

**MEPBM Games**

**presents**

# Middle-earth Play-By-Mail™ Fourth Age, circa 1000



GAME # 143



**Twin Scorpions**

Victory points : 500  
 Victory Conditions :  
     To hold at game end the population center of Stein Ward at 3730.  
     To hold at game end the artifact: Flails of Horseslaying #185.  
     To hold at game end the artifact: Angbor #60.  
     To hold at game end the artifact: Ironfoot's Hammer #195.  
     To hold at game end the greatest amount of artifacts.

Top 3 Free Peoples :

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

Special Nation Abilities :  
     #31 Kidnappings/assassinations at +20.

Internet G143N08  
 JASON ROBERTS 109863  
 NONE  
 NONE  
 NONE

Game # : 143  
 Player # : 8  
 Turn # : 7  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 8489  
 Special Service : YES

# Twin Scorpions

(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
# 7 Faux Meddle Aarmy	: 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	: Disliked
#17 Heathen Kings	: Disliked	#18 Vampiric Order	: Disliked	#19 Scourge	: Disliked
#20 Black Numenroans	: Disliked	#21 Enlightned Shadow	: Neutral	#22 Fallen	: Neutral
#23 Amun-Musa	: Tolerated	#24 Darokin	: Neutral	#25 Karamaikos	: Neutral

## POPULATION CENTERS

**Angkirya** Location : @ 4121 in Mountains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 23	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	260	0	10	0	0	0	1400
Current stores	0	1040	0	10	0	0	0	-

**Dunharrow** Location : @ 2321 in Mountains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 40	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	125	38	14	0	0	0	0
Current stores	0	250	23	14	0	0	0	-

**Has Yab** Location : @ 2831 in Hills & Rough Climate is Warm

Size : Major Town	Fortifications : Fort	Loyalty : 45	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	100	0	44	0	0	0	8	0
Current stores	200	0	0	0	639	0	61	-

**Jug Wathus** Location : @ 2632 in Shore/Plains Climate is Warm

Size : Camp	Fortifications : Tower	Loyalty : 36	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	280	0	0	0	600	0	20	0
Current stores	560	0	0	0	162	0	140	-

**Lag Malbus** Location : @ 2732 in Hills & Rough Climate is Warm

Size : Town	Fortifications : Fort	Loyalty : 100	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	60	0	84	0	0	0	0	1300
Current stores	120	0	0	0	0	0	0	-

**Scorpios (Capital)** Location : @ 2630 in Hills & Rough Climate is Warm

Size : City	Fortifications : Tower	Loyalty : 87	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	42	0	0	0	0	6	1100
Current stores	88	111	0	0	0	0	6	-

An army bearing the banner of the Twin Scorpions under Captain Caramanthir is here.

**Shadovale** Location : @ 2830 in Open Plains Climate is Warm

Size : Camp	Fortifications : None	Loyalty : 18	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	230	0	0	0	390	0	30	0
Current stores	460	0	0	0	105	0	90	-

**Tol Wathduin** Location : @ 2730 in Hills & Rough Climate is Warm

Size : Town	Fortifications : Fort	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	66	0	0	0	0	18	1300
Current stores	0	251	0	0	0	0	124	-

**ARMIES AND NAVIES**

**Army Commander : Captain Caramanthir** Location : @ 2630 in Hills & Rough Climate is Warm  
 Army morale : 20 Warships : 0 Transports : 0 (6) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Lesser Dúnadan horsemen w/broadswords		10	37	16	813	Heavy Cavalry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	1	Low Supplies !!				
War machines	0					

Characters traveling with army : - Rexxxus - Shadunaphel.  
 The City/Tower of Scorpios flying the flag of the Twin Scorpions 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 : 4878	Leather	1428	670
Pop Centers : 4000	Bronze	1652	493
Characters : 15020	Steel	23	166
	Mithril	24	24
Total : 23898	Food	906	990
	Timber	0	0
Current Tax rate : 60%	Mounts	421	82
Revenue expected next turn : 23100 (-798)			
Current Gold reserve : 434			

**Ships have been left anchored at the following locations:**

None

**You have the following double agents:**

None

**You have the following hostages:**

Peratus of the Heathen Kings is held by Rexxxus at 2630 - No Gold ransom demanded at this time.

