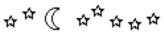
MEPBM Games presents

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



GAME # 143



Faux Meddle Aarmy

```
Victory points
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.

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 # Account Free Turns Security Code : 1718 Special Service :

Faux Meddle Aarmy

(A Free People)

Season : Summer

RELATIONS WITH OTHER NATIONS

## POPULATION CENTERS Fifth Lab	# 1 North Kingdom # 4 Dustbighters # 8 Twin Scorpion #11 Galadhrim #14 Farrely #17 Heathen Kings #20 Black Numenro #23 Amun-Musa	: Tolerate s : Tolerate : Tolerate : Disliked : Disliked	d # 5 Aer d # 9 Rho d #12 Dri #15 Nac #18 Van	rithryn osgobel b Le Chin th Strum opiric Ord ightned S	: Tole : Tole : Disl : Disl er : Disl	rated # rated #1 iked #1 iked #1 iked #1 ral #2	3 Frost Me 6 Amestria 10 Half-Orc 13 Ull Nava 16 Shadowbo 19 Scourge 22 Fallen 25 Karameik	ns s la rn	: Tolerated : Tolerated : Tolerated : Disliked : Disliked : Disliked : Neutral : Neutral
Size : Major Town Fortifications : Tower Loyalty : 60 Docks : None Hidden ? : YES Sieged ? : No Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold Expected production 80			POPU	LATION (CENTERS				
Size : Major Town Fortifications : Tower Loyalty : 60 Docks : None Hidden ? : YES Sieged ? : No Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold Expected production 80	Fifth Lab	Location	n : @ 3437	in Hills &	Rough Clim	nate is H	ot		
Expected production	Size : Major Town					None	Hidden ? :	YES S	ieged ? : No
Current stores 120	Surplus Product	Leather	Bronze			Food	Timber		-
Tshval	Expected production	80	0	0	0	0	70	0	800
Size : Major Town Fortifications : Tower Loyalty : 60 Docks : Port Hidden ? : No Sieged ? : No Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold Expected production 0 0 0 0 3555 0 6 1200 Current stores 0 0 0 0 710 0 13 - Liore (Capital) Location : ② 3536 in Desert Wastes Climate is Hot Sizes : Major Town Fortifications : Fort Loyalty : 75 Docks : None Hidden ? : No Sieged ? : No Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold Current stores 90 0 0 0 0 0 3 - A small army bearing the banner of the Faux Meddle Aarmy under Commander Olivier Armstrong is here. Sizes : Camp Fortifications : Tower Loyalty : 60 Docks : None Hidden ? : No Sieged ? : No Surplus Product	Current stores	120	0	0	0	1500	106	0	_
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	Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber		
Current stores 0 192 0 0 500 0 24 -	Expected production	0	115	0	0	0	0	14	800
	Current stores	0	192	0	0	500	0	24	_

ARMIES AND NAVIES

Army Commander	: Commander Oli	vier Armstrong	Location : @	3536 i	n Desert	Wastes	Climate	is Hot
Army morale :	30 Warships:	0 Transports	: 0 (3)) Tra	vel mode	: Normal	L	
	Troops		Training	Weapon	Armor	# Troops	Troop	Type
Haradan mûmal	kriders w/falchi	ons	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 Major Town	/Fort of Liore f	lying the flag of	the Faux Med	ddle Aar	mv is he	re.		

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	6000	4000	3000	500	6328	5000	2000
Purchase at market price/unit	5	10	11	86	3	10	18
Sell to market price/unit	3	6	7	55	2	6	11

MISCELLANEOUS

Maintenance Costs expected ne	ext tur	n are:	Totals for Nation:	Stores	Production
Armies/Navies :	1200		Leather	458	418
Pop Centers :	2000		Bronze	192	115
Characters :	7800		Steel	56	56
			Mithril	0	0
Total :	11000		Food	5210	355
			Timber	106	70
Current Tax rate	:	40%	Mounts	64	47
Revenue expected next	turn :	8800 (-2200)			
Current Gold reserve	:	20000			

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

```
Reports suggest the presence of Evil holdings/forces of the Nacth Strum at 3729.

Reports suggest the presence of Evil holdings/forces of the Nacth Strum at 3829.

Reports suggest the presence of Evil holdings/forces of the Nacth Strum at 3630.

Reports suggest the presence of Evil holdings/forces of the Nacth Strum at 3730.

Reports suggest the presence of Evil holdings/forces of the Nacth Strum at 3830.

Reports suggest the presence of Evil holdings/forces of the Shadowborn at 3933.

Reports suggest the presence of Evil holdings/forces of the Heathen Kings at 3235.

Reports suggest the presence of Evil holdings/forces of the Heathen Kings at 3236.

