

**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 [ 1275 ]   Aerithryn [ 1150 ]   Half-Orcs [ 1025 ]**

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

Internet G143N08  
 JASON ROBERTS 109863  
 NONE  
 NONE  
 NONE

Game # : 143  
 Player # : 8  
 Turn # : 3  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 4883  
 Special Service : YES

Tol Watthuinn		Location : @ 2730 in Hills & Rough		Climate is Hot			
Size : Town	Fortifications : Fort	Loyalty : 38	Docks : None	Hidden ? : No	Sieged ? : No		
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Expected production	0	53	0	0	0	0	14
Current stores	0	0	0	0	0	0	56
							Gold
							1040
							-

**ARMIES AND NAVIES**

**Army Commander : Captain Caramanthir** Location : @ 2630 in Hills & Rough Climate is Hot  
 Army morale : 14 Warships : 0 Transports : 0 (4) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Mixed Mannish footmen w/spears 10 10 0 1000 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 1 Low Supplies !!  
 War machines 0  
 The City/Tower of Scorpions flying the flag of the Twin Scorpions is here.

**Army Commander : Commander Rxxxxus** Location : @ 3335 in Hills & Rough Climate is Hot  
 Army morale : 41 Warships : 0 Transports : 0 (3) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Lesser Dúnadan horsemen w/broadswords 40 40 40 400 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 1400 Low Supplies !!  
 War machines 0  
 The Village/Tower of Youswell flying the flag of the Heathen Kings is here.  
 An army bearing the banner of the Heathen Kings under Commander Peratus is here.

**COMPANY COMMANDERS :**

None

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	19351	10192	2925	141	44670	11582	1933
Purchase at market price/unit	3	4	6	77	2	4	10
Sell to market price/unit	2	3	4	51	1	3	7

**MISCELLANEOUS**

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 6400	Leather	608	608
Pop Centers : 4000	Bronze	395	347
Characters : 11920	Steel	444	102
	Mithril	0	10
Total : 22320	Food	1812	960
	Timber	0	0
	Mounts	189	49
Current Tax rate : 66%			
Revenue expected next turn : 22510 (+190)			
Current Gold reserve : 14472			

No new characters available at this time

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 a theft attempt involving Darwing at An Inch.*

*There are rumors of an encounter involving Bogoo at 2312.*

## ENCOUNTER MESSAGES

Encounter for Vinjar at 4410

Vinjar has come upon a glimmering pool of water set in a small, shallow natural basin. Approaching the basin, he sees the swirling luminescent liquid grow cloudy and then clear as pictures appear in its depths. Many scenes flash by: places, people, battles, all passing too quickly to recognize. A feeling of gathering power and anticipation fills the area.

DRINK from the basin

Just WATCH

Say \_\_\_\_\_ (only one word)

LOOK away

STEP into the basin

DESTROY the basin

CAST a spell

FLEE

How will Vinjar react ? (Choose any reaction shown in all CAPS or provide info requested in parenthesis. If no reaction is given, he will be assumed to have chosen "FLEE".)

## COMBAT MESSAGES

Battle at 3335

In the Hot climate of the Hills & Rough of 3335, a conflict took place in the early morning hours under a clear sky.

At the head of a calm 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 moved calmly to the front of the battle lines. Behind him the forming ranks were filled with:

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

At the head of a calm army rode **Lord Blut-Jagr** of the nation of the Nacth Strum. In his hands was borne the glowing Whip called Cuiviegurth. 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
400 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
400 Lesser Dúnadan horsemen w/broadswords	bronze/steel	bronze/steel	ragged ranks

At the head of a highly energetic army rode **Captain Delphine** of the nation of the Heathen Kings. The mount on which she rode cantered anxiously along the side of the battle lines. Behind her the forming ranks were filled with:

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

At the head of a demoralized army rode **Captain Dorlas Stormcloud** of the nation of the Heathen Kings. 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 Mixed Mannish footmen w/battle axes	wooden	none	a mob

The Town of Youswell flying the flag of the Faux Meddle Aarmy is situated in the Hills & Rough here. It is fortified by a Tower, and it is under siege or attack.

