

**MEPBM Games**

**presents**

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



GAME # 143



**Twin Scorpions**

Victory points : 400  
 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 :

**Frost Men [ 1050 ] Aerithryn [ 983 ] Galadhrim [ 800 ]**

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

Internet G143N08  
 JASON ROBERTS 109863  
 NONE  
 NONE  
 NONE

Game # : 143  
 Player # : 8  
 Turn # : 5  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 1236  
 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 Karameikos	: Neutral

## POPULATION CENTERS

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

Size : Camp	Fortifications : None	Loyalty : 24	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	520	0	20	0	0	0	-

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

Size : Major Town	Fortifications : Fort	Loyalty : 33	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	0	0	79	0	0	0	45	-

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

Size : Camp	Fortifications : Tower	Loyalty : 38	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	0	0	0	0	600	0	100	-

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

Size : Town	Fortifications : Fort	Loyalty : 66	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	0	0	151	0	0	0	0	-

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

Size : City	Fortifications : Tower	Loyalty : 76	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	826	27	0	0	0	0	363	-

A large 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 : 19	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	0	0	0	0	390	0	30	-

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

Size : Town	Fortifications : Fort	Loyalty : 36	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	119	0	0	0	0	88	-

**ARMIES AND NAVIES**

**Army Commander : Captain Caramanthir** Location : @ 2630 in Hills & Rough Climate is Warm  
 Army morale : 17 Warships : 0 Transports : 0 (9) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Lesser Dúnadan horsemen w/broadswords 10 60 30 444 Heavy Cavalry  
 Mixed Mannish footmen w/spears 10 10 0 1500 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 1 Low Supplies !!  
 War machines 0  
 Characters traveling with army : - Shadunaphel.  
 The City/Tower of Scorpions 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	19688	19050	6190	147	134394	11789	1554
Purchase at market price/unit	3	3	5	81	2	4	11
Sell to market price/unit	2	2	3	50	1	2	7

**MISCELLANEOUS**

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 8664	Leather	826	670
Pop Centers : 4000	Bronze	666	368
Characters : 12780	Steel	230	128
	Mithril	20	10
Total : 25444	Food	990	990
	Timber	0	0
	Mounts	626	82
Current Tax rate : 66%			
Revenue expected next turn : 23250 (-2194)			
Current Gold reserve : 6262			

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 Rxxxxus at 3335 - 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 Leilwin Sedai at Vorloi.*

*There are rumors of Gold being transported by caravan from Ravenhill Manor to Deadman's Cairn.*

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES

### Battle at 3335

In the Hot climate of the Hills & Rough of 3335, a conflict took place in the early afternoon in a dense and oppressive fog.

At the head of a highly energetic army rode **Lord Husk the Unliving** of the nation of the Shadowborn. In his hands was borne the glowing Scimitar called Elfhewer. The mount on which he rode cantered anxiously along the side of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
181 Mixed Mannish horsemen w/shortswords	bronze/steel	bronze/steel	solid ranks

At the head of a highly energetic army rode **Lord Blut-Jagr** of the nation of the Nacath Strum. In his hands was borne the glowing Whip called Cuiviegurth. The mount on which he rode cantered anxiously along the side of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
219 Mixed Mannish horsemen w/shortswords	bronze/steel	bronze/steel	solid ranks

At the head of a calm army rode **Commander Rxxxxus** of the nation of the Twin Scorpions. The mount on which he rode moved calmly to the front of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
254 Lesser Dúnadan horsemen w/broadswords	bronze/steel	bronze/steel	ragged ranks

At the head of a loud and exuberant army rode **Captain Delphine** of the nation of the Heathen Kings. The mount on which she rode pranced mightily at the head of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
215 Mixed Mannish horsemen w/shortswords	bronze	leather/bronze	ragged ranks

The Village of Youswell flying the flag of the Heathen Kings is situated in the Hills & Rough here. It is fortified by a Tower.

Report from Rxxxxus.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. Some of the troops needed this encouragement but others were checking the readiness of their weapons. Finally the order was given in loud commands.. Charge!! Charge!!

Against the forces of Husk the Unliving, when we charged, they attempted to surround us.

Against the forces of Blut-Jagr, when we charged, they attempted to surround us.

