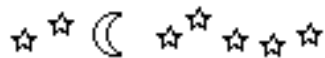


MEPBM Games
presents

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 143



Faux Meddle Army

Victory points : 525
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 :

Rhosgobel [800] Dustbighters [750] Half-Orcs [750]

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 #	:	8
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	6936
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 Nacath Strum	: Disliked	#16 Shadowborn	: Hated
#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

Charne Location : @ 3723 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	0	0	0	0	192	24	1040
Current stores	0	0	0	0	0	192	120	-

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	1680	0	0	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	480	0	0	0	0	70	0	-

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

Size : Major Town	Fortifications : Tower	Loyalty : 70	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	540	0	0	0	0	0	27	-

Lisgardh Location : @ 3420 in Open Plains Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 30	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	816	0	0	0	664	0	48	-

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

Size : Camp	Fortifications : None	Loyalty : 50	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	0	0	0	0	144	40	-

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

Size : Camp	Fortifications : None	Loyalty : 41	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	674	88	0	-

ARMIES AND NAVIES

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
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0

A small army bearing the banner of the Vampiric Order under Lord Boris is here.

An army bearing the banner of the Heathen Kings under Lord Delphine is here.

An army bearing the banner of the Heathen Kings under Lord Greba is here.

A small army bearing the banner of the Vampiric Order under Veteran Ivan Gorukov is here.

Army Commander : Veteran May Chang Location : @ 3722 in Mountains Climate is Cool
 Army morale : 12 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Haradan footmen w/broadswords 10 10 0 200 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 1 Low Supplies !!
 War machines 0

Characters traveling with army : - Alphonse Elric.

The Town/Fort of Dublith flying the flag of the Scourge is here.

A small army bearing the banner of the Scourge under Commander Ngoba the Slaver is here.

Army Commander : Veteran Sûldun Location : @ 3636 in Desert Wastes Climate is Hot
 Army morale : 13 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Haradan footmen w/broadswords 10 10 0 800 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 2 Low Supplies !!
 War machines 0

An army bearing the banner of the Shadowborn under Regent Husk the Unliving is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	29582	32434	7960	3555	226018	21817	3986
Purchase at market price/unit	2	2	4	12	2	2	7
Sell to market price/unit	1	1	2	7	1	1	4

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 5600	Leather	1836	306
Pop Centers : 1000	Bronze	1680	424
Characters : 8140	Steel	0	0
	Mithril	0	30
Total : 14740	Food	1338	1280
	Timber	494	494
Current Tax rate : 40%	Mounts	235	43
Revenue expected next turn : 10080 (-4660)			
Current Gold reserve : 10732			

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

Ishval is no longer under our control.

The loyalty was influenced/reduced at Enyarma.

The fortifications were sabotaged at Liore.

Local militia spotted A Fire Drake at Liore and thwarted his mission.

Local militia spotted A Hill Giant at Liore and thwarted his mission.

6000 Gold was transported from the Amestrians to Liore.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 3438

In the Hot climate of the Desert Wastes of 3438, a conflict took place in the early morning hours during a driving storm.

At the head of a loud and exuberant army rode **Regent Blut-Jagr** of the nation of the Nacch Strum. In his hands was borne the glowing Whip called Cuiviegurth. 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
177 Mixed Mannish horsemen w/shortswords	bronze/steel	bronze/steel	solid ranks

At the head of a demoralized army rode **Veteran Herubrand** 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
400 Haradan footmen w/broadswords	wooden	none	a mob

The Camp of Xerxes flying the flag of the Nacch Strum is situated in the Desert Wastes here.

Report from Herubrand.....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.. Ambush. We're going to ambush

them. Ambush!

Against the forces of Blut-Jagr, we laid a great ambush, but they surprised us and hit our flank.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Blut-Jagr** burst forth with a blood curdling yell and rushed to meet whatever foes would face his glowing Whip.

Report from Herubrand....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. Although we fought hard, and although the battle lasted many days, we were defeated..

After the battle.... Blut-Jagr's forces were victorious in the battle, but suffered severe losses. Blut-Jagr appeared to have survived. Herubrand's forces were destroyed/routed in the battle. Herubrand was killed.

