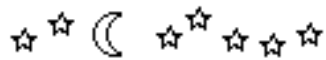


MEPBM Games
presents

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 :

Amestrians [1017] Dustbighters [983] Aerithryn [975]

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 #	:	1
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	3879
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

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

Size : Major Town	Fortifications : Tower	Loyalty : 59	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	200	0	0	0	15	176	0	-

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

Size : Major Town	Fortifications : Tower	Loyalty : 61	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	11	0	19	-

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

Size : Major Town	Fortifications : Fort	Loyalty : 76	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	180	0	0	0	19	0	6	-

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

Xerxes Location : @ 3438 in Desert Wastes Climate is Hot

Size : Camp	Fortifications : Tower	Loyalty : 59	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	496	0	112	0	5	0	48	-

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	307	0	0	5	0	38	-

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

An army bearing the banner of the Faux Meddle Army under Captain Jean Havoc is here.

ARMIES AND NAVIES

Army Commander : Captain Jean Havoc Location : @ 3335 in Hills & Rough Climate is Hot

Army morale : 31	Warships : 0	Transports : 0 (3)	Travel mode : Normal		
Troops	Training	Weapon	Armor	# Troops	Troop Type
Haradan mûmakriders w/falchions	30	30	30	400	Heavy Cavalry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	3000				
War machines	0				

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

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

Army Commander : Commander Maes Hughes Location : @ 3536 in Desert Wastes 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
 Food 1 Low Supplies !!
 War machines 0
 The Major Town/Fort of Liore 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	4258	6418	3029	619	3702	7111	1451
Purchase at market price/unit	5	8	9	72	3	7	18
Sell to market price/unit	3	4	5	35	1	3	9

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 4000	Leather	876	418
Pop Centers : 3750	Bronze	307	115
Characters : 10300	Steel	112	56
	Mithril	0	0
Total : 18050	Food	55	355
	Timber	176	70
	Mounts	111	47
Current Tax rate : 40%			
Revenue expected next turn : 13800 (-4250)			
Current Gold reserve : 26818			

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

None

ENCOUNTER MESSAGES**Encounter for Ling Yao at 3426**

As he stopped for camp one night, he spotted the ruins of Barad-wath in the midst of a secret hollow. He decided to enter to see if anything valuable could be found. It was only after he had entered that he realized that he was not alone. The Spirits had crept upon him and now challenged his right to be there. With an unholy wail, they set upon him with a vengeance. But before he could ready his weapons, he realized that they were not attacking but rather celebrating his arrival. With loud encouragement, they showed him through the ruins and into a secret room in one of the buildings. Here he found a small case of precious jewels and gems which he was pressed to keep. It was with a profound sense of gratitude that he watched as the Spirits faded to their final rest. Later, the jewels and gems were appraised at 8000 gold pieces. It was sent to the capital.

COMBAT MESSAGES

None

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	550	ImprPop	
Alphonse Elric	825	CstMvSp	304 3420
Edward Elric	731	NamAgen	^ m
Edward Elric	810	MovChar	3335
Jean Havoc	850	MovArmy	nw w w ^ ^ ^ ^ ^ ^ ^ ^ no
Jean Havoc	605	GrdLoc	
Ling Yao	728	NamComm	^ ^
Ling Yao	810	MovChar	3426
Louis Armstrong	185	DnStNat	17
Louis Armstrong	810	MovChar	3437
Maes Hughes	770	HrArmy	500 hi ^ ^ 1
Maes Hughes	325	NatSell	fo 99
May Chang	728	NamComm	^ ^
May Chang	810	MovChar	3230

Olivier Armstrong	810	MovChar	3433
Olivier Armstrong	780	TrComm	jean n

Alphonse Elric



Ranks : Command 10 Agent 0 Emissary 60 Mage 30
Health 100 Stealth 0 Challenge 40

Artifacts : None

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

Alphonse Elric was located in the Desert Wastes at 3536.

He was ordered to improve the population center size. He was not able to complete the improvement of the population center size because the populace did not support it. Continued efforts may succeed.

