

MEPBM Games
presents

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 143



Faux Meddle Army

Victory points : 725
Victory Conditions :

To hold at game end the population center of Tal De Todes at 3729.
To hold at game end the artifact: Steward's Blade #136.
To see to the termination of Kriegs Adler by any means whatsoever.
To hold at game end the artifact: Dragon Helm of Dor-Lómin #12.
To acquire 10 additional artifacts (10) of any alignment.

Top 3 Free Peoples :

Frost Men [1050] Aerithryn [1033] Dustbighters [900]

Special Nation Abilities :

#01 Scout/recon at double normal skill rank.
#21 Hire new armies at no cost.

Internet G143N07
NATE KEENE 110758
NONE
NONE
NONE

Game #	:	143
Player #	:	7
Turn #	:	2
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	1746
Special Service	:	YES

Faux Meddle Army

(A Free People)

Season : Summer

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Neutral	# 3 Frost Men	: Tolerated
# 4 Dustbighters	: Tolerated	# 5 Aerithryn	: Tolerated	# 6 Amestrians	: Tolerated
# 8 Twin Scorpions	: Tolerated	# 9 Rhosgobel	: Tolerated	#10 Half-Orcs	: Tolerated
#11 Galadhrim	: Tolerated	#12 Drib Le Chin	: Disliked	#13 Ull Navala	: Disliked
#14 Farrelly	: Disliked	#15 Nacth Strum	: Disliked	#16 Shadowborn	: Disliked
#17 Heathen Kings	: Hated	#18 Vampiric Order	: Disliked	#19 Scourge	: Disliked
#20 Black Numenroans	: Disliked	#21 Enlightned Shadow	: Neutral	#22 Fallen	: Neutral
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karamaikos	: Neutral

POPULATION CENTERS

Enyarma Location : @ 3426 in Mountains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	280	0	30	0	0	0	1200
Current stores	0	0	0	0	0	0	0	-

Fifth Lab Location : @ 3437 in Hills & Rough Climate is Hot

Size : Major Town	Fortifications : Tower	Loyalty : 58	Docks : None	Hidden ? : YES	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	80	0	0	0	0	70	0	800
Current stores	0	0	0	0	15	246	0	-

Ishval Location : @ 3433 in Hills & Rough Climate is Hot

Size : Major Town	Fortifications : Tower	Loyalty : 60	Docks : Port	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	355	0	6	1200
Current stores	0	0	0	0	365	0	25	-

An army bearing the banner of the Faux Meddle Army under Commander Olivier Armstrong is here.

Liore (Capital) Location : @ 3536 in Desert Wastes Climate is Hot

Size : Major Town	Fortifications : Fort	Loyalty : 75	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	90	0	0	0	0	0	3	0
Current stores	0	0	0	0	19	0	9	-

An army bearing the banner of the Faux Meddle Army under Veteran Herubrand is here.

An army bearing the banner of the Faux Meddle Army under Commander Louis Armstrong is here.

An army bearing the banner of the Faux Meddle Army under Commander Maes Hughes is here.

Lisgardh Location : @ 3420 in Open Plains Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	136	0	0	0	632	0	8	0
Current stores	0	0	0	0	0	0	0	-

Xerxes Location : @ 3438 in Desert Wastes Climate is Hot

Size : Camp	Fortifications : Tower	Loyalty : 58	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	248	0	56	0	0	0	24	0
Current stores	0	0	168	0	5	0	72	-

Youswell Location : @ 3335 in Hills & Rough Climate is Hot

Size : Town	Fortifications : Tower	Loyalty : 60	Docks : Harbor	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	115	0	0	0	0	14	800
Current stores	0	422	0	0	5	0	52	-

An army bearing the banner of the Nacth Strum under Lord Blut-Jagr is here.

An army bearing the banner of the Heathen Kings under Captain Delphine is here.

An army bearing the banner of the Heathen Kings under Captain Dorlas Stormcloud is here.

An army bearing the banner of the Shadowborn under Lord Husk the Unliving is here.

An army bearing the banner of the Twin Scorpions under Commander Rxxxxus is here.

ARMIES AND NAVIES

Army Commander : Veteran Herubrand Location : @ 3536 in Desert Wastes Climate is Hot

Army morale : 9 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops			Training	Weapon	Armor	# Troops	Troop Type
Haradan footmen w/broadswords			10	10	0	400	Heavy Infantry
Baggage Train	Leather	Bronze	Steel		Mithril		
Weapons	-	0	0		0		
Armor	0	0	0		0		
Food	0	Out of Food !!					
War machines	0						

The Major Town/Fort of Liore flying the flag of the Faux Meddle Army is here.

