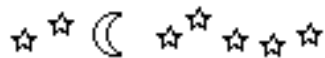


MEPBM Games
presents

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



GAME # 143



Faux Meddle Army

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 [925] Frost Men [800] Amestrians [800]

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 # : 9
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 3206
 Special Service : YES

Faux Meddle Army

(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 Farrelly	: 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 Karamaikos	: Neutral

POPULATION CENTERS

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

Size : Camp	Fortifications : None	Loyalty : 35	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	384	144	-

Enyarma Location : @ 3426 in Mountains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 18	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	1960	0	30	0	0	0	-

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

Size : Major Town	Fortifications : Tower	Loyalty : 55	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	560	0	0	0	0	140	0	-

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

Size : Major Town	Fortifications : Tower	Loyalty : 71	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	630	0	0	0	0	0	30	-

Foreign characters reported in the hex : - Dorlas Stormcloud - Enor the Unbroken - Maelstrom - Vlindrel.

*An army bearing the banner of the Vampiric Order under Lord Boris is here.**A huge army bearing the banner of the Heathen Kings under Lord Delphine is here.**An army bearing the banner of the Shadowborn under Regent Husk the Unliving is here.*

Lisgardh Location : @ 3420 in Open Plains Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 29	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	952	0	0	7	1296	0	56	-

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

Size : Camp	Fortifications : None	Loyalty : 51	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	144	0	0	0	288	48	-

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

Size : Camp	Fortifications : None	Loyalty : 42	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	1322	176	0	-

ARMIES AND NAVIES

Army Commander : Veteran Haleth Location : @ 3436 in Desert Wastes Climate is Hot

Army morale : 6 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					

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

Army Commander : Commander Maes Hughes Location : @ 3436 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					

A small army bearing the banner of the Faux Meddle Army under Veteran Haleth is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	26330	31061	8251	0	291904	21578	6963
Purchase at market price/unit	3	3	4	101	2	3	5
Sell to market price/unit	2	2	3	68	1	2	3

MISCELLANEOUS**Maintenance Costs expected next turn are:****Totals for Nation:****Stores****Production**

Armies/Navies :	3200	Leather	2142	306
Pop Centers :	1000	Bronze	2104	424
Characters :	8800	Steel	0	0
		Mithril	37	30
Total :	13000	Food	2618	1280
		Timber	988	494
		Mounts	278	43
Current Tax rate :	40%			
Revenue expected next turn :	10080 (-2920)			
Current Gold reserve :	1072			

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

7 Mithril transported from the Amestrians to Lisgardh.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 3722

In the Cool climate of the Mountains of 3722, a conflict took place in the early morning hours under an overcast sky.

At the head of a demoralized army rode **Veteran May Chang** of the nation of the Faux Meddle Army. 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
200 Haradan footmen w/broadswords	wooden	none	a mob

At the head of a demoralized army rode **Commander Ngoba the Slaver** of the nation of the Scourge. 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

The Town of Dublith flying the flag of the Scourge is situated in the Mountains here. It is fortified by a Fort.

Report from May Chang.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. The troops needed this encouragement because many feared that they would die in the battle. Finally the order was passed down the ranks.. Surround them. Attack from all sides!

Against the forces of Ngoba the Slaver, we tried to surround them, and they tried to surround us.

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

Report from May Chang.....Our foot soldiers were forced to fight the terrain as well as the enemy in these boulder filled ravines and high trails. The troops tried to fight well, but they needed much more training. They fought very poorly. Although we fought hard, and although the battle lasted many days, we were defeated..

After the battle.... May Chang's forces were destroyed/routed in the battle. May Chang appeared to have survived. Ngoba the Slaver's forces were victorious in the battle, but suffered minor losses. Ngoba the Slaver appeared to have survived.

Battle at 3636

In the Hot climate of the Desert Wastes of 3636, a conflict took place in the early afternoon during a driving storm.

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
146 Mixed Mannish horsemen w/shortswords	bronze/steel	bronze/steel	solid ranks
1000 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a demoralized army rode **Veteran Sûldun** of the nation of the Faux Meddle Aarmy. 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
800 Haradan footmen w/broadswords	wooden	none	a mob

Report from Sûldun.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. The troops needed this encouragement because many feared that they would die in the battle. Finally the order was given by the blare of the bugles.. Keep close ranks. Use standard formation. Like we practiced!

