MEPBM Games

presents

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

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GAME # 143

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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 :

     Frost Men [1050]   Aerithryn [983]   Galadhrim [800]

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

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 : 33   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	0	48	-

Dublith   Location : @ 3722 in Mountains   Climate is Cool
Size : Town   Fortifications : Fort   Loyalty : 19   Docks : None   Hidden ? : No   Sieged ? : No

Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	78	18	0	0	0	1000
Current stores	0	0	0	49	1500	0	0	-

Enyarma   Location : @ 3426 in Mountains   Climate is Cool
Size : Camp   Fortifications : None   Loyalty : 24   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	840	0	90	0	0	0	-

Fifth Lab   Location : @ 3437 in Hills & Rough   Climate is Hot
Size : Major Town Fortifications : Tower   Loyalty : 52   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	240	0	0	0	13	0	0	-

Ishval   Location : @ 3433 in Hills & Rough   Climate is Hot
Size : Major Town Fortifications : Tower   Loyalty : 54   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	1430	0	43	-

Liore (Capital)   Location : @ 3536 in Desert Wastes   Climate is Hot
Size : Major Town Fortifications : Fort   Loyalty : 69   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	270	0	0	0	19	0	18	-

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	408	0	0	0	1896	0	24	-

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	0	16	-

Thangor   Location : @ 3922 in Hills & Rough   Climate is Hot
Size : Camp   Fortifications : None   Loyalty : 46 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   1296   0   0   -

Xerxes   Location : @ 3438 in Desert Wastes   Climate is Hot
Size : Camp   Fortifications : None   Loyalty : 49 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   744   0   336   0   5   0   144   -
Foreign characters reported in the hex : **- Engle-Blut.**
A small army bearing the banner of the Nacth Strum under Lord Blut-Jagr is here.

ARMIES AND NAVIES

None

COMPANY COMMANDERS :

                    None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	19688	19050	6190	147	134394	11789	1554
Purchase at market price/unit	3	3	5	81	2	4	11
Sell to market price/unit	2	2	3	50	1	2	7

MISCELLANEOUS

Maintenance Costs expected next turn are:

Armies/Navies :	0
Pop Centers :	3500
Characters :	9180
Total :	12680
Current Tax rate :	40%
Revenue expected next turn :	17280 (+4600)
Current Gold reserve :	0

Totals for Nation:	Stores	Production
Leather	1662	554
Bronze	1128	424
Steel	336	134
Mithril	139	48
Food	6159	1635
Timber	0	494
Mounts	293	73

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 an armed conflict involving the Black Numenroeans.
The fortifications were sabotaged at Xerxes.
645 Gold was stolen at Thangor.
33 Gold was stolen at Nwalya.
There are rumors of a theft attempt involving Gemetzel at Dunwedh.
6090 Gold was stolen at Ishval.
6177 Gold was stolen at Ishval.
There are rumors of a theft attempt involving Nefarian at Ishval.
Local militia spotted Arioch at Charne and thwarted his mission.
1524 Gold was stolen at Ishval.
Dublith is now under our control.

ENCOUNTER MESSAGES

Encounter for Edward Elric at 4027

Edward Elric attempted to flee but it was too late. The Spider bore down on him with amazing speed, its mandibles opening wide. Edward Elric bravely bore the attack as the Spider charged, but it was a ghastly assault. Streamers of sticky web flew out at Edward Elric and struggled to hold him immobile while the Spider's cruel mandibles made repeated razor-sharp attacks. It was by sheer luck that Edward Elric was able to escape with his life and wounds.

Encounter for Alphonse Elric at 3719

Alphonse Elric decided that this was no place for him and left the place as quickly as possible. There seemed to be no repercussions and no one seemed to follow him.

COMBAT MESSAGES

Battle at 3237

In the Hot climate of the Desert Wastes of 3237, a conflict took place in the early morning hours under a omen-filled sky.

