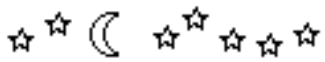
MEPBM Games
presents

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



GAME # 143

Faux Meddle Aarmy

Victory points : 400
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 :

Half-Orcs [1042] Frost Men [1000] Twin Scorpions [750]

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

Game #	143
Player #	7
Turn #	10
Account	$ 0.00
Free Turns	0
Security Code	5556
Special Service	YES

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NONE
NONE
NONE

Faux Meddle Aarmy

(A Free People)

Season : Fall

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 Farrely	: Disliked	#15 Nacth Strum	: Disliked	#16 Shadowborn	: Hated
#17 Heathen Kings	: Hated	#18 Vampiric Order	: Disliked	#19 Scourge	: Disliked
#20 Black Numenroeans	: Disliked	#21 Enlightned Shadow	: Neutral	#22 Fallen	: Neutral
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karameikos	: Neutral

POPULATION CENTERS

Charne Location : @ 3723 in Hills & Rough Climate is Hot

Size : Camp Fortifications : None Loyalty : 19 Docks : None Hidden ? : No Sieged ? : No

Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	0	192	24	1040
Current stores	0	0	0	0	0	576	168	-

Enyarma Location : @ 3426 in Mountains Climate is Cool

Size : Camp Fortifications : None Loyalty : 1 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	2240	0	60	0	0	0	-

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

Size : Major Town Fortifications : Tower Loyalty : 36 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	640	0	0	0	0	210	0	-

Lisgardh Location : @ 3420 in Open Plains Climate is Hot

Size : Camp Fortifications : None Loyalty : 33 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	7	0	0	64	-

Nwalya Location : @ 3923 in Hills & Rough Climate is Hot

Size : Camp Fortifications : None Loyalty : 36 Docks : None Hidden ? : No Sieged ? : No

Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	144	0	0	0	144	8	0
Current stores	0	288	0	0	0	432	756	-

Thangor Location : @ 3922 in Hills & Rough Climate is Hot

Size : Camp Fortifications : None Loyalty : 28 Docks : None Hidden ? : No Sieged ? : No

Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	648	88	0	1040
Current stores	0	0	0	0	1970	264	0	-

ARMIES AND NAVIES

None

COMPANY COMMANDERS :

None

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 next turn are:

Armies/Navies :	0
Pop Centers :	500
Characters :	8860
Total :	9360
Current Tax rate :	50%
Revenue expected next turn :	7830 (-1530)
Current Gold reserve :	416

Totals for Nation:

	Stores	Production
Leather	640	216
Bronze	2528	424
Steel	0	0
Mithril	67	30
Food	1970	1280
Timber	1482	494
Mounts	988	40

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 Celeglang and Metanoia at 1710.
The capital has fallen and loyalty was decreased. The capital has been relocated at Fifth Lab!
The tax rate was increased to avoid going bankrupt! Loyalty has been affected.
There are rumors of an assassination attempt involving Fiorel and Zeliha Azapci.
There are rumors of an assassination attempt involving Gornak and Atiogbe Koudossou.
There are rumors of a theft attempt involving Targon at Tal De Todes.
There are rumors of a theft attempt involving Ancient Wight at New Optain.
There are rumors of a theft attempt involving Malantur at Brinder mord.
700 Mounts transported from the Galadhrim to Nwalya.
There are rumors of an encounter involving Ubaid at 2327.
There are rumors of an encounter involving Yosser at 2521.
Our populace reports that a season change is imminent!

ENCOUNTER MESSAGES

Report from the camp at 3420.

The tremors which have occurred in the neighboring regions at first struck fear into the hearts of our citizens. Then, however, they began to rejoice that the founders had been wise enough not to build on a dormant volcano as it was evident that some others had done. Even though we tried to tell them that any of the mountains in the region could hide dormant volcanos, they refused to listen to us as usual and loyalty has increased accordingly.

COMBAT MESSAGES

Battle at 3536

In the Hot climate of the Desert Wastes of 3536, a conflict took place in the hours of late morning under a omen-filled sky.