Against the forces of Delphine, when we charged, they attempted to surround us.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Husk the Unliving** fought side by side with the troops and diverted many a blade during the pitched battle with his glowing Scimitar. **Maelstrom** rode into the enemy ranks with his glowing Sword and cut down a score of foes before they knew what had happened. **Blut-Jagr** fought side by side with the troops and diverted many a blade during the pitched battle with his glowing Whip. **Engle-Blut** fought side by side with the troops and diverted many a blade during the pitched battle with his glowing Sword.

Report from Rxxxxus.....Our cavalry rode swiftly around and over the small hills and attacked the enemy

savagely. The troops fought well, but they could have been better trained. They fought as if uninspired. However, we were overrun in less than a few hours.

Commanders on the scene ordered their troops to salvage what they could from the remains of the enemy forces..

Lord Husk the Unliving: 146 Food

Lord Blut-Jagr: 184 Food

Captain Delphine: 150 Food

After the battle.... Husk the Unliving's forces were victorious in the battle, but suffered minor losses. Husk the Unliving appeared to have survived. Blut-Jagr's forces were victorious in the battle, but suffered minor losses. Blut-Jagr appeared to have survived. Rxxxxus's forces were destroyed/routed in the battle. Rxxxxus appeared to have survived. Delphine's forces were victorious in the battle, but suffered minor losses. Delphine appeared to have survived.

#### Battle at 3627

In the Hot climate of the Shore/Plains of 3627, a conflict took place about midnight under a clear sky.

At the head of a demoralized army rode **Commander Mordak** of the nation of the Nacch Strum. 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
800 Mixed Mannish footmen w/battle axes	wooden	none	a mob

The Camp of Haz Appeal flying the flag of the Twin Scorpions is situated in the Shore/Plains here.

After the battle.... Mordak's forces found no enemy armies to fight.

The battle for Haz Appeal was over even before it began. The attackers were so numerous and strong that the defending militia had little chance to save themselves. The battle was over in just a few hours!!

After the attack on the population center.... Mordak's army survived the attack on the Camp, but suffered minor losses. Mordak appeared to have survived. The Camp has been reduced to a Ruins. The Ruins of Haz Appeal now flies no known flag.

### 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	947	NatTran	2630 le 91
Capone	215	RfsPers	
Capone	930	ScoChar	
Caramanthir	180	UpStNat	23
Caramanthir	315	PrchCar	mo 500
Django Phet	610	GrdChar	capon
Django Phet	215	RfsPers	
Kalandor	555	CreCmp	^
Kalandor	810	MovChar	2732
Parlay	520	InfYour	
Parlay	585	Uncover	
Rexxxus	215	RfsPers	
Rexxxus	235	AttNat	16 ch
Shadizzar	610	GrdChar	caram
Shadizzar	810	MovChar	2321
Shadunaphel	400	HvCvlry	444 st br
Shadunaphel	520	InfYour	
Sheena	520	InfYour	
Sheena	585	Uncover	
Vinjar	500	Double	jabbe
Vinjar	810	MovChar	3221
Widfara	810	MovChar	2831
Widfara	925	Recon	

Barandor



Ranks : Command 0 Agent 0 Emissary 0 Mage 42  
 Health 100 Stealth 0 Challenge 42  
 Artifacts : None

Spells (+0) : #2 Minor Heal(100) #102 Barriers(89) #404 Perceive Relations(96)  
 #413 Scry Population Center(72) #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 have the nation transport by the caravans. 610 Leather (+10%) transported to Scorpions.

***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 58 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 43  
 Artifacts : None

Spells (+0) : None

Capone was located in the Shore/Plains at 2632.

He was ordered to refuse all personal challenges.

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

Found: No foreign characters found.

***He is currently in the Shore/Plains at 2632. The Camp/Tower of Jug Wathus 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 upgrade our relations. Our relations with the Amun-Musa were upgraded.

He was ordered to purchase from the caravans. The product bought was changed because the amount was more than market levels. 266 Mounts were bought for 3458 Gold.

***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 41 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 30  
 Artifacts : None  
 Spells (+0) : None

Django Phet was located in the Shore/Plains at 2632.

He was ordered to refuse all personal challenges.

He was ordered to guard a character. Capone was guarded.

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

Kalandor



Ranks : Command 30 Agent 0 Emissary 68 Mage 0  
 Health 100 Stealth 0 Challenge 41  
 Artifacts : None  
 Spells (+0) : None

Kalandor was located in the Hills & Rough at 3431.

He was ordered to create a camp. He was not able to create the camp because there was insufficient populace.