At the head of a demoralized army rode **Captain Jean Havoc** 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
400 Haradan footmen w/broadswords	wooden	none	a mob

The City of Felhammer Hold flying the flag of the Heathen Kings is situated in the Desert Wastes here. It is fortified by a Fort, and it is under siege or attack.

After the battle.... Jean Havoc's forces found no enemy armies to fight.

The battle for Felhammer Hold was brutal! The attacking forces fought for glory but the defenders fought for their lives! The battle was in doubt until the very last man fell.

After the attack on the population center.... Jean Havoc's army was destroyed/routed in the attack on the City. Jean Havoc was killed. The City has not been damaged. The Fort has not been affected. The City has been under siege/attack this turn. The City now flies the flag of the Heathen Kings.

Battle at 3337

In the Hot climate of the Desert Wastes of 3337, a conflict took place in the early afternoon during a

driving storm.

At the head of a demoralized army rode **Commander Louis Armstrong** 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
400 Haradan footmen w/broadswords	wooden	none	a mob

The Town of Stormfury Flats flying the flag of the Heathen Kings is situated in the Desert Wastes here. It is fortified by a Fort, and it is under siege or attack.

After the battle.... Louis Armstrong's forces found no enemy armies to fight.

The battle for Stormfury Flats was brutal! The attacking forces fought for glory but the defenders fought for their lives! The battle was in doubt until the very last man fell.

After the attack on the population center.... Louis Armstrong's army was destroyed/routed in the attack on the Town. Louis Armstrong was killed. The Town has not been damaged. The Fort 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	555	CreCmp	^
Alphonse Elric	810	MovChar	3722
Edward Elric	690	StlGold	
Edward Elric	810	MovChar	3722
Herubrand	215	RfsPers	
Herubrand	810	MovChar	3437
Jean Havoc	250	DstPop	fl
Jean Havoc	810	MovChar	3536
Ling Yao	555	CreCmp	^
Ling Yao	810	MovChar	3722
Louis Armstrong	250	DstPop	fl
Louis Armstrong	810	MovChar	3536
Maes Hughes	215	RfsPers	
Maes Hughes	810	MovChar	3536
May Chang	555	CreCmp	^
May Chang	810	MovChar	3723

```
Olivier Armstrong    215         RfsPers
Olivier Armstrong    810         MovChar       3433
Ragnir               731         NamAgen       ^  ^
Ragnir               325         NatSell       ti  100
Sûldun               215         RfsPers
Sûldun               810         MovChar       3437
```

Alphonse Elric

```
Ranks       : Command 10    Agent 0     Emissary 68    Mage 30
              Health 100     Stealth 0     Challenge 44
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 3719.
  He was forced to flee the encounter. See Encounter messages.
  He was ordered to create a camp. He was not able to create the camp because there was insufficient populace.
  He was ordered to move. He accepted the movement orders.
He is currently in the Mountains at 3722. The Town/Fort of Dublith flying the flag of the Faux Meddle Aarmy is here.

Edward Elric

```
Ranks       : Command 0     Agent 58    Emissary 0     Mage 30
              Health 22      Stealth 0     Challenge 50
Artifacts   : None

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

Edward Elric was located in the Mountains at 4027.
  He was forced to flee the encounter. See Encounter messages.
  He was ordered to steal the Gold. 1050 Gold was stolen at Elsfleth.
  He was ordered to move. He accepted the movement orders.
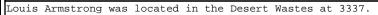**He is currently in the Mountains at 3722. The Town/Fort of Dublith flying the flag of the Faux Meddle Aarmy is here.**

Herubrand

```
Ranks       : Command 10    Agent 0     Emissary 0     Mage 0
              Health 100     Stealth 28    Challenge 10
Artifacts   : None

Spells (+0) : None
```

Herubrand was located in the Hills & Rough at 3334.
  He was ordered to refuse all personal challenges.
  He was challenged by Dorlas Stormcloud to personal combat, but refused. Dorlas Stormcloud gained personal honor.
  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.

