

Check out [SURVIVE] The Northern Frontier. It's one of the millions of unique, user-generated 3D experiences created on Roblox. @tnf_rblx [ALPHA v] Hold E to interact with items and chop trees!

European Union[edit] In the European Union , the frontier is the region beyond the expanding borders of the European Union itself. EU has designated the countries surrounding it as part of the European Neighbourhood. This is a region of primarily less-developed countries, many of which aspire to become part of the union. Current applicants include Turkey and many small countries in the Balkans and South Caucasus. Romania and Bulgaria joined EU in 2007. If all or most East European states become members, the frontier may be the boundaries with Russia and Turkey. Muscovy and Russia[edit] The expansion of Russia to the north, south Wild Fields and east Siberia , the Russian Far East and Russian Alaska exploited ever-changing frontier regions over several centuries and often involved the development and settlement of Cossack communities. Settlers at the frontier thus frequently referred to themselves as "the outsiders" or "outside residents" and to the area in which they lived as "the outside districts". At times one might hear the "frontier" described as "the outside borders". The use of the word "frontier" was thus frequently connected to descriptions of frontier violence, as in a letter printed in the Sydney Morning Herald in December which described murder and carnage at the northern frontier and calling for the protection of the settlers saying: American frontier , British colonization of the Americas , French colonization of the Americas , and Spanish colonization of the Americas Voyageurs passing a waterfall The word "frontier" has often meant a region at the edge of a settled area, especially in North American development. It was a transition zone where explorers, pioneers and settlers were arriving. Frederick Jackson Turner said that "the significance of the frontier" was that as pioneers moved into the "frontier zone," they were changed by the encounter. For example, Turner argues in that in the United States, unlimited free land in this zone was available, and thus offered the psychological sense of unlimited opportunity. This, in turn, had many consequences such as optimism, future orientation , shedding the restraints of land scarcity, and the wastage of natural resources. In the earliest days of European settlement of the Atlantic coast, the frontier was any part of the forested interior of the continent lying beyond the fringe of existing settlements along the coast and the great rivers, such as the St. English, French, Spanish and Dutch patterns of expansion and settlement were quite different. Only a few thousand French migrated to Canada. These habitants settled in villages along the St. Lawrence river, building communities that remained stable for long stretches, rather than leapfrogging west the way the English and later Americans did. Although French fur traders ranged widely through the Great Lakes and Mississippi River watersheds, as far as the Rocky Mountains , they did not usually settle down. French settlement in these areas was limited to a few very small villages on the lower Mississippi and in the Illinois Country. They did not push westward. The typical English settlements were quite compact and small—under 3 square kilometres 1 square mile. Conflict with the Native Americans arose out of political issues, i. Early frontier areas east of the Appalachian Mountains included the Connecticut River valley. Most of the frontier movement was east to west, but there were other directions as well. The frontier in New England lay to the north; in Nevada to the east; in Florida to the south. Throughout American history, the expansion of settlement was largely from the east to the west, and thus the frontier is often identified with "the west. They emphasized the relationship between the center and periphery. Katerberg argues that "in Canada the imagined West must be understood in relation to the mythic power of the North. Innis considered place as critical in the development of the Canadian West and wrote of the importance of metropolitan areas, settlements, and indigenous people in the creation of markets. Turner and Innis continue to exert influence over the historiography of the American and Canadian Wests. The Quebec frontier showed little of the individualism or democracy that Turner ascribed to the American zone to the south. The Nova Scotia and Ontario frontiers were rather more democratic than the rest of Canada, but whether that was caused by the need to be self-reliant at the frontier itself, or the presence of large numbers of American immigrants is debated. Swiss immigrants camped on the shores of Lake Winnipeg in the autumn of 1812. The Canadian political thinker Charles Blattberg has argued that such events ought to be seen as part of a process in which Canadians

advanced a "border" as distinct from a "frontier" — from east to west. According to Blattberg, a border assumes a significantly sharper contrast between the civilized and the uncivilized since, unlike a frontier process, the civilizing force is not supposed to be shaped by that which it is civilizing. Blattberg criticizes both the frontier and border "civilizing" processes. Canadian prairies[edit] The pattern of settlement of the Canadian prairies began in , when the American prairie states had already achieved statehood. Like their American counterparts, the Prairie provinces supported populist and democratic movements in the early 20th century.