He was ordered to cast a movement spell. Fast Stride was cast.

He is currently in the Open Plains at 3420.

Edward Elric



Ranks : Command 0 Agent 40 Emissary 0 Mage 30
Health 100 Stealth 0 Challenge 37

Artifacts : None

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

Edward Elric 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 Ragnir was available.

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

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

Herubrand



Ranks : Command 10 Agent 0 Emissary 0 Mage 0
Health 100 Stealth 28 Challenge 10

Artifacts : None

Spells (+0) : None

Herubrand has a special ability. He has a bonus to his Stealth rank.

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

Jean Havoc



Ranks : Command 40 Agent 15 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 42
 Artifacts : None
 Spells (+0) : None

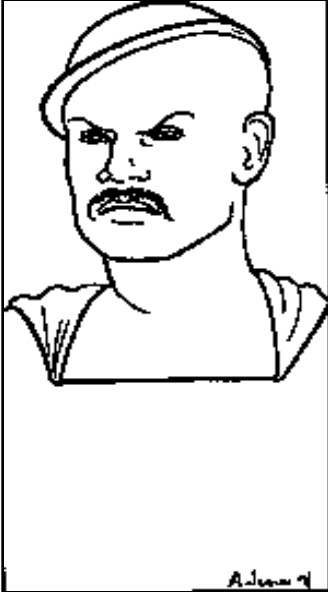
Jean Havoc was located in the Desert Wastes at 3536.

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

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

He commands an army in the Hills & Rough at 3335. The Town/Tower of Youswell flying the flag of the Faux Meddle Aarmy is here.

Ling Yao



Ranks : Command 10 Agent 0 Emissary 50 Mage 0
 Health 100 Stealth 0 Challenge 27
 Artifacts : None
 Spells (+0) : None

Ling Yao was located in the Desert Wastes at 3536.

He was ordered to name a new commander. No character name was provided. A new commander named Sûldun was available.

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

He had a special encounter. See Encounter Messages.

He is currently in the Mountains at 3426.

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 Desert Wastes at 3536.

He was ordered to downgrade our relations. Our relations with the Heathen Kings were downgraded.

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.

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 have the nation sell to the caravans. 5509 Food were sold for 11018 Gold.

He was ordered to hire an army. The troops hired was changed because there were insufficient available troops. An army of 400 Heavy Infantry with 1 Food was hired.

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.

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 Desert Wastes at 3536.

He was ordered to name a new commander. No character name was provided. A new commander named Herubrand was available.

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

He has encountered the entrance to a dark hidden cave which can be investigated.

He is currently in the Mountains at 3230.

Olivier Armstrong



Ranks : Command 30 Agent 30 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 35
 Artifacts : None
 Spells (+0) : None

Olivier Armstrong was located in the Desert Wastes at 3536.

He was ordered to transfer the command. The command was transferred to Jean Havoc. He left the army.

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

He is currently in the Hills & Rough at 3433. The Major Town/Tower of Ishval flying the flag of the Faux Meddle Army is here.