Jean Havoc

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

Spells (+0) : None

Jean Havoc was located in the Desert Wastes at 3237.
  He was ordered to destroy the City of Felhammer Hold. See Combat Messages.
  Jean Havoc was killed during combat.
  He was ordered to move. He was not permitted orders because he has died.

Ling Yao

Ranks	: Command 10	Agent 0	Emissary 55	Mage 0
	Health 100	Stealth 0	Challenge 29	
Artifacts	: None			

Spells (+0) : None

Ling Yao was located in the Open Plains at 3519.
  He was ordered to create a camp. He was not able to create the camp because there was insufficient populace.
  He was ordered to move. He accepted the movement orders.
He is currently in the Mountains at 3722. The Town/Fort of Dublith flying the flag of the Faux Meddle Aarmy is here.

Louis Armstrong

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

Spells (+0) : None

Louis Armstrong was located in the Desert Wastes at 3337.
  He was ordered to destroy the Town of Stormfury Flats. See Combat Messages.
  Louis Armstrong was killed during combat.
  He was ordered to move. He was not permitted orders because he has died.

Maes Hughes

Ranks	: Command 30	Agent 0	Emissary 0	Mage 0
	Health 79	Stealth 0	Challenge 30	
Artifacts	: None			
Spells (+0)	: None			

Maes Hughes was located in the Hills & Rough at 3334.
  He was ordered to refuse all personal challenges.
  He was ordered to move. He accepted the movement orders.
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.

May Chang
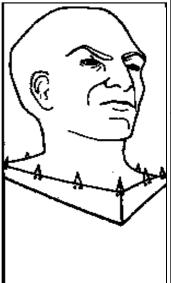
Ranks	: Command 10	Agent 0	Emissary 42	Mage 0
	Health 100	Stealth 0	Challenge 23	
Artifacts	: None			
Spells (+0)	: None			

May Chang was located in the Open Plains at 3618.
  He was ordered to create a camp. He was not able to create the camp because there was insufficient populace.
  He was ordered to move. He accepted the movement orders.
He is currently in the Hills & Rough at 3723. The Camp of Charne 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 Hills & Rough at 3334.
  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 3433. The Major Town/Tower of Ishval flying the flag of the Faux Meddle Aarmy is here.
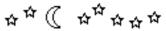
Ragnir

Ranks	: Command 0	Agent 33	Emissary 0	Mage 0
	Health 86	Stealth 0	Challenge 24	
Artifacts	: None			
Spells (+0)	: None			

Ragnir was located in the Desert Wastes at 3536.
   He was ordered to have the nation sell to the caravans. 1304 Timber were sold for 3912 Gold.
   He was ordered to name a new agent. He was not able to name an agent because there was insufficient Gold.
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.

S ldun

Ranks	: Command 10	Agent 0	Emissary 0	Mage 0
	Health 98	Stealth 0	Challenge 10	
Artifacts	: None			
Spells (+0)	: None			

Sûldun was located in the Hills & Rough at 3334.
   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.

MEPBM Games
Middle-earth Play-By-Mail"
Fourth Age, circa 1000

Faux Meddle Aarmy

TURNSHEET

☆ ☆ ☾ ☆ ☆ ☆ ☆ ☆

Game # 143

NATE KEENE 110758	Game # : 143
NONE	Player # : 7
NONE	Turn # : 6
NONE	Security # : 1458

Return this turnsheet before OCTOBER 14 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) @ 3722 Command Emissary Mage

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

_____   _____

Required   Required

Information   Information

Edward Elric   (ID: edwar) @ 3722 Agent Mage

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

_____   _____

Required   Required

Information   Information

Herubrand   (ID: herub) @ 3437 Command

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

_____   _____

Required   Required

Information   Information

Ling Yao   **(ID: ling) @ 3722 Command Emissary**
  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) @ 3723 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) @ 3437 Command**
  Order   -> # _____ Code _____ Type _____   Order   -> # _____ Code _____ Type _____
                  _____   _____
Required   _____   Required   _____
Information   _____   Information   _____
                  _____   _____
                  _____   _____ Game 143 Player 7 Turn _____