challenge 57

Artifacts

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.





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

He was ordered to split the army. The army was split. 66 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.

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

Spells (+0) : None

: None

Artifacts

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.

Ranks : Command 49 Agent 0 Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 49

Artifacts : None

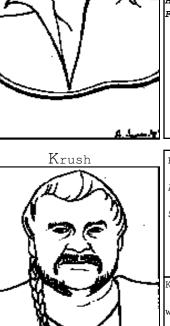
Spells (+0) : None

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 transfered.

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.



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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 Gnarls flying the flag of the Enlightned 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.

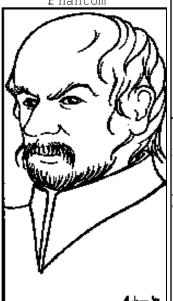
Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

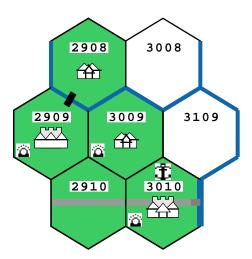
He was ordered to put some troops on maneuvers. The maneuvers for the Heavy Cavalry were completed.

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

He commands an army in the Open Plains at 4422.



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MEPBM Games

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

Frost Men

TURNSHEET



Game # 143



PHILIP SWIDERSKI 110670

NONE NONE

NONE

Daytime Phone #:___

Game # : 143
Player # : 3
Turn # : 11
Security # : 9569

Return this turnsheet before DECEMBER 23 2013

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

 Aragost
 (ID: arago) @ 3906 Mage

 Order -> # ____ Code _____ Type ____
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Arassuil (ID: arass) @ 2617 Mage

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Blind Eye (ID: blind) @ 2617 Mage

Order -> # ____ Code ____ Type ___ Order -> # ___ Code ___ Type ____

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