**You possess the following artifacts:**

None

**You have hidden the following additional artifacts:**

None

## NATION MESSAGES

*There are rumors of a theft attempt involving Tartas Izain at Darthir.  
There are rumors of a theft attempt involving Tabaya Kas at Darthir.*

## 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.....
Barandor	710	PrenMgy	
Barandor	940	CstLoSp	413 3631
Capone	731	NamAgen	Lotor m
Capone	215	RfsPers	
Caramanthir	300	ChTaxRt	60
Caramanthir	425	RtrTrps	^ ^ 1500 ^ ^ ^
Django Phet	325	NatSell	fo 91
Django Phet	731	NamAgen	Halifax m
Kalandor	520	InfYour	
Kalandor	925	Recon	
Parlay	520	InfYour	
Parlay	810	MovChar	2830
Rexxxus	605	GrdLoc	
Rexxxus	870	MovJoin	2630 caram
Shadizzar	690	StlGold	
Shadizzar	215	RfsPers	
Shadunaphel	520	InfYour	
Shadunaphel	325	NatSell	st 100
Sheena	520	InfYour	
Sheena	810	MovChar	2632
Vinjar	525	InfOthr	
Vinjar	585	Uncover	
Widfara	520	InfYour	
Widfara	925	Recon	

Barandor



Ranks : Command 0 Agent 0 Emissary 0 Mage 47  
 Health 100 Stealth 0 Challenge 47  
 Artifacts : None

Spells (+0) : #2 Minor Heal(100) #102 Barriers(89) #404 Perceive Relations(96)  
 #413 Scry Population Center(73) #502 Weakness(75)

Barandor was located in the Hills & Rough at 2630.

He was ordered to prentice magery. The prentice magery was successful and his Mage rank has been improved.

He was ordered to cast a lore spell. Scry Population Center - Camp named Helisbronn - owned by the Nacch Strum - loyalty = 24. Production - Mounts: 20 - Bronze: 190 - Gold: 1200.

***He is currently in the Hills & Rough at 2630. The City/Tower of Scorpions flying the flag of the Twin Scorpions is here.***

Capone



Ranks : Command 0 Agent 61 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 45  
 Artifacts : None

Spells (+0) : None

Capone was located in the Hills & Rough at 2630.

He was ordered to refuse all personal challenges.

He was ordered to name a new agent. A new agent named Lotor was available.

***He is currently in the Hills & Rough at 2630. The City/Tower of Scorpions flying the flag of the Twin Scorpions is here.***

Caramanthir



Ranks : Command 40 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 40  
 Artifacts : None

Spells (+0) : None

Caramanthir was located in the Hills & Rough at 2630.

He was ordered to change the tax rate. The tax rate was changed to 60. Loyalty has been affected.

He was ordered to retire some troops. 1500 Heavy Infantry were retired.

***He commands an army in the Hills & Rough at 2630. The City/Tower of Scorpions flying the flag of the Twin Scorpions is here.***

Django Phet



Ranks : Command 0 Agent 44 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 33  
 Artifacts : None  
 Spells (+0) : None

Django Phet was located in the Hills & Rough at 2630.

He was ordered to have the nation sell to the caravans. 9164 Food were sold for 9164 Gold.

He was ordered to name a new agent. A new agent named Halifax was available.

***He is currently in the Hills & Rough at 2630. The City/Tower of Scorpions flying the flag of the Twin Scorpions is here.***

Halifax



Ranks : Command 0 Agent 39 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 29  
 Artifacts : None  
 Spells (+0) : None

Halifax has a special ability. He has a bonus to his Agent rank.

***He is currently in the Hills & Rough at 2630. The City/Tower of Scorpions flying the flag of the Twin Scorpions is here.***

Kalandor



Ranks : Command 30 Agent 0 Emissary 71 Mage 0  
 Health 100 Stealth 0 Challenge 42  
 Artifacts : None  
 Spells (+0) : None

Kalandor was located in the Hills & Rough at 2732.

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

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: None. See report below.

***He is currently in the Hills & Rough at 2732. The Town/Fort of Lag Malbus flying the flag of the Twin Scorpions is here.***

Lotor



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 2630. The City/Tower of Scorpions flying the flag of the Twin Scorpions is here.*

Parlay



Ranks : Command 0 Agent 0 Emissary 50 Mage 0  
 Health 100 Stealth 0 Challenge 25  
 Artifacts : None  
 Spells (+0) : None

Parlay was located in the Hills & Rough at 2732.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Lag Malbus.

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

*She is currently in the Open Plains at 2830. The Camp of Shadovale flying the flag of the Twin Scorpions is here.*

Rexxxus



Ranks : Command 33 Agent 46 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 42  
 Artifacts : None  
 Spells (+0) : None

Rexxxus was located in the Hills & Rough at 2732.