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	525	InfOthr	
Alphonse Elric	870	MovJoin	3722 may c
Edward Elric	215	RfsPers	
Edward Elric	930	ScoChar	
Herubrand	215	RfsPers	
Herubrand	230	AttEnmy	am
Maes Hughes	770	HrArmy	400 hi ^ ^ ^
Maes Hughes	860	ForcMar	w h h e ^ ^ ^ ^ ^ ^ ^ ^ no
May Chang	315	PrchCar	fo 201
May Chang	850	MovArmy	ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Olivier Armstrong	215	RfsPers	
Olivier Armstrong	810	MovChar	3536
Ragnir	731	NamAgen	^ ^
Ragnir	325	NatSell	mi 100
Sûldun	728	NamComm	^ ^
Sûldun	850	MovArmy	ne se w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no

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 Hills & Rough at 3923.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Nwalya. Nwalya is now under our control.

He was ordered to move and join the army. He accepted the movement orders. He joined the army commanded by May Chang.

He is traveling with May Chang in the Mountains at 3722. The Town/Fort of Dublith flying the flag of the Scourge is here.

Edward Elric



Ranks : Command 0 Agent 60 Emissary 0 Mage 30
Health 64 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 refuse all personal challenges.

He was ordered to scout for any characters. A scout for characters was attempted.

Found: Lord Engle-Blut - Nacch Strum. Lord Wrath - Amestrians. Lord Pride - Amestrians. Enchanter Sloth - Amestrians. Regent Dorf in the Flask - Amestrians. Cutpurse Johtund - Ull Navala. Enchanter Arantar - Amestrians. Enchanter Minohtar - Amestrians. Commander Ringvel - Ull Navala. Enchanter Ulbar - Amestrians. Nothing else was reported at this time.

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

Haleth



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/Tower of Liore flying the flag of the Faux Meddle Army is here.

Herubrand



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

Herubrand was located in the Desert Wastes at 3438.

He was ordered to refuse all personal challenges.

He was challenged by Blut-Jagr to personal combat, but refused. Blut-Jagr gained personal honor.

He was ordered to have his army attack all of his enemies. See Combat Messages.

Herubrand was killed during combat.

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 hire an army. An army of 400 Heavy Infantry with 0 Food was hired.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced. Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

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 Hills & Rough at 3723.

He was ordered to purchase from the caravans. 201 Food were bought for 402 Gold.

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

He commands an army 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 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/Tower of Liore flying the flag of the Faux Meddle Aarmy is here.

Ragnir



Ranks : Command 0 Agent 33 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 24
 Artifacts : None
 Spells (+0) : None

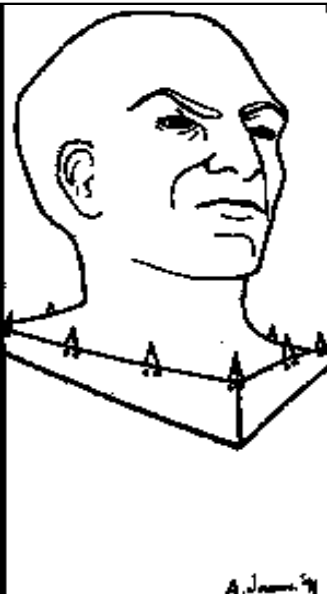
Ragnir was located in the Desert Wastes at 3536.

He was ordered to have the nation sell to the caravans. 424 Mithril were sold for 11448 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/Tower of Liore flying the flag of the Faux Meddle Aarmy is here.