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

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

Parlay



Ranks : Command 0 Agent 0 Emissary 45 Mage 0  
 Health 100 Stealth 0 Challenge 22  
 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 uncover some secrets. Secrets uncovered - uncovered that the nation of the Amestrians seeks to hold the population center of Deadman's Cairn at 3037. - uncovered that the nation of the Darokin possesses Special Nation Ability #30. **She is currently in the Hills & Rough at 2732. The Town/Fort of Lag Malbus flying the flag of the Twin Scorpions is here.**



Rexxxus



Ranks : Command 33 Agent 44 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 41  
 Artifacts : None  
 Spells (+0) : None

Rexxxus was located in the Hills & Rough at 3335.

He was ordered to refuse all personal challenges.

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

He was ordered to have his army attack all forces of the Shadowborn. See Combat Messages.

***He is currently in the Hills & Rough at 3335. The Village/Tower of Youswell flying the flag of the Heathen Kings 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 Hills & Rough at 2630.

He was ordered to guard a character. Caramanthir was guarded.

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

***He is currently in the Mountains at 2321. The Village of Dunharrow flying the flag of the Amun-Musa is here.***

Shadunaphel



Ranks : Command 10 Agent 0 Emissary 48 Mage 0  
 Health 100 Stealth 0 Challenge 26  
 Artifacts : None  
 Spells (+0) : None

Shadunaphel was located in the Hills & Rough at 2630.

She was ordered to recruit some heavy cavalry. 444 Heavy Cavalry w/Steel weapons and Bronze armor were recruited.

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

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

Sheena



Ranks : Command 0 Agent 0 Emissary 33 Mage 0  
 Health 100 Stealth 0 Challenge 16  
 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 uncover some secrets. Secrets uncovered - uncovered that the nation of the Dustbighters seeks to hold the population center of Osgiliath at 3024. - uncovered that the nation of the Galadhrim possesses Special Nation Ability #11.  
*She is currently in the Hills & Rough at 2732. The Town/Fort of Lag Malbus flying the flag of the Twin Scorpions is here.*

Vinjar



Ranks : Command 0 Agent 0 Emissary 57 Mage 0  
 Health 100 Stealth 0 Challenge 28  
 Artifacts : None  
 Spells (+0) : None

Vinjar was located in the Open Plains at 4020.

He was ordered to recruit a double agent. He was not able to recruit the double agent because he was not able to influence the character. Continued efforts may succeed.

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

*He is currently in the Mountains at 3221. The Camp/Tower of Morannon flying the flag of the South Kingdom is here.*

Widfara



Ranks : Command 10 Agent 0 Emissary 42 Mage 0  
 Health 100 Stealth 0 Challenge 23  
 Artifacts : None  
 Spells (+0) : None

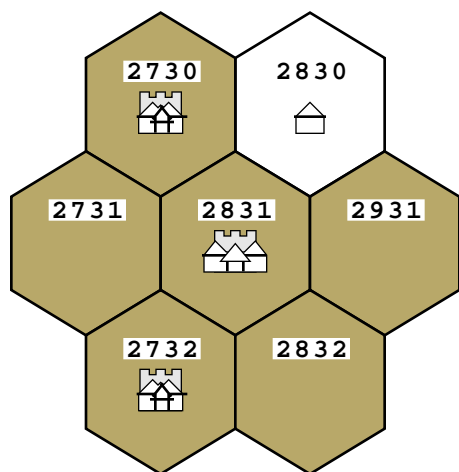
Widfara was located in the Hills & Rough at 3333.

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

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) @ 2632 Agent

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

Kalandor (ID: kalan) @ 2732 Command Emissary

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

## Parlay (ID: parla) @ 2732 Emissary

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

```
Rexxus (ID: rexxx) @ 3335 Command Agent
```

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

## Shadizzar (ID: shadi) @ 2321 Agent

Order	->	#	<u>      </u>	Code	<u>                </u>	Type	<u>      </u>		Order	->	#	<u>      </u>	Code	<u>                </u>	Type	<u>      </u>	
Required					<u>                                </u>				Required					<u>                                </u>			
Information					<u>                                </u>				Information					<u>                                </u>			
					<u>                                </u>									<u>                                </u>			
					<u>                                </u>									<u>                                </u>			

Shadunaphel (ID: shadu) @ 2630 Command Emissary

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

Sheena (ID: sheen) @ 2732 Emissary

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

**Vinjar** (ID: vinja) @ 3221 **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				