After the battle.... Husk the Unliving's forces found no enemy armies to fight. Blut-Jagr's forces found no enemy armies to fight. Rexxxus's forces found no enemy armies to fight. Delphine's forces found no enemy armies to fight. Dorlas Stormcloud's forces found no enemy armies to fight.

The battle for Youswell 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.... Husk the Unliving's army survived the attack on the Town, but suffered minor losses. Husk the Unliving appeared to have survived. Blut-Jagr's army survived the attack on the Town, but suffered minor losses. Blut-Jagr appeared to have survived. Delphine's army survived the attack on the Town, but suffered minor losses. Delphine appeared to have survived. Dorlas Stormcloud's army survived the attack on the Town, but suffered minor losses. Dorlas Stormcloud appeared to have survived. The Town has been reduced to a Village. The Tower has not been affected. The Village has been under siege/attack this turn. The Village now flies the flag of the Heathen Kings.

## 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	947	NatTran	2630 br 91
Barandor	710	PrenMgy	
Capone	215	RfsPers	
Capone	810	MovChar	3333
Caramanthir	408	HvInfan	500 ^ ^
Caramanthir	947	NatTran	2630 st 91
Django Phet	605	GrdLoc	
Django Phet	215	RfsPers	
Kalandor	810	MovChar	4020
Kalandor	925	Recon	
Parlay	520	InfYour	
Parlay	810	MovChar	2731
Rexxxus	215	RfsPers	
Rexxxus	810	MovChar	2831
Shadizzar	605	GrdLoc	
Shadizzar	947	NatTran	2630 fo 91
Shadunaphel	555	CreCmp	^
Shadunaphel	810	MovChar	2830
Sheena	555	CreCmp	^
Sheena	810	MovChar	2631
Vinjar	555	CreCmp	^
Vinjar	810	MovChar	4410
Widfara	555	CreCmp	^
Widfara	925	Recon	

Barandor



Ranks : Command 0 Agent 0 Emissary 0 Mage 38  
 Health 100 Stealth 0 Challenge 38  
 Artifacts : None

Spells (+0) : #2 Minor Heal(100) #102 Barriers(89) #404 Perceive Relations(96)  
 #413 Scry Population Center(72) #502 Weakness(75)

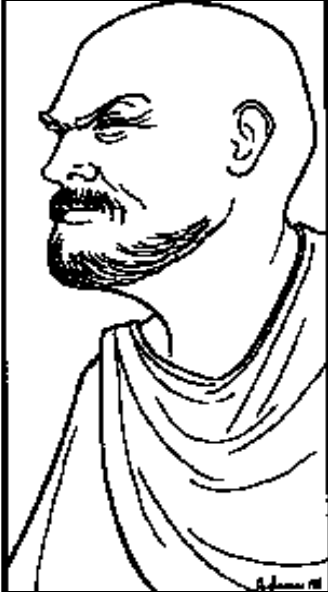
Barandor was located in the Hills & Rough at 2630.

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. 193 Bronze (+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 53 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 39  
 Artifacts : None

Spells (+0) : None

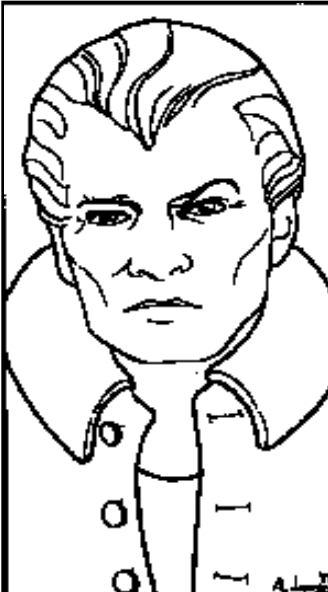
Capone was located in the Hills & Rough at 3335.

He was ordered to refuse all personal challenges.

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

***He is currently in the Hills & Rough at 3333.***

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 recruit some heavy infantry. 500 Heavy Infantry w/Wood weapons and No armor were recruited.

He was ordered to have the nation transport by the caravans. 444 Steel (+10%) transported to Scorpions.

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

Django Phet was located in the Hills & Rough at 2831.

He was ordered to refuse all personal challenges.

He was ordered to guard the location. Has Yab was guarded.

*He is currently in the Hills & Rough at 2831. The Major Town/Fort of Has Yab 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 4015.

