

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 :

Dustbighters [933] Frost Men [817] Rhosgobel [733]

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 # : 7
Account : \$ 0.00
Free Turns : 0
Security Code : 5255
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 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 : 37	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	96	-

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

Enyarma	Location : @ 3426 in Mountains Climate is Cool							
Size : Camp	Fortifications : None	Loyalty : 26	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	1400	0	30	0	0	0	-

Fifth Lab	Location : @ 3437 in Hills & Rough Climate is Hot							
Size : Major Town	Fortifications : Tower	Loyalty : 54	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	400	0	0	0	0	0	0	-

Ishval	Location : @ 3433 in Hills & Rough Climate is Hot							
Size : Major Town	Fortifications : Tower	Loyalty : 23	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	21	0	55	-

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	450	0	0	364	0	0	24	-

An army bearing the banner of the Faux Meddle Army under Veteran Sûldun 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	680	0	0	0	32	0	40	-

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	26	0	0	-

ARMIES AND NAVIES

Army Commander : Veteran Herubrand Location : @ 3438 in Desert Wastes Climate is Hot
 Army morale : 9 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		0		
Food 0	Out of Food !!				
War machines 0					

The Camp of Xerxes flying the flag of the Nacth Strum is here.
 A small army bearing the banner of the Nacth Strum under Regent Blut-Jagr is here.

Army Commander : Veteran May Chang Location : @ 3723 in Hills & Rough Climate is Hot
 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	200	Heavy Infantry
Baggage Train Leather Bronze	Steel		Mithril		
Weapons -	0		0		
Armor 0	0		0		
Food 0	Out of Food !!				
War machines 0					

The Camp of Charne flying the flag of the Faux Meddle Army is here.

Army Commander : Veteran Sildun Location : @ 3536 in Desert Wastes Climate is Hot
 Army morale : 11 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		0		
Food 2	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	16579	15416	9992	822	225967	26099	3593
Purchase at market price/unit	3	4	4	36	2	3	7
Sell to market price/unit	2	3	3	27	1	2	5

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 5600	Leather	1530	306
Pop Centers : 2500	Bronze	1400	280
Characters : 8080	Steel	0	0
	Mithril	394	30
Total : 16180	Food	79	1635
	Timber	0	350
Current Tax rate : 40%	Mounts	215	41
Revenue expected next turn : 14280 (-1900)			
Current Gold reserve : 586			

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 Dustbighters at 4319.

There are rumors of an armed conflict involving the Ull Navala at 4319.

There are rumors of an armed conflict involving the Drib Le Chin and the Dustbighters at 3012.

Nwalya is no longer under our control.

The loyalty was influenced/reduced at Ishval.

There are rumors of a theft attempt involving Shadizzar at Dunharrow.

There are rumors of an encounter involving Emok at 3321.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES



Challenge from Nauma at 3433

In the Hills & Rough of 3433 a ritual duel began. A large circle was drawn on the paving stones near the market. As the residents of Ishval gathered around, Nauma, a healthy agent stepped forth and called challenge. In answer, Ling Yao, a healthy emissary stepped forth. Those watching calculated the odds at roughly even. In a long and protracted battle lasting over 8 minutes, the combatants cut, slashed, and stabbed at each other, each apparently unable to fatally wound the other. In a sudden flurry of feints, disengages, thrusts, and acrobatic moves Nauma sensed an opening and drove her weapon into Ling Yao's body, instantly killing him. Nauma was noted to have suffered minor wounds in the fight.

Battle at 3334

In the Hot climate of the Hills & Rough of 3334, a conflict took place about midday under a clear sky.

At the head of a rebellious army rode **Veteran Ivan Gorukov** of the nation of the Vampiric Order. In his hands was borne the glowing Bow called Stinging Tongue. The mount on which he rode moved with trepidation to the center of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
500 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a demoralized army rode **Commander Olivier 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 Camp of Sandstone Bridge flying the flag of the Vampiric Order is situated in the Hills & Rough here.

Report from Olivier Armstrong.....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 Ivan Gorukov, 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. **Ivan Gorukov** rode among the troops with his glowing Bow, exhorting them to do their best and daring the enemy to meet him.

Report from Olivier Armstrong.....Our foot soldiers struggled up and down the slopes in order to engage the enemy lines. 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.... Ivan Gorukov's forces were victorious in the battle, but suffered some losses. Ivan Gorukov appeared to have survived. Olivier Armstrong's forces were destroyed/routed in the battle. Olivier Armstrong appeared to have survived.