At the head of a loud and exuberant army rode **Regent Husk the Unliving** of the nation of the Shadowborn. In his hands was borne the glowing Scimitar called Elfhewer. 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
98	Mixed Mannish horsemen w/shortswords	bronze/steel	bronze/steel	exemplary
672	Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a loud and exuberant army rode **Lord Delphine** of the nation of the Heathen Kings. The mount on which she rode pranced mightily at the head of the battle lines. Behind her the forming ranks were filled with:

	Troops	Weapons	Armor	Formations
175	Mixed Mannish horsemen w/shortswords	bronze	leather/bronze	solid ranks
2800	Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a highly energetic army rode **Lord Boris** of the nation of the Vampiric Order. In his hands was borne the glowing Mace called Nallagurth. The mount on which he rode cantered anxiously along the side of the battle lines. Behind him the forming ranks were filled with:

	Troops	Weapons	Armor	Formations
300	Mixed Mannish horsemen w/shortswords	bronze/steel	bronze/steel	solid ranks
568	Mixed Mannish footmen w/battle axes	wooden	none	a mob

The Major Town of Liore flying the flag of the Faux Meddle Aarmy is situated in the Desert Wastes here. It is fortified by a Tower, and it is under siege or attack.

After the battle.... Husk the Unliving's forces found no enemy armies to fight. Delphine's forces found no enemy armies to fight. Boris's forces found no enemy armies to fight.

The battle for Liore 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.... Husk the Unliving's army survived the attack on the Major Town, but suffered minor losses. Husk the Unliving appeared to have survived. Delphine's army survived the attack on the Major Town, but suffered minor losses. Delphine appeared to have survived. Boris's army survived the attack on the Major Town, but suffered minor losses. Boris appeared to have survived. The Major Town has been reduced to a Town. The Tower has not been affected. The Town has been under siege/attack this turn. The Town now flies the flag of the Heathen Kings.

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	320	SellCar	fo 1938
Alphonse Elric	825	CstMvSp	304 3922
Edward Elric	320	SellCar	le 1088
Edward Elric	810	MovChar	2625
Finarfin	215	RfsPers	
Finarfin	810	MovChar	3327
Haleth	775	DsbArmy	
Haleth	810	MovChar	3426
Maes Hughes	775	DsbArmy	
Maes Hughes	810	MovChar	3437
May Chang	215	RfsPers	
May Chang	810	MovChar	3923
Olivier Armstrong	215	RfsPers	
Olivier Armstrong	810	MovChar	3437
Ragnir	690	StlGold	
Ragnir	810	MovChar	3330
Sûldun	215	RfsPers	
Sûldun	810	MovChar	3437

Alphonse Elric

Ranks : Command 10 Agent 0 Emissary 76 Mage 30
Health 100 Stealth 0 Challenge 48
Artifacts : None

Spells (+0) : #4 Major Heal(69) #302 Long Stride(76) #304 Fast Stride(85)

Alphonse Elric was located in the Open Plains at 3420.
He was ordered to sell to the caravans. The stores sold was changed because the amount to be sold was more than the current product stores. 1928 Food were sold for 1928 Gold.
He was ordered to cast a movement spell. Fast Stride was cast.
He is currently in the Hills & Rough at 3922. The Camp of Thangor flying the flag of the Faux Meddle Aarmy is here.

Edward Elric

Ranks : Command 0 Agent 60 Emissary 0 Mage 30
Health 92 Stealth 0 Challenge 52
Artifacts : None

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

Edward Elric was located in the Open Plains at 3420.
He was ordered to sell to the caravans. 1088 Leather were sold for 2176 Gold.
He was ordered to move. He accepted the movement orders.
He is currently in the Hills & Rough at 2625. The Village of Intyalë flying the flag of the South Kingdom is here.

Finarfin

Ranks : Command 0 Agent 30 Emissary 0 Mage 0
Health 100 Stealth 0 Challenge 22
Artifacts : None

Spells (+0) : None

Finarfin was located in the Desert Wastes at 3536.
He was ordered to refuse all personal challenges.
He was ordered to move. He accepted the movement orders.
He is currently in the Mountains at 3327. The Camp of Shatterstone Cave flying the flag of the Heathen Kings is here.