He was ordered to guard the location. Lag Malbus was guarded.

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

*He is traveling with Caramanthir in the Hills & Rough at 2630. The City/Tower of Scorpions flying the flag of the Twin Scorpions is here.*

Shadizzar



Ranks : Command 0 Agent 38 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 28  
 Artifacts : None  
 Spells (+0) : None

Shadizzar was located in the Mountains at 2321.

He was ordered to refuse all personal challenges.

He was ordered to steal the Gold. He was not able to steal Gold because Dunharrow was of the same nation.

***He is currently in the Mountains at 2321. The Village of Dunharrow flying the flag of the Twin Scorpions is here.***

Shadunaphel



Ranks : Command 10 Agent 0 Emissary 52 Mage 0  
 Health 100 Stealth 0 Challenge 28  
 Artifacts : None  
 Spells (+0) : None

Shadunaphel was located in the Hills & Rough at 2630.

She was ordered to have the nation sell to the caravans. 486 Steel were sold for 2916 Gold.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Scorpions.

***She is traveling with Caramanthir in the Hills & Rough at 2630. The City/Tower of Scorpions flying the flag of the Twin Scorpions is here.***

Sheena



Ranks : Command 0 Agent 0 Emissary 41 Mage 0  
 Health 100 Stealth 0 Challenge 20  
 Artifacts : None  
 Spells (+0) : None

Sheena was located in the Hills & Rough at 2732.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Lag Malbus.

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

***She is currently in the Shore/Plains at 2632. The Camp/Tower of Jug Wathus flying the flag of the Twin Scorpions is here.***



Vinjar



Ranks : Command 0 Agent 0 Emissary 62 Mage 0  
 Health 100 Stealth 0 Challenge 31  
 Artifacts : None  
 Spells (+0) : None

Vinjar was located in the Mountains at 2321.

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

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Karameikos seeks to hold the artifact: a Ring, #34. - uncovered that the nation of the Scourge possesses Special Nation Ability #10.

*He is currently in the Mountains at 2321. The Village of Dunharrow flying the flag of the Twin Scorpions is here.*

Widfara



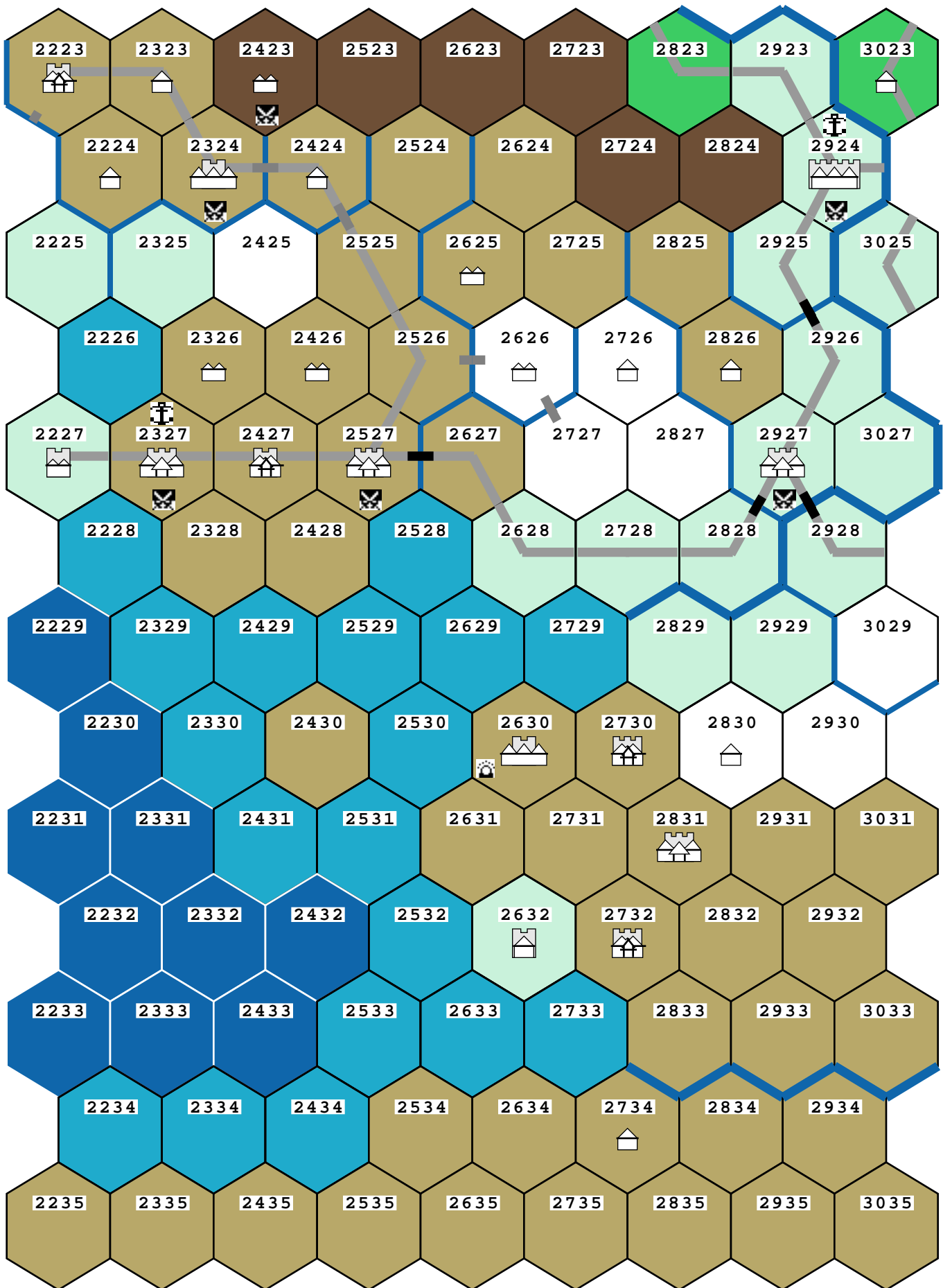
Ranks : Command 10 Agent 0 Emissary 47 Mage 0  
 Health 100 Stealth 0 Challenge 25  
 Artifacts : None  
 Spells (+0) : None