Chapter 2 : The Northern Frontier / HBC - Roblox

The Northern Frontier - HBC Gameplay Trailer. Welcome to James Bay! The game offers you the opportunity to survive in the Northern Frontier, where you are able to hunt, craft, and roleplay as a colonist, or a native.

Edit -Castle Lezener was built less than two decades before the start of the elven wars. The castle construction actually began some seventy years prior, however it was beset by various troubles from the very beginning. Construction accidents, dishonest materials merchants, financial troubles, and even a flood. The castle and its surrounding villages was then purchased by the Lezener Family in EF. The finished structure was of a somewhat basic -- some would say, simple -- design. The walls were built on a roughly rhomboid shape, connecting three large square towers and a large keep. As the castle was built on a plain, it lacked any natural defensive features, so a moat surrounding it was dug, and two local streams were diverted to fill it. In what was an odd decision from a defensive standpoint, the moat was spanned with a wide, stone bridge. Camril even finds mention of plans to build an imperial highway through the region. Unfortunately, that was when the war broke out. Here is where information on the Lezener family becomes muddled and fragmented. The head of the family committed some grave offense -- serious enough that the Lezeners lost all their lands and titles. The last reliable information on it is from 36 years ago, from a report submitted by the leader of a raiding party sent north across the river. According to him, the castle appeared to still be intact. From the archives of Fort Tulder -This castle stands at the entrance to vast swathes of fertile farmland that have lain fallow ever since the start of the elven war. It is surrounded by a blight-contaminated moat and is only accessible by a collapsed tower. Castle Redlake is located within territory tainted by the blight carried by the Vartva River. The commander advises any who venture there to carry enough food and water for themselves and their mounts, as blighted animals, plants and water are not safe to consume. Furthermore, he advises extreme caution when engaging tainted creatures -- not only are they extremely aggressive, but their bites often carry painful and long-lasting diseases. From the bounty board, put up by Bishop Levaine - The castle was cleared of enemies during the first expedition on the 26th of September. They served to protect workers and travelers from dangers lurking within the woods, such as the few scattered monstrous tribes that still remained in the province. Once the roads became sufficiently safe, the empire, rather than pay for upkeep of men and horses, bequeathed the watchtower lands upon noble families and charged them with maintaining order. Such was the case with Castle Roogna -- though one would be hard-pressed to call it a true castle. The new owner did little more than turn the watchtower into a keep for his family and footmen, built several outbuildings for servants and livestock, and then surrounded the entire thing with a wooden palisade. This setup, according to a year-old scouting report, did not stand the test of time. It describes the tower as on the verge of collapse, the palisade all but gone and the outbuildings being overtaken by plantlife. From the Tulder archives -Castle Roogna overlooks one of the great imperial highways, which will be vital to any plans of shifting troops and supplies further north. The commander suspects the castle may have been overrun by aggressive fauna from within White Tower Woods -- in particular, he fears the spreading spider infestation reported by riverside outposts to the east. See White Tower Woods! From the bounty board, put up by Bishop Levaine -Roogna is little more than a ruin: Spiders of sizes ranging from dog to horse sized have been slain at castle Roogna. It has been cleared for now. He wore a holy symbol that were later identified as signifying one of the old gods. Additionally, he carried onyx gems. As those are usually used to raise the undead, I speculate that the cults of the Old Gods may be responsible for the undead activity encountered near Lezener. They made their way otherwise untroubled to the fort, where they encountered a druid by the name of "Dvion," who spoke for the "circle of the white tower woods", an organization presumed to be active within the bounds of the forest and nearby environs. They negotiated a tentative non-aggression pact with this man, securing free passage through their lands and shelter in the fort now claimed by the circle - expect to run into critters here who may not be hostile in exchange for a pledge to work towards destroying the "walking dead" and a promise to not kill a single creature more than is required. Hunting for sport or pleasure would break this pact, as would any attempt to permanently inhabit Fort Roogna. Destroying Blighted creatures is not a breach, neither is hunting