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

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 Open Plains at 4020.*

Parlay



Ranks : Command 0 Agent 0 Emissary 42 Mage 0  
 Health 100 Stealth 0 Challenge 21  
 Artifacts : None  
 Spells (+0) : None

Parlay was located in the Hills & Rough at 2630.

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

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

*She is currently in the Hills & Rough at 2731.*



Rexxxus



Ranks : Command 30 Agent 40 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 37  
 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 Maelstrom to personal combat, but refused. Maelstrom gained personal honor.

He was ordered to move. He was not able to move because he commands an army/navy or company.

***He commands an army 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 33 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 24  
 Artifacts : None  
 Spells (+0) : None

Shadizzar was located in the Hills & Rough at 2630.

He was ordered to guard the location. Scorpions was guarded.

He was ordered to have the nation transport by the caravans. 1633 Food (+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.***

Shadunaphel



Ranks : Command 10 Agent 0 Emissary 40 Mage 0  
 Health 100 Stealth 0 Challenge 22  
 Artifacts : None  
 Spells (+0) : None

Shadunaphel was located in the Mountains at 2022.

She was ordered to create a camp. She was not able to complete the creation of the camp because there was insufficient populace. Continued efforts may succeed.

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

***She is currently in the Open Plains at 2830.***

Sheena



Ranks : Command 0 Agent 0 Emissary 30 Mage 0  
 Health 100 Stealth 0 Challenge 15  
 Artifacts : None  
 Spells (+0) : None

Sheena was located in the Hills & Rough at 2430.

She was ordered to create a camp. She was not able to complete the creation of the camp because there was insufficient populace. Continued efforts may succeed.

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

She has encountered a crevice in the hillside which can be investigated.

***She is currently in the Hills & Rough at 2631.***

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 Mountains at 4121.

He was ordered to create a camp. No population center name was provided. A camp named Angkiryra was created.

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

He had a special encounter. See Encounter Messages.

***He is currently in the Open Plains at 4410.***

Widfara



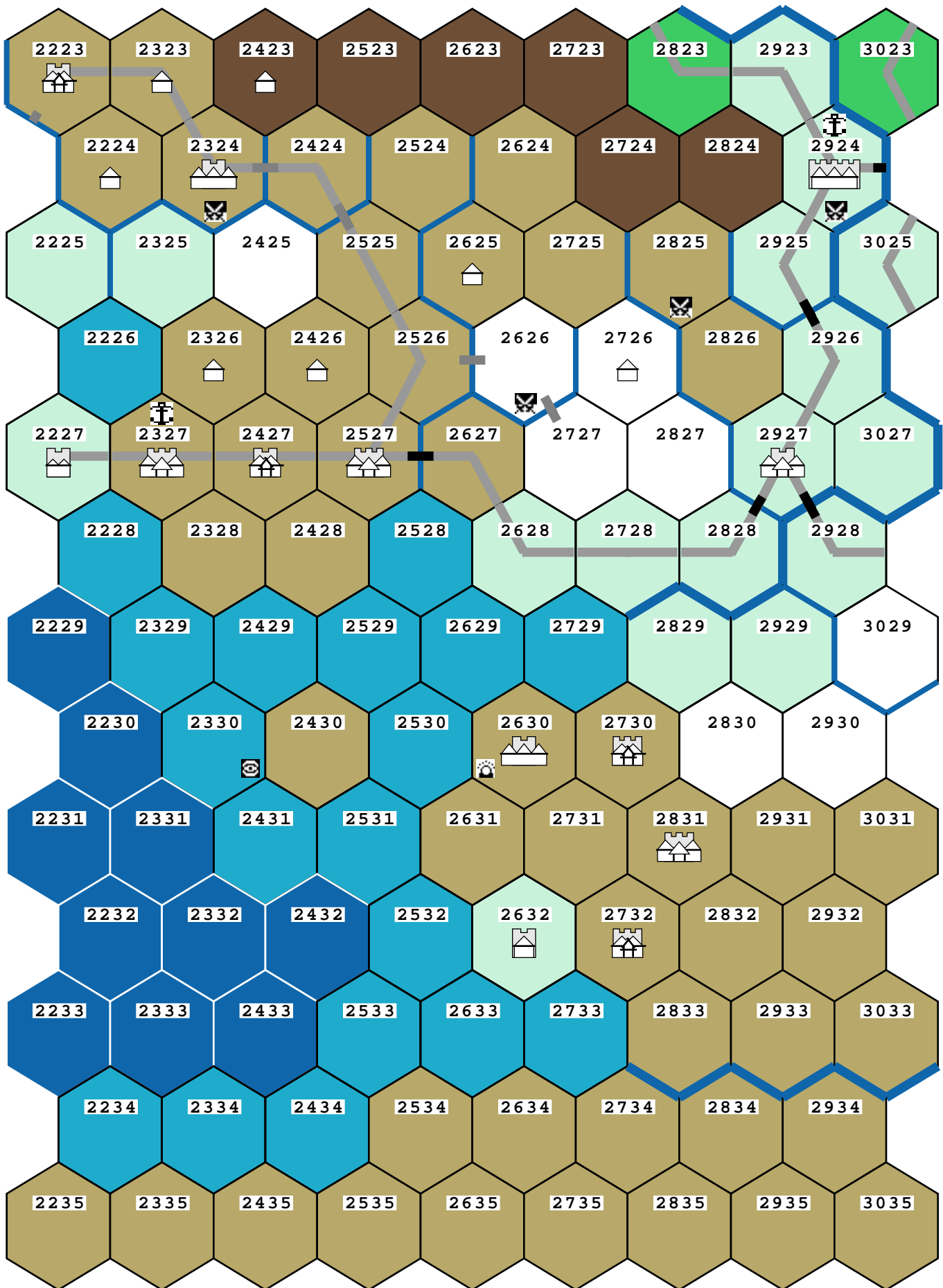
Ranks : Command 10 Agent 0 Emissary 42 Mage 0  
 Health 100 Stealth 0 Challenge 23  
 Artifacts : None  
 Spells (+0) : None