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	810	MovChar	3923
Edward Elric	120	CstHlSp	6 edwar
Edward Elric	810	MovChar	4321
Herubrand	770	HrArmy	400 hi ^ ^ 1
Herubrand	850	MovArmy	se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Ling Yao	770	HrArmy	400 hi ^ ^ 1
Ling Yao	850	MovArmy	sw h h ne ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Maes Hughes	325	NatSell	ti 100
Maes Hughes	780	TrComm	suldu n
May Chang	520	InfYour	
May Chang	408	HvInfan	100 ^ ^
Olivier Armstrong	255	CptrPop	am
Olivier Armstrong	215	RfsPers	
Ragnir	310	BidCar	mi 364 18
Ragnir	325	NatSell	fo 99
Sûldun	325	NatSell	ti 100
Sûldun	850	MovArmy	w nw se e ^ ^ ^ ^ ^ ^ ^ ^ ^ no

Alphonse Elric



Ranks : Command 10 Agent 0 Emissary 73 Mage 30
Health 100 Stealth 0 Challenge 46
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 influence their population center loyalty. The loyalty was influenced/reduced at Dublith. Current loyalty is perceived to be rebellious.

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

He is currently in the Hills & Rough at 3923. The Camp of Nwalya flying the flag of the Nacth Strum is here.

Edward Elric



Ranks : Command 0 Agent 60 Emissary 0 Mage 30
Health 50 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 Mountains at 3722.

He was ordered to cast a heal spell. He was not able to cast the spell. Continued efforts may succeed.

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

He is currently in the Open Plains at 4321. The Major Town/Tower of Ul Dalena flying the flag of the Ul1 Navala is here.

Herubrand



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

Spells (+0) : None

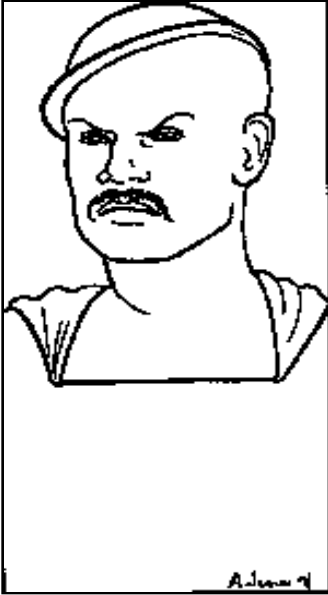
Herubrand was located in the Hills & Rough at 3437.

He was ordered to hire an army. The transfer of Food was changed because there was insufficient available. 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 3438. The Camp of Xerxes flying the flag of the Nacth Strum is here.

Ling Yao



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

Ling Yao was located in the Hills & Rough at 3433.

He was challenged by Nauma to personal combat. See Combat Messages.

He was ordered to hire an army. He was not permitted orders because he has died.

He was ordered to move the army. He was not permitted orders because he has died.

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. 988 Timber were sold for 1976 Gold.

He was ordered to transfer the command. The command was transfered to Söldun. He left the army.

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.

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.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to recruit some heavy infantry. 100 Heavy Infantry w/Wood weapons and No armor were recruited.

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

He commands an army in the Hills & Rough at 3723. The Camp of Charne flying the flag of the Faux Meddle Army 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 challenged by Ivan Gorukov to personal combat, but refused. Ivan Gorukov gained personal honor.

He was ordered to capture the Camp of Sandstone Bridge. See Combat Messages.

He is currently in the Hills & Rough at 3334. The Village of Sandstone Bridge flying the flag of the Vampiric Order is here.

Ragnir



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

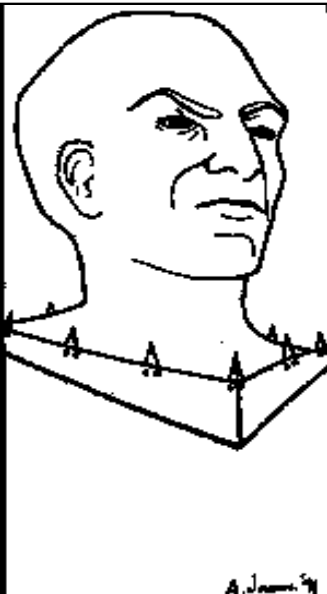
Ragnir was located in the Desert Wastes at 3536.