for food or actions taken in self-defense. In addition, a breach of this pact by one is seen as a breach by all. A box will be placed in the main hall of Fort Roogna by the druids, where either party may leave notes to communicate with the other. When asked, Dvion offered the assistance of the circle in cleansing the blight from the Vartva river. He also directed us toward the fort on the road north of Roogna as a location to find the necromancers at.

Chapter 3 : [RBX] The Northern Frontier | Doovi

The Militia of the Hudson's Bay Company are the main force in the Northern Frontier, they are the most powerful group in the game and have strict rules to get in and have a very advanced military system compared to other Militias in the game.

Overview The logo of the Hudson Bay Company. The HBC protect the citizens of James Bay believe it , only the corrupt attack James Bay , its not our fault and kills looters, raiders, and enemies that oppose the Crown. They are often targeted by Colonists and Natives because they usually carry around lots of good loot. Due to this fact the HBC sometimes has a hard time protecting the Colonists due to corrupt troops taking friendly people KOS and Colonists are constantly killing them due to many troops breaking the simple "golden" rule: Activity The Militia are extremely active and take up a large portion of the player population in the Northern Frontier from 6 to 50 peoples. In the fort, the militia usually guards the fort and protects it from raiding natives since it is a very safe environment for them. It is highly recommended for an HBC member to go to James Bay with more than 3 people due to the amount of looters there.. Often militiamen will ignore people that ask how to join because it takes too long to explain over Roblox chat. This usually leaves people to join other easier groups to join or not join any groups at all. The discord code for the Northern Frontier discord is <https://discord.gg/xxxxxx>: This discord is used for chatting, sending images, making propaganda to influence people to join certain groups, and announcements for the game. This discord is required for you to join to be in the Militia. It contains text channels and voice channels for communication between the army. The Lt next to their name signifies their rank, so he is a Lieutenant. You are now in the Militia. Unenlisted Ranks- Frontiersman - Frontiersman are the lowest rank in the militia and are the most populous in the Militia. They need to pass basic training before being able to go to any islands and to become a Private. They are the backbone of the Militia and are usually more respectful and educated than the Frontiersman. These ranks and every rank above can use the Sharpe Pistol. Private First Class - Private First Class is the rank above private and are usually very educated and skilled. They are less common than Privates. They are very educated and respectful. They are begin to start getting experience to become a Non-Commissioned Officer. They enforce every order that their Sergeant gives out. Sergeant - Sergeants are the typical NCO rank that usually keep their troop in shape. They take orders from their higher ranks but often from their Troop Staff Sergeant, Ensign and Lieutenant. Since the Drill Sergeant rank is not used anymore now the sergeants host the trainings and decide when a soldier should be promoted. They teach them respect, faces, how to handle weaponry, laws, formations. Staff Sergeant - Staff Sergeants are in charge of keeping sergeants in shape, so that sergeants are fully capable of training Frontiersmen, Privates, and Private First Class. And so that Sergeants are capable of leading Privates. They are high ranking sergeants and are rigorously trained. They are warranted by high ranking officers due to a long service in the militia and because of their maturity and discipline. These men and every rank above use the Dual Pistol and Long Pistol. Help the Captain commanding soldiers, inspect their Garrison and Troops, paper work and update the trello. Commissioned Officers Ensign - Ensigns are often the right hand men of Lieutenants and are highly respected among their Troops. They send orders to Sergeants and Staff Sergeant to tell them what do be doing or what not to do. They are the lowest ranking Commissioned Officer but are still very hard to become. They are second in command of a Troop. Lieutenant - Lieutenants are in charge of an entire Troop and make sure they are all in shape. They can get their Troop removed if they do not meet the standards of the Captain, who is in charge of Garrison. Is extremely hard to become a Lieutenant because of the responsibility you bear. Most Lieutenants are over the age of Captain - Captains make sure the Lieutenants are doing a good job keeping their Garrison active and competent. They are in charge of Garrisons which usually consist of 3 Troops. Captains are often in charge of Troops inspections. Major - Majors are in charge of large scale operations, such as raids on factions, taking islands, etc. Majors make sure the Captains are good to lead the Garrison, and they also do inspections and activity checks. Colonel Lieutenant Colonel are in charge of a Battalion which are much larger than companies. Lieutenant Colonel can be the Executive Officer of a Regiment. The right hand of a Colonel. Colonel Colonel are the Commanding Officer of the whole army.