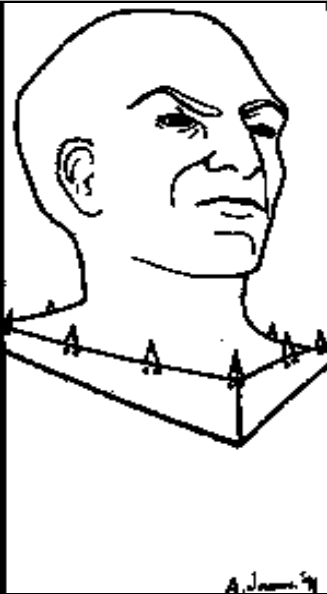
Ragnir



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

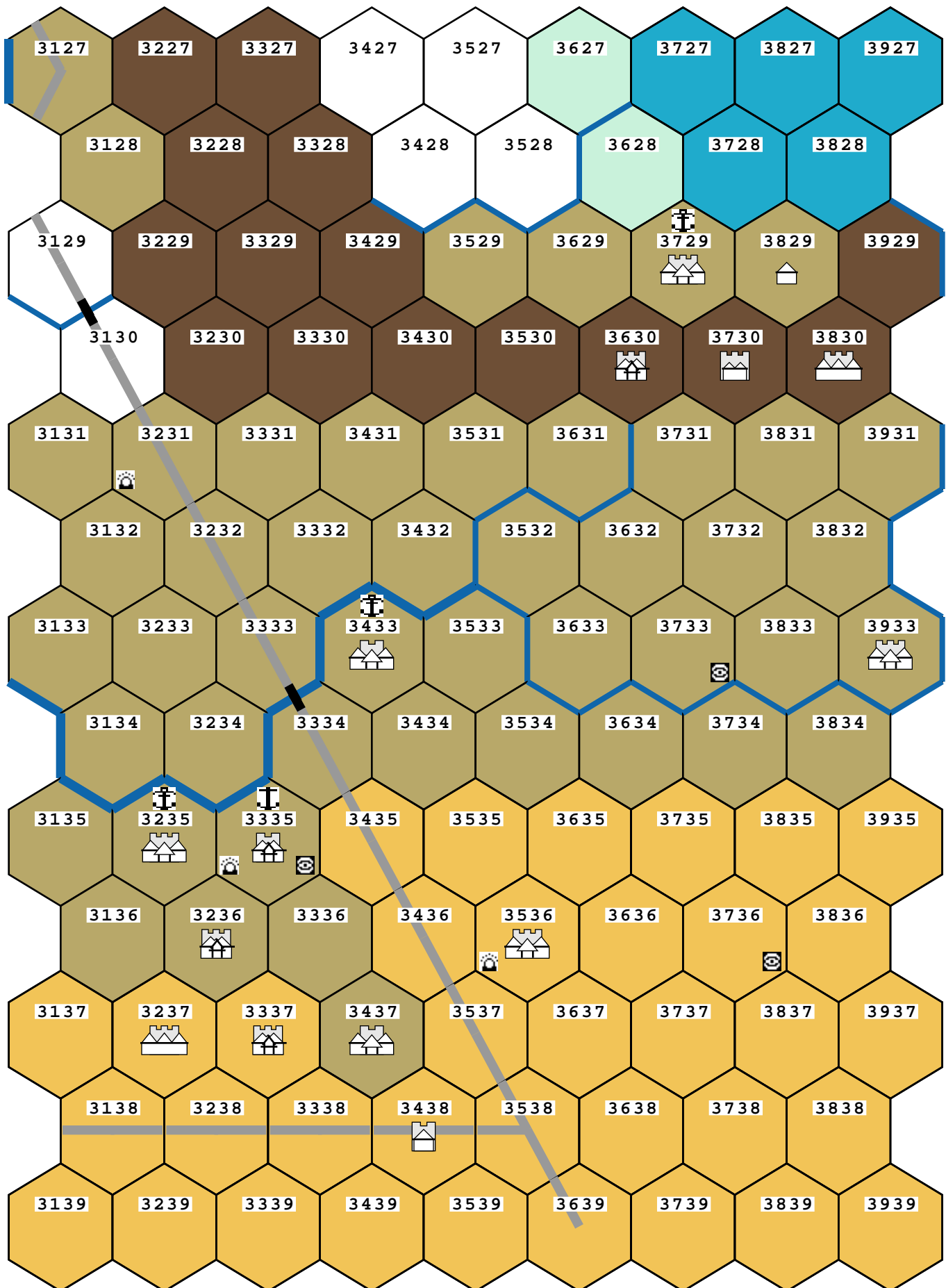
He is currently in the Desert Wastes at 3536. The Major Town/Fort of Liore flying the flag of the Faux Meddle Army is here.

S ldun



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

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.



Required Information	Required Information
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Jean Havoc (ID: jean) @ 3335 Command Agent

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

Ling Yao (ID: ling) @ 3426 Command Emissary

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

Louis Armstrong (ID: louis) @ 3437 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) @ 3230 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			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

Ragnir (ID: ragni) @ 3536 Agent

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

Sûldun (ID: suldu) @ 3536 Command

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