Reports suggest the presence of Evil holdings/forces of the Heathen Kings at 3237.

Reports suggest the presence of Evil holdings/forces of the Heathen Kings at 3237.
```

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

 $\ensuremath{\mathsf{ME-PBM}}$ Forum and $\ensuremath{\mathsf{ME-PBM}}$ 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

None

Mage 30

Alphonse Elric

Ranks : Command 10 Health 100

Agent 0 Emissary 60 Stealth 0 Challenge 40

Artifacts : None

Spells (+0): #4 Major Heal(69) #302 Long Stride(76) #304 Fast Stride(83)

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.

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)

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 10 Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 41

Artifacts : None

Spells (+0) : None

Jean Havoc has a special ability. He has a bonus to his Command 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.



Ling Yao

Ranks : Command 10 Agent 0 Emissary 50 Mage 0

Health 100 Stealth 0 Challenge 27

Spells (+0) : None

: None

Artifacts

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.

. 70

Ranks

: Command 30 Agent 10

Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 31

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 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

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.





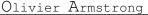
Ranks : Command 10 Agent 0 Emissary 40 Mage 0

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 Aarmy is here.





Ranks : Command 30 Agent 30 Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 35

Artifacts : None

Spells (+0) : None

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

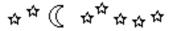
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3127 3227	3327	3427	3527 36	3727	3827 3927
3128	228 333	28 3428	3528		3828
3129 3229	3329	3429	3529 36	3729 \$\frac{1}{2}	3829 3929
3130 3	230 33	3430	3530		3730 3830
3131 3231	3331	3431	3531 36	3731	3831 3931
3132 3	232 333		3532	3632	3832
3133 3233	3333	3433	3533 36	3733	3833 3933
	234 333	3434	3534	3634	3734 3834
3135 3235	3335	3435	3535	3735	3835 3935
	236 33:	36 3436	3536	3636	3736 3836
3137 3237	3337	3437	3537 36	3737	3837 3937
3138 3	238 333	38 3438	3538	3638	3738 3838
3139 3239	3339	3439	3539 36	3739	3839 3939

MEPBM Games

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

Faux Meddle Aarmy

TURNSHEET



Game # 143



NATE KEENE 110758

NONE

NONE NONE

Game # : 143
Player # : 7
Turn # : 1718
Security # : 1718

Return this turnsheet before AS BEFORE

To MEPBM, 340 North Rd, Cardiff, CF14 3BP, Wales Tel: +44 (0) 29 20913359 Fax: +44 (0) 29 20625532

Daytime Phone #:_____

Alphonse El	lric	(ID:	alpho)	@	3536	Commar	ıd E	Emissary	Mage	
Order ->	# Code		Туре		_	Order	->	# C	ode	Туре
Required					R	equired				
Information					I	nformatio	n			
Edward Elri				@	3536	Agent	Mac			
Order ->						_			ode	Туре
Required					R	equired				
Information					I	nformatio	n			
Jean Havoc		(ID:	jean)	@	3536	Commar	ıd 7	Agent		
Order ->	# Code		Туре		_	Order	->	# C	ode	Туре
Required					R	equired				
Information					I	nformatio	n			

Ling Yao		(ID:	ling)	@	3536	Command	E	missar	Ϋ́	
Order -> ‡	Code _		Type			Order -	->	#	Code	
Required -					Re	equired				
Information -					I	nformation				_
_										
Louis Armstr	ong	(ID:	louis)	@	3536	Command	A	gent		
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_ _										_
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Required -					D	equired				
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	t Code _								Code	Туте
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Required					Re	equired				
Information					I	nformation				
-										

How did you hear?

How did you hear about your game?	
(skip this if you are currently in a ME-PI	3M game)
Magazine ad	
If yes, then which magazine?	
A friend	
If yes, then who?	
Other (specify)	

Special Service

If you wish special service, please circle YES. For details, see House Rules and Procedures. Verification of this service will appear on your resultsheet.

YES NO

Standby Players

If you are an experienced ME-PBM player - would you like to have your name placed on our "STANDBY" player list. Contact MEPBM Games if you have any questions.

YES NO
If "YES", can you provide MEPBM Games with a contact phone number
[Include Area code] Days: Evenings:

Emergency Contact Number

From time to time, MEPBM Games has need to contact players regarding game actions, turnsheet reception problems, etc...

For MEPBM Games to be able to reach players in such instances, day or evening, we need an emergency contact phone number, e-mail address, fax number, etc... We will not call unless necessary, but having such information could help us all avoid missed turns or orders.

[Include Area code] Days: Evenings: [Include Area code] Fax: E-mail:

Thanks for your help and good luck in the game!!