There is a Colonel for each garrison, and one for Grenadier and Constables they have the same colonel , and one Bot called "Amministration Bot", made and maintained by LapinoLapidus. They give the orders for the entire armies and they decide the rules of the army. Political Members Under minister - Under ministers are part of the ministry. They are often second in command to cabinet ministers who are in charge of political decisions Cabinet - Cabinet Members make all the big decisions and host debates about the future and problems with The Northern Frontier. They often have underministers as their right hand men. The Cabinet make the laws for the Northern Frontier and the Militia. The Minister of War declares what weapons are illegal for colonists and natives, and what weapons are illegal for certain militia ranks. Governors Lieutenant Governor - Lt. Governors are second in command to the governor. There is only one Lt. Governor and his name is TheManiaces. He is the leader of the entire Militia and makes all the large decisions that could change the Northern Frontier forever. He can decide to do whatever he want on The Northern Frontier Litterally: Other Ranks Company Shareholders- There are 6 Company shareholders and they invest shares in the group. They get a portion of the shares. Great Britain - This rank is and is the highest rank in the Militia and it is currently held by Ostholz. A typical soldier with the 1st Garrison Uniform Description The typical uniform of a 1st Garrison soldier: The eyepatch and the deluxe bandana are optionals.

Chapter 4 : Northern Frontier Project - Fort Stanwix National Monument (U.S. National Park Service)

The latest Tweets from The Northern Frontier (@tnf_rblx). Official account for the game The Northern Frontier on ROBLOX #Roblox #RobloxTNF. blog.quintoapp.com We've detected that JavaScript is disabled in your browser.

Chapter 5 : Northern Frontier Camp | A Christ-Centered Camp for Boys, in the Adirondacks.

The Northern Frontier / HBC is a group on Roblox owned by Ostholz with members. Welcome to James Bay! The game offers you the opportunity to survive in the Northern Frontier, where you are able to hunt, craft, and roleplay as a colonist, or a native.

Chapter 6 : ROBLOX The Northern Frontier Wiki | FANDOM powered by Wikia

The Northern Frontier is a ROBLOX Survival/Economy game by HudsonsBayCompany. The game is currently in Alpha version The game is currently in Alpha version The game was created on December 27, and has had over 1 million visits since its launch.

Chapter 7 : [SURVIVE] The Northern Frontier - Roblox

Weapons in The Northern Frontier are items that can be equipped and, you know, used as a weapon for PvP and hunting.. List of Legal and Illegal Weapons Edit. List of Legal Weapons for Colonists.

Chapter 8 : Gameplay | The Northern Frontier Wiki | FANDOM powered by Wikia

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Chapter 9 : Tomahawk | The Northern Frontier Wiki | FANDOM powered by Wikia

Hi everyone! Welcome back to a new video. In this video I will show you a guide on how to earn / farm pounds in the fastest way in The Northern Frontier, a Roblox game.