S ldun



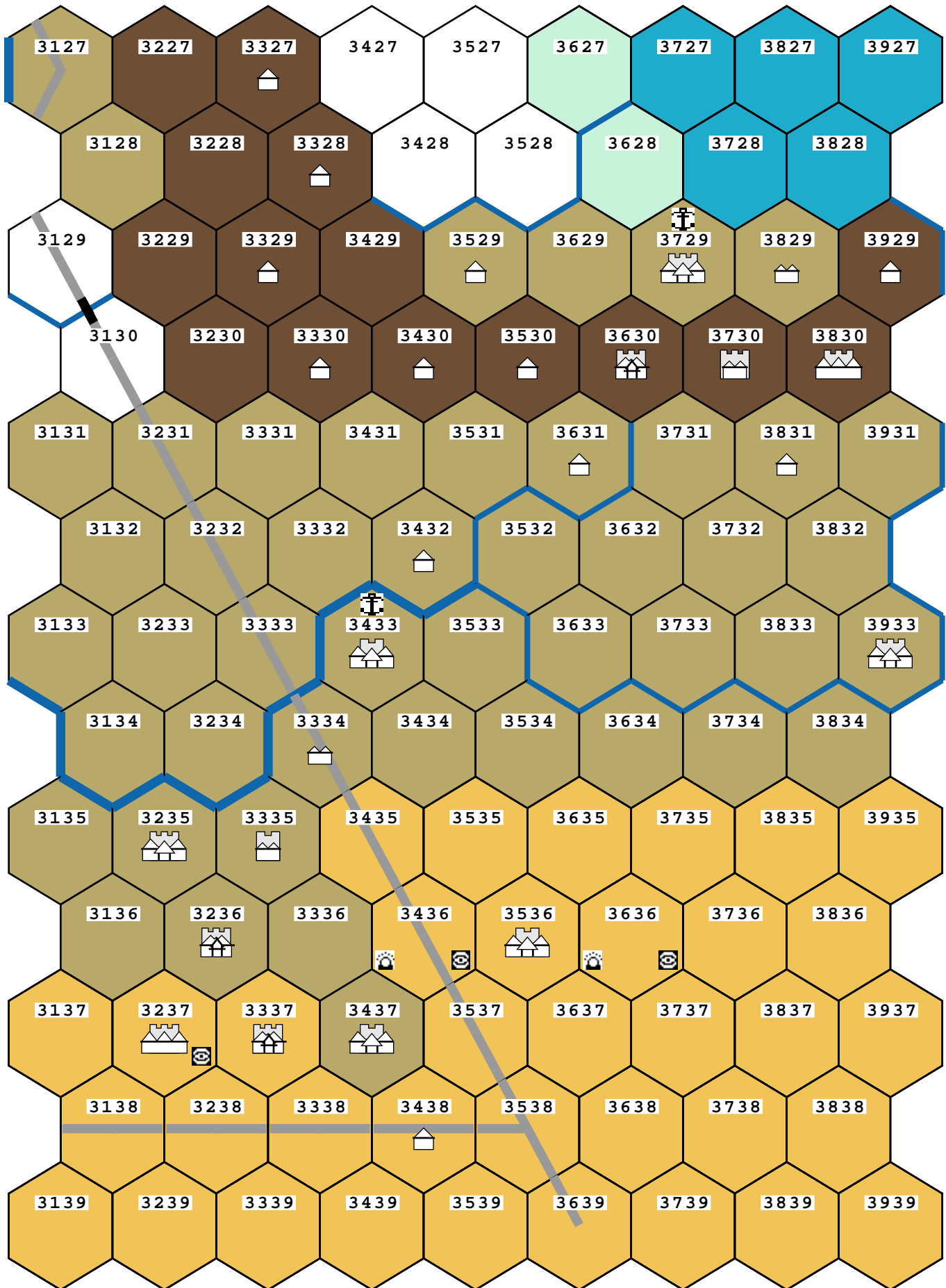
Ranks : Command 10 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 10
 Artifacts : None
 Spells (+0) : None

Sldun 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 Haleth was available.

He was ordered to move the army. He accepted the army movement orders. Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

He commands an army in the Desert Wastes at 3636.



Required Information	Required Information
-------------------------	-------------------------

Maes Hughes (ID: maes) @ 3436 Command

Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required			<hr/>			Required			<hr/>	
Information			<hr/>			Information			<hr/>	
			<hr/>						<hr/>	
			<hr/>						<hr/>	

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) @ 3536 Agent

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

Sûldun (ID: suldu) @ 3636 Command

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

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