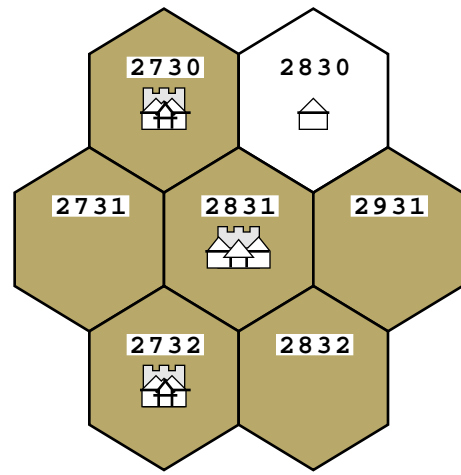
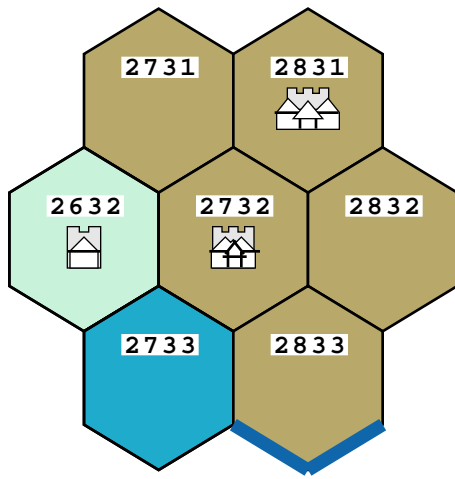
Widfara was located in the Hills & Rough at 2831.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Has Yab.

She was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: None. See report below.

*She is currently in the Hills & Rough at 2831. The Major Town/Fort of Has Yab flying the flag of the Twin Scorpions is here.*





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

## Django Phet (ID: djang) @ 2630 Agent

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

## Halifax (ID: halif) @ 2630 Agent

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

Kalandor (ID: kalan) @ 2732 Command Emissary

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

**Lotor** (ID: lotor) @ 2630 Agent

Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required			_____			Required			_____	
Information			_____			Information			_____	
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## Parlay (ID: parla) @ 2830 Emissary

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Rexxus (ID: rexxx) @ 2630 Command Agent
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Order	->	#	Code	Type	Order	->	#	Code	Type
Required					Required				
Information					Information				

## Shadizzar (ID: shadi) @ 2321 Agent

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

Shadunaphel (ID: shadu) @ 2630 Command Emissary

Order	->	#	Code	Type	
Required					
Information					

Order	->	#	Code	Type	
Required					
Information					

Sheena (ID: sheen) @ 2632 Emissary

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

Vinjar (ID: vinja) @ 2321 Emissary

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

Widfara (ID: widfa) @ 2831 Command Emissary

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