An army bearing the banner of the Faux Meddle Army under Commander Louis Armstrong is here.

An army bearing the banner of the Faux Meddle Army under Commander Maes Hughes is here.

Army Commander : Commander Louis Armstrong Location : @ 3536 in Desert Wastes Climate is Hot

Army morale : 5 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops			Training	Weapon	Armor	# Troops	Troop Type
Haradan footmen w/broadswords			10	10	0	400	Heavy Infantry
Baggage Train	Leather	Bronze	Steel		Mithril		
Weapons	-	0	0		0		
Armor	0	0	0		0		
Food	0	Out of Food !!					
War machines	0						

The Major Town/Fort of Liore flying the flag of the Faux Meddle Army is here.

An army bearing the banner of the Faux Meddle Army under Veteran Herubrand is here.

An army bearing the banner of the Faux Meddle Army under Commander Maes Hughes is here.

Army Commander : Commander Maes Hughes Location : @ 3536 in Desert Wastes Climate is Hot

Army morale : 11 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops			Training	Weapon	Armor	# Troops	Troop Type
Haradan footmen w/broadswords			10	10	0	400	Heavy Infantry
Baggage Train	Leather	Bronze	Steel		Mithril		
Weapons	-	0	0		0		
Armor	0	0	0		0		
Food	1	Low Supplies !!					
War machines	0						

The Major Town/Fort of Liore flying the flag of the Faux Meddle Army is here.

An army bearing the banner of the Faux Meddle Army under Veteran Herubrand is here.

An army bearing the banner of the Faux Meddle Army under Commander Louis Armstrong is here.

Army Commander : Commander Olivier Armstrong Location : @ 3433 in Hills & Rough Climate is Hot

Army morale : 10 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops			Training	Weapon	Armor	# Troops	Troop Type
Haradan footmen w/broadswords			10	10	0	400	Heavy Infantry
Baggage Train	Leather	Bronze	Steel		Mithril		
Weapons	-	0	0		0		
Armor	0	0	0		0		
Food	1	Low Supplies !!					
War machines	0						

The Major Town/Tower of Ishval flying the flag of the Faux Meddle Army is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	20180	7551	1783	537	14547	8681	1210
Purchase at market price/unit	3	5	8	53	2	5	11
Sell to market price/unit	2	3	5	36	1	3	8

MISCELLANEOUS

Maintenance Costs expected next turn are:		Totals for Nation:	Stores	Production
Armies/Navies :	6400	Leather	0	554
Pop Centers :	3750	Bronze	422	395
Characters :	11300	Steel	168	56
		Mithril	0	30
Total :	21450	Food	409	987
		Timber	246	70
Current Tax rate :	40%	Mounts	158	55
Revenue expected next turn :	15000 (-6450)			
Current Gold reserve :	27450			

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 Sul Hjorn and Morzug Bloodaxe at 4017.

There are rumors of a theft attempt involving Capone at Youswell.

There are rumors of a theft attempt involving Darwing at An Inch.

10000 Gold was transported from the Amestrians to Liore.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES**Battle at 3335**

In the Hot climate of the Hills & Rough of 3335, a conflict took place in the early hours of the evening in a dense and oppressive fog.

At the head of a rebellious army rode **Captain Jean Havoc** of the nation of the Faux Meddle Army. 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
400 Haradan mûmakriders w/falchions	bronze	bronze	ragged ranks

At the head of a calm army rode **Captain Delphine** of the nation of the Heathen Kings. The mount on which she rode moved calmly to the front of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
800 Mixed Mannish horsemen w/shortswords	bronze	leather/bronze	ragged ranks

The Town of Youswell flying the flag of the Faux Meddle Army is situated in the Hills & Rough here. It is fortified by a Tower.

Report from Jean Havoc.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. Some of the troops needed this encouragement but others were checking the readiness of their weapons. Finally the order was passed down the ranks.. Ambush. We're going to ambush them. Ambush!
Against the forces of Delphine, they charged...right into our ambush!

After the battle had joined in earnest, heroes made their presence known all over the battlefield.

Report from Jean Havoc.....Our cavalry rode swiftly around and over the small hills and attacked the enemy savagely. The troops fought well, but they could have been better trained. They fought as if uninspired. Although we fought hard, and although the battle lasted many days, we were defeated..

Commanders on the scene ordered their troops to salvage what they could from the remains of the enemy forces..