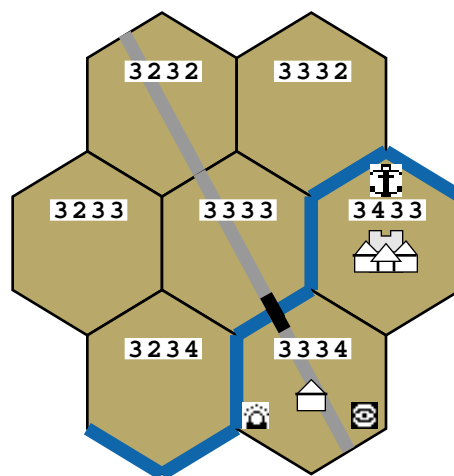
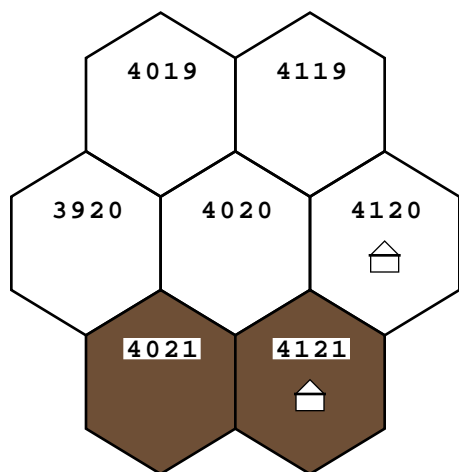
Widfara was located in the Hills & Rough at 3333.

She was ordered to create a camp. She was not able to complete the creation of the camp because there was insufficient populace. Continued efforts may succeed.

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 3333.***





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

**Django Phet (ID: djang) @ 2831 Agent**

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

**Kalandor (ID: kalan) @ 4020 Command Emissary**

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

**Parlay (ID: parla) @ 2731 Emissary**

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

**Rexxxus (ID: rexxx) @ 3335 Command Agent**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
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**Shadizzar (ID: shadi) @ 2630 Agent**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
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**Shadunaphel (ID: shadu) @ 2830 Command Emissary**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
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Sheena (ID: sheen) @ 2631 Emissary

Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required			_____			Required			_____	
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Vinjar (ID: vinja) @ 4410 Emissary

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Widfara (ID: widfa) @ 3333 Command Emissary

Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
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