Against the forces of Husk the Unliving, they attempted to surround our standard formation.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Husk the Unliving** burst forth with a blood curdling yell and rushed to meet whatever foes would face his glowing Scimitar. **Maelstrom** fought side by side with the troops and diverted many a blade during the pitched battle with his glowing Sword.

Report from Sûldun.....Our foot soldiers engaged the other troops in the desert wastes and took the battle to them. The troops tried to fight well, but they needed much more training. They fought very poorly. However, we were overrun in less than a few hours.

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

Regent Husk the Unliving: 1 Food

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

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	215	RfsPers	
Alphonse Elric	810	MovChar	3420
Edward Elric	690	StlGold	
Edward Elric	810	MovChar	3420
Haleth	770	HrArmy	400 hi ^ ^ ^
Haleth	850	MovArmy	w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Maes Hughes	215	RfsPers	
Maes Hughes	810	MovChar	3437
May Chang	215	RfsPers	
May Chang	230	AttEnmy	su
Olivier Armstrong	215	RfsPers	
Olivier Armstrong	731	NamAgen	^ ^
Ragnir	610	GrdChar	olivi
Ragnir	810	MovChar	3430
Sûldun	215	RfsPers	
Sûldun	840	Stand	w

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(84)

Alphonse Elric 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 Open Plains at 3420. The Camp of Lisgardh flying the flag of the Faux Meddle Army is here.

Edward Elric



Ranks : Command 0 Agent 60 Emissary 0 Mage 30
Health 78 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 4321.

He was ordered to steal the Gold. He was not able to steal Gold because of tight security.

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

He is currently in the Open Plains at 3420. The Camp of Lisgardh flying the flag of the Faux Meddle Army is here.

Finarfin



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 Desert Wastes at 3536. The Major Town/Tower of Liore flying the flag of the Faux Meddle Army 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 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 3436.

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.

He was ordered to refuse all personal challenges.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to move. He was not able to move because he commands an army/navy or company.

He commands an army in the Desert Wastes at 3436.

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 have his army attack all of his enemies. See Combat Messages.

He is currently in the Mountains at 3722. The Town/Fort of Dublith flying the flag of the Scourge 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 name a new agent. No character name was provided. A new agent named Finarfin was available.

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

Ragnir



Ranks : Command 0 Agent 36 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 27
 Artifacts : None
 Spells (+0) : None

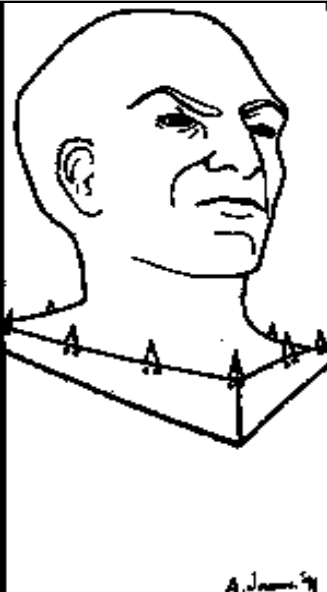
Ragnir was located in the Desert Wastes at 3536.

He was ordered to guard a character. Olivier Armstrong was guarded.

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

He is currently in the Mountains at 3430. The Camp of Bottleneck Pass flying the flag of the Heathen Kings is here.

Söldun



Ranks : Command 10 Agent 0 Emissary 0 Mage 0
 Health 12 Stealth 0 Challenge 10
 Artifacts : None
 Spells (+0) : None

Söldun was located in the Desert Wastes at 3636.

He was ordered to refuse all personal challenges.

Söldun was wounded during combat.

He was ordered to stand and defend. He was not able to stand and defend because he does not command an army.

He is currently in the Desert Wastes at 3636.

Required Information	Required Information
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Haleth (ID: halet) @ 3436 Command

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

Maes Hughes (ID: maes) @ 3436 Command

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

May Chang (ID: may c) @ 3722 Command Emissary

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

Olivier Armstrong (ID: olivi) @ 3536 Command Agent

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

Ragnir (ID: ragni) @ 3430 Agent

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

Sûldun (ID: suldu) @ 3636 Command

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