Captain Delphine: 1200 Food

After the battle.... Jean Havoc's forces were destroyed/routed in the battle. Jean Havoc appeared to have survived but suffers from deadly wounds. Delphine's forces were victorious in the battle, but suffered some losses. Delphine appeared to have survived.

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.....
Alphonse Elric	555	CreCmp	^
Alphonse Elric	810	MovChar	3723
Edward Elric	605	GrdLoc	
Edward Elric	810	MovChar	3236
Herubrand	770	HrArmy	400 hi ^ ^ ^
Herubrand	850	MovArmy	e w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Jean Havoc	215	RfsPers	
Jean Havoc	230	AttEnemy	am
Ling Yao	555	CreCmp	^
Ling Yao	810	MovChar	3922
Louis Armstrong	770	HrArmy	400 hi ^ ^ ^
Louis Armstrong	850	MovArmy	e ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Maes Hughes	185	DnStNat	16
Maes Hughes	325	NatSell	le 100
May Chang	555	CreCmp	^
May Chang	810	MovChar	3923
Olivier Armstrong	770	HrArmy	400 hi ^ ^ 1
Olivier Armstrong	605	GrdLoc	
Ragnir	731	NamAgen	^ ^
Ragnir	810	MovChar	3829
Sûldun	925	Recon	
Sûldun	810	MovChar	3437

Alphonse Elric



Ranks : Command 10 Agent 0 Emissary 64 Mage 30
Health 100 Stealth 0 Challenge 42
Artifacts : None

Spells (+0) : #4 Major Heal(69) #302 Long Stride(76) #304 Fast Stride(84)

Alphonse Elric was located in the Open Plains at 3420.

He was ordered to create a camp. No population center name was provided. A camp named Lisgardh was created.

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

He is currently in the Hills & Rough at 3723.

Edward Elric



Ranks : Command 0 Agent 43 Emissary 0 Mage 30
Health 100 Stealth 0 Challenge 39
Artifacts : None

Spells (+0) : #4 Major Heal(56) #6 Greater Heal(58) #408 Perceive Nationality(64)

Edward Elric was located in the Hills & Rough at 3335.

He was ordered to guard the location. Youswell was guarded. He spotted Capone while performing his guarding.

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

He is currently in the Hills & Rough at 3236. The Town/Fort of Hunter's Hall flying the flag of the Heathen Kings is here.

Gimforn



Ranks : Command 0 Agent 37 Emissary 0 Mage 0
Health 100 Stealth 0 Challenge 27
Artifacts : None

Spells (+0) : None

Gimforn has a special ability. He has a bonus to his Agent rank.

He is currently in the Desert Wastes at 3536. The Major Town/Fort of Liore flying the flag of the Faux Meddle Army is here.

Herubrand



Ranks : Command 10 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 28 Challenge 10
 Artifacts : None
 Spells (+0) : None

Herubrand was located in the Desert Wastes at 3536.

He was ordered to hire an army. An army of 400 Heavy Infantry with 0 Food was hired.

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

He commands an army in the Desert Wastes at 3536. The Major Town/Fort of Liore flying the flag of the Faux Meddle Army is here.

Jean Havoc



Ranks : Command 40 Agent 15 Emissary 0 Mage 0
 Health 24 Stealth 0 Challenge 42
 Artifacts : None
 Spells (+0) : None

Jean Havoc was located in the Hills & Rough at 3335.

He was ordered to refuse all personal challenges.

He was ordered to have his army attack all of his enemies. See Combat Messages.

Jean Havoc was wounded during combat.

He is currently in the Hills & Rough at 3335. The Town/Tower of Youswell flying the flag of the Faux Meddle Army is here.

Ling Yao



Ranks : Command 10 Agent 0 Emissary 53 Mage 0
 Health 100 Stealth 0 Challenge 28
 Artifacts : None
 Spells (+0) : None

Ling Yao was located in the Mountains at 3426.

He was ordered to create a camp. No population center name was provided. A camp named Enyarma was created.

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

He is currently in the Hills & Rough at 3922.

Louis Armstrong



Ranks : Command 30 Agent 10 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 31
 Artifacts : None
 Spells (+0) : None

Louis Armstrong was located in the Hills & Rough at 3437.

He was ordered to hire an army. An army of 400 Heavy Infantry with 0 Food was hired.

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

He commands an army in the Desert Wastes at 3536. The Major Town/Fort of Liore flying the flag of the Faux Meddle Aarmy is here.

Maes Hughes



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

Maes Hughes was located in the Desert Wastes at 3536.

