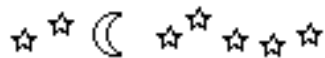


**MEPBM Games**  
**presents**

# 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 [ 942 ] Galadhrim [ 875 ] Frost Men [ 700 ]**

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 #	:	11
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	5829
Special Service	:	YES

<b>Thangor</b>	Location : @ 3922 in Hills & Rough    Climate is Hot							
Size : Village	Fortifications : None		Loyalty : 27	Docks : None	Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	518	70	0	1040
Current stores	0	0	0	0	0	0	0	-

**ARMIES AND NAVIES**

**Army Commander : Veteran Haleth** Location : @ 3426 in Mountains Climate is Cold  
 Army morale : 10 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Haradan footmen w/broadswords 10 10 0 100 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 0 Out of Food !!  
 War machines 0  
 The Camp of Enyarma 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	19614	31191	11009	1815	263202	18885	6563
Purchase at market price/unit	2	2	4	22	2	2	6
Sell to market price/unit	1	1	2	12	1	1	3

**MISCELLANEOUS**

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 400	Leather	856	216
Pop Centers : 500	Bronze	0	312
Characters : 9700	Steel	0	0
	Mithril	85	18
Total : 10600	Food	0	1150
	Timber	0	476
Current Tax rate : 50%	Mounts	0	40
Revenue expected next turn : 8600 (-2000)			
Current Gold reserve : 4661			

**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 Darokin and the Drib Le Chin at 2319.*  
*There are rumors of the fall of a Strategic Site.*  
*There are rumors of an assassination attempt involving Chidiebere Onuoha and Morzug Bloodaxe.*  
*There are rumors of a theft attempt involving Dunadan Foragers at Drú Dôr.*  
*There are rumors of a theft attempt involving Lumpi at Khnum.*

## ENCOUNTER MESSAGES

None

## 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](http://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	810	MovChar	4321
Alphonse Elric	550	ImprPop	
Edward Elric	690	StlGold	
Edward Elric	810	MovChar	3124
Finarfin	690	StlGold	
Finarfin	810	MovChar	3423
Haleth	770	HrArmy	100 hi ^ ^ ^
Haleth	215	RfsPers	
Maes Hughes	185	DnStNat	18
Maes Hughes	325	NatSell	br 100
May Chang	810	MovChar	4420
May Chang	520	InfYour	
Olivier Armstrong	731	NamAgen	^ m
Olivier Armstrong	325	NatSell	ti 100
Ragnir	690	StlGold	
Ragnir	810	MovChar	2826
Sûldun	325	NatSell	mo 100
Sûldun	325	NatSell	fo 100

Alphonse Elric



Ranks : Command 10 Agent 0 Emissary 78 Mage 30  
 Health 100 Stealth 0 Challenge 49  
 Artifacts : None

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

Alphonse Elric was located in the Hills & Rough at 3922.

He was ordered to improve the population center size. Thangor was improved to a Village.

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

**He is currently in the Open Plains at 4321. The Town/Tower of Ul Dalena flying the flag of the Amestrians is here.**

Edward Elric



Ranks : Command 0 Agent 64 Emissary 0 Mage 30  
 Health 100 Stealth 0 Challenge 55  
 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 2625.

He was ordered to steal the Gold. 2627 Gold was stolen at Intyalë.

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

**He is currently in the Mountains at 3124. The Camp/Tower of Minas Ithil 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 Mountains at 3327.

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 Mountains at 3423. The Camp/Tower of Barad-dûr flying the flag of the Vampiric Order is here.**

Gilrean



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 Hills & Rough at 3437. The Major Town/Tower of Fifth Lab 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 Mountains at 3426.

He was ordered to refuse all personal challenges.

He was ordered to hire an army. An army of 100 Heavy Infantry with 0 Food was hired.

*He commands an army in the Mountains at 3426. The Camp of Enyarma flying the flag of the Faux Meddle Army 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 Hills & Rough at 3437.

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. 2840 Bronze were sold for 2840 Gold.

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

May Chang



Ranks : Command 10 Agent 0 Emissary 47 Mage 0  
 Health 100 Stealth 0 Challenge 25

Artifacts : None

Spells (+0) : None

May Chang was located in the Hills & Rough at 3923.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Nwalya.

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

*He is currently in the Open Plains at 4420. The Village of Kel Horend flying the flag of the Amestrians 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 3437.

He was ordered to have the nation sell to the caravans. 1976 Timber were sold for 1976 Gold.

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

*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 43 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 32

Artifacts : None

Spells (+0) : None

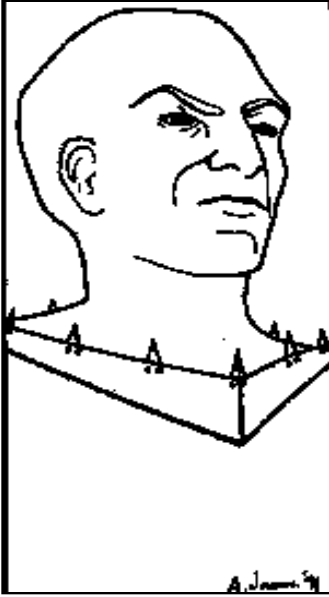
Ragnir was located in the Mountains at 3330.

He was ordered to steal the Gold. 450 Gold was stolen at Dragon's Lair.

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

*He is currently in the Hills & Rough at 2826. The Village of Melyanna flying the flag of the South Kingdom is here.*

S ldun



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

Sûldun was located in the Hills & Rough at 3437.

He was ordered to have the nation sell to the caravans. 3250 Food were sold for 3250 Gold.

He was ordered to have the nation sell to the caravans. 1028 Mounts were sold for 4112 Gold.

*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.*





Required _____ Information _____ _____	Required _____ Information _____ _____
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**Gilrean (ID: gilre) @ 3437 Agent**

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

**Haleth (ID: halet) @ 3426 Command**

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

**Maes Hughes (ID: maes ) @ 3437 Command**

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

**May Chang (ID: may c) @ 4420 Command Emissary**

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

**Olivier Armstrong (ID: olivi) @ 3437 Command Agent**

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

**Ragnir (ID: ragni) @ 2826 Agent**

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

Sûldun (ID: suldu) @ 3437 Command

Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_      Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_

Required	
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Information

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Information