Haleth

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

Spells (+0) : None

Haleth was located in the Desert Wastes at 3436.
Lack of Food may have affected army movement.
Lack of Food restricted the army morale.
He was ordered to disband the army.
The army commanded by Haleth has been disbanded as ordered.
He was ordered to move. He accepted the movement orders.
He is currently in the Mountains at 3426. The Camp of Enyarma 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 3436.
Lack of Food may have affected army movement.
Lack of Food restricted the army morale.
He was ordered to disband the army.
The army commanded by Maes Hughes has been disbanded as ordered.
He was ordered to move. He accepted the movement orders.
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.

May Chang

Ranks : Command 10 Agent 0 Emissary 45 Mage 0
Health 100 Stealth 0 Challenge 24
Artifacts : None

Spells (+0) : None

May Chang was located in the Mountains at 3722.
He was ordered to refuse all personal challenges.
He was ordered to move. He accepted the movement orders.
He is currently in the Hills & Rough at 3923. The Camp of Nwalya flying the flag of the Faux Meddle Aarmy is here.

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 Desert Wastes at 3536.
He was ordered to refuse all personal challenges.
He was ordered to move. He accepted the movement orders.
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.

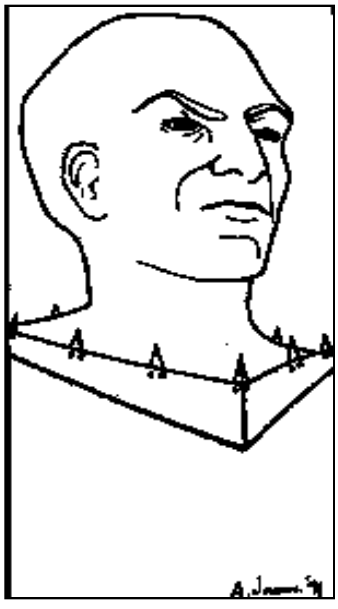
Ragnir

Ranks : Command 0 Agent 39 Emissary 0 Mage 0
Health 100 Stealth 0 Challenge 29
Artifacts : None

Spells (+0) : None

Ragnir was located in the Mountains at 3430.
He was ordered to steal the Gold. 416 Gold was stolen at Bottleneck Pass.
He was ordered to move. He accepted the movement orders.
He is currently in the Mountains at 3330. The Camp of Dragon's Lair flying the flag of the Heathen Kings is here.