He was ordered to downgrade our relations. He was not able to downgrade our relations because the populace did not support it. Continued efforts may succeed.

He was ordered to have the nation sell to the caravans. 1294 Leather were sold for 3882 Gold.

He commands an army in the Desert Wastes at 3536. The Major Town/Fort of Liore flying the flag of the Faux Meddle Aarmy is here.

May Chang



Ranks : Command 10 Agent 0 Emissary 40 Mage 0
 Health 100 Stealth 0 Challenge 22
 Artifacts : None
 Spells (+0) : None

May Chang was located in the Mountains at 3230.

He was ordered to create a camp. He was not able to complete the creation of the camp because there was insufficient populace. Continued efforts may succeed.

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

He is currently in the Hills & Rough at 3923.

Olivier Armstrong



Ranks : Command 30 Agent 33 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 36
 Artifacts : None
 Spells (+0) : None

Olivier Armstrong was located in the Hills & Rough at 3433.

He was ordered to guard the location. Ishval was guarded.

He was ordered to hire an army. An army of 400 Heavy Infantry with 1 Food was hired.
He commands an army in the Hills & Rough at 3433. The Major Town/Tower of Ishval flying the flag of the Faux Meddle Aarmy is here.

Ragnir



Ranks : Command 0 Agent 30 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 22
 Artifacts : None
 Spells (+0) : None

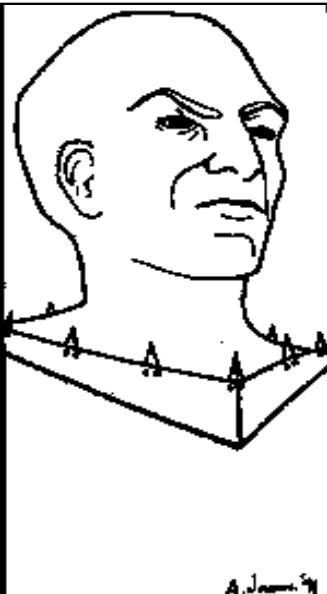
Ragnir was located in the Desert Wastes at 3536.

He was ordered to name a new agent. No character name was provided. A new agent named Gimform was available.

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

He is currently in the Hills & Rough at 3829. The Camp of Dachrime flying the flag of the Nacth Strum is here.

S ldun



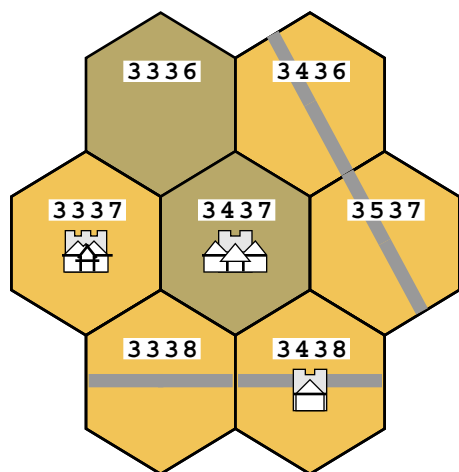
Ranks : Command 10 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 10
 Artifacts : None
 Spells (+0) : None

Sıldun was located in the Desert Wastes at 3536.

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

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: None. See report below.

He is currently in the Hills & Rough at 3437. The Major Town/Tower of Fifth Lab flying the flag of the Faux Meddle Aarmy is here.



☆ ☆ ☾ ☆ ☆ ☆ ☆ ☆

```
Game #      : 143
Player #    : 7
Turn #      : 3
Security #  : 1746
```

Required _____ Information _____ _____	Required _____ Information _____ _____
--	--

Herubrand (ID: herub) @ 3536 Command

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

Jean Havoc (ID: jean) @ 3335 Command Agent

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

Ling Yao (ID: ling) @ 3922 Command Emissary

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

Louis Armstrong (ID: louis) @ 3536 Command Agent

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

Maes Hughes (ID: maes) @ 3536 Command

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

May Chang (ID: may c) @ 3923 Command Emissary

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

Olivier Armstrong (ID: olivi) @ 3433 Command Agent

Order -> # _____ Code _____ Type _____ Order -> # _____ Code _____ Type _____

Required

Information

Required

Information

Ragnir (ID: ragni) @ 3829 Agent

Order -> # _____ Code _____ Type _____ Order -> # _____ Code _____ Type _____

Required

Information

Required

Information

Sûldun (ID: suldu) @ 3437 Command

Order -> # _____ Code _____ Type _____ Order -> # _____ Code _____ Type _____

Required

Information

Required

Information