He was ordered to bid from the caravans. 364 Mithril was bought for 6552 Gold.

He was ordered to have the nation sell to the caravans. 7842 Food were sold for 7842 Gold.

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



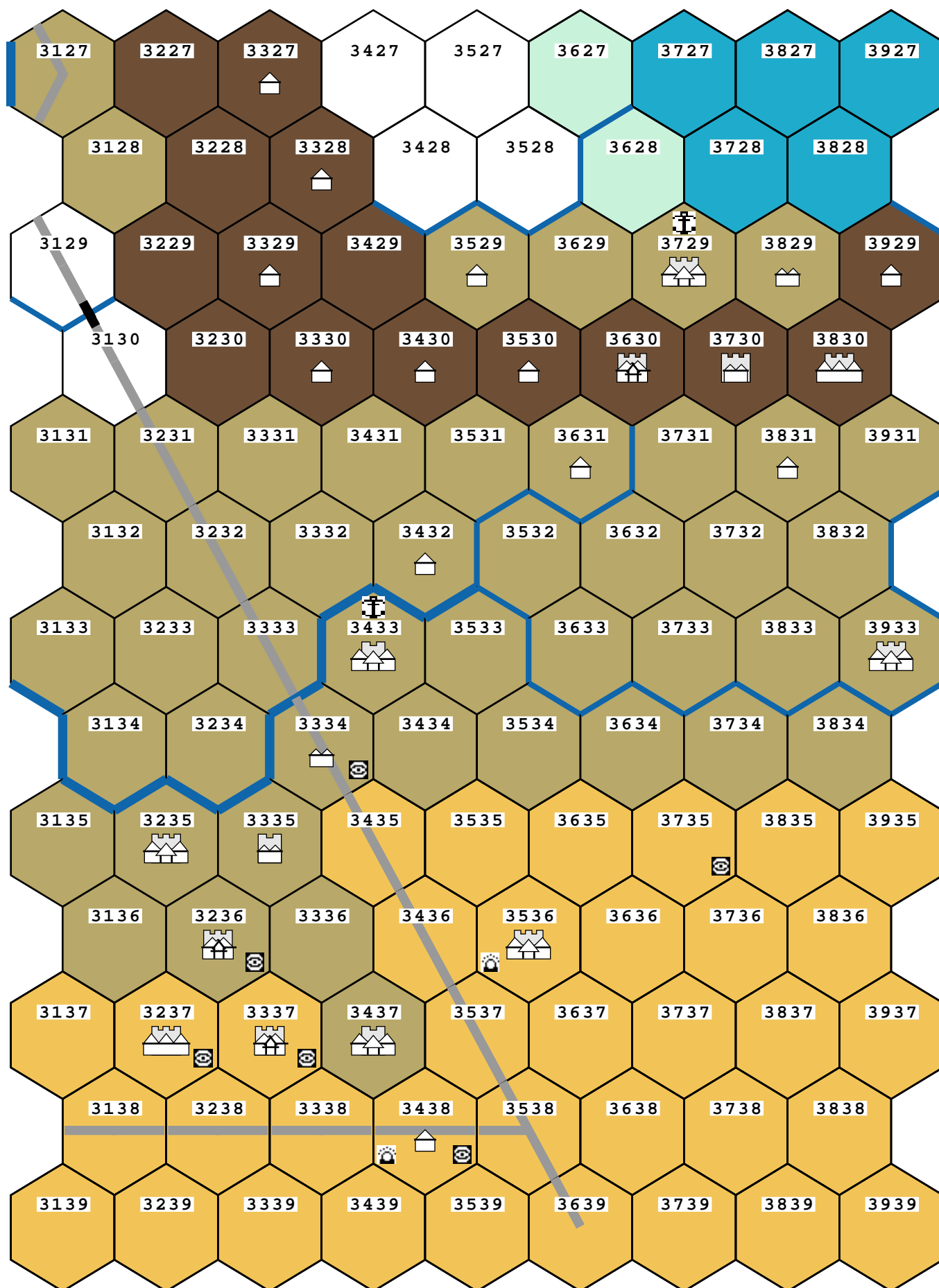
Ranks : Command 10 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 10
 Artifacts : None
 Spells (+0) : None

S ldun was located in the Desert Wastes at 3536.

He was ordered to have the nation sell to the caravans. No Timber was sold.

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

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.



Required Information	Required Information
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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) @ 3334 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			_____				
			_____								_____				