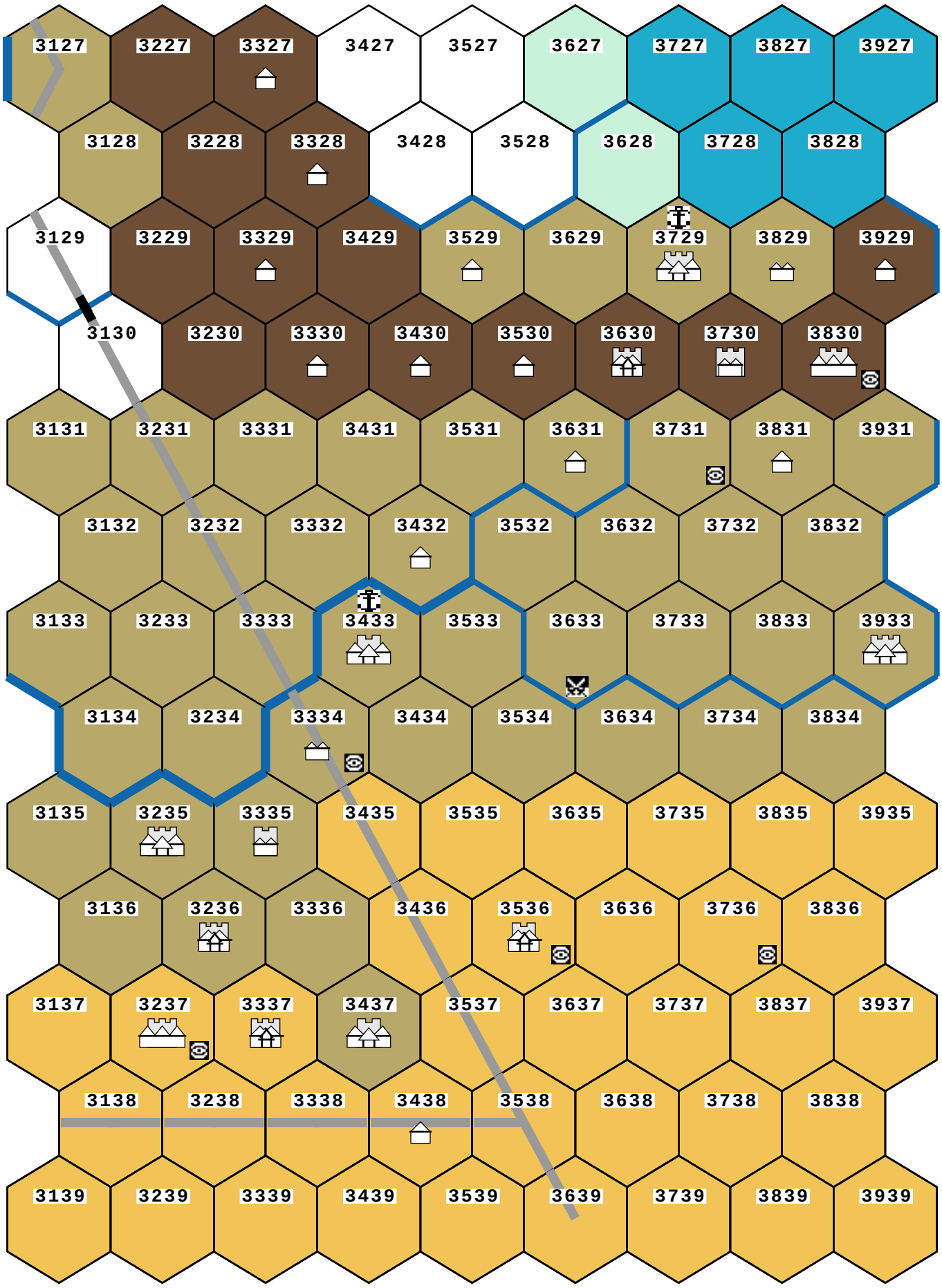
S ldun



Ranks : Command 10 Agent 0 Emissary 0 Mage 0
Health 26 Stealth 0 Challenge 10
Artifacts : None

Spells (+0) : None

Sûldun was located in the Desert Wastes at 3636.
He was ordered to refuse all personal challenges.
He was ordered to move. He accepted the movement orders.
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.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MEPBM Games

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

Faux Meddle Aarmy

TURNSHEET

Game # 143

NATE KEENE 110758
NONE
NONE
NONE

Game # : 143
Player # : 7
Turn # : 11
Security # : 5556

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

Daytime Phone #:_____

Alphonse Elric (ID: alpho) @ 3922 Command Emissary Mage

Order -> # _____ Code _____ Type _____
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Order -> # _____ Code _____ Type _____
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Edward Elric (ID: edwar) @ 2625 Agent Mage

Order -> # _____ Code _____ Type _____
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Order -> # _____ Code _____ Type _____
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Finarfin (ID: finar) @ 3327 Agent

Order -> # _____ Code _____ Type _____
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Haleth (ID: halet) @ 3426 Command

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

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Maes Hughes (ID: maes) @ 3437 Command

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

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

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

Required _____ Required _____

Information _____ Information _____

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_____ _____

Olivier Armstrong (ID: olivi) @ 3437 Command Agent

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

Required _____ Required _____

Information _____ Information _____

_____ _____

_____ _____

Ragnir (ID: ragni) @ 3330 Agent

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

Required _____ Required _____

Information _____ Information _____

_____ _____

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Sûldun (ID: suldu) @ 3437 Command

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

Required _____ Required _____

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