

MEPBM Games

presents

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



GAME # 143



Twin Scorpions

Victory points : 0

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.

Special Nation Abilities :

#31 Kidnappings/assassinations at +20.

Internet G143N08
JASON ROBERTS 109863
NONE
NONE
NONE

Game #	:	143
Player #	:	8
Turn #	:	0
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	3378
Special Service	:	YES

Twin Scorpions

(A Free People)

Season : Summer

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 Numenroeans	: Disliked	#21 Enlightned Shadow	: Neutral	#22 Fallen	: Neutral
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karamaikos	: Neutral

POPULATION CENTERS

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

Size : Major Town	Fortifications : Fort	Loyalty : 60	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	80 0 35 0 0 0 6 0				
Current stores	160 0 70 0 1000 0 13 -				

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

Size : Camp	Fortifications : Tower	Loyalty : 60	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	224 0 0 0 480 0 16 0				
Current stores	224 0 0 0 480 0 16 -				

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

Size : Town	Fortifications : Fort	Loyalty : 60	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	48 0 67 0 0 0 0 1040				
Current stores	80 0 112 0 500 0 0 -				

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

Size : Major Town	Fortifications : Tower	Loyalty : 75	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 67 0 0 0 0 10 880				
Current stores	0 67 0 0 2000 0 10 -				

A small army bearing the banner of the Twin Scorpions under Commander Rxxxxus is here.

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

Size : Town	Fortifications : Fort	Loyalty : 60	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 53 0 0 0 0 14 1040				
Current stores	0 53 0 0 1500 0 14 -				

ARMIES AND NAVIES

Army Commander : Commander Rxxxxus Location : @ 2630 in Hills & Rough Climate is Hot

Army morale : 40	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 3000			
War machines 0			

The Major Town/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	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 next turn are:**

Armies/Navies : 1200
 Pop Centers : 2000
 Characters : 7400
 Total : 10600

Current Tax rate : 40%
 Revenue expected next turn : 8960 (-1640)
 Current Gold reserve : 34000

Totals for Nation:

	Stores	Production
Leather	464	352
Bronze	120	120
Steel	182	102
Mithril	0	0
Food	5480	480
Timber	0	0
Mounts	53	46

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 Neutral holdings/forces of the Amun-Musa at 2324.
Reports suggest the presence of Neutral holdings/forces of the South Kingdom at 2924.
Reports suggest the presence of Neutral holdings/forces of the Amun-Musa at 2326.
Reports suggest the presence of Neutral holdings/forces of the Amun-Musa at 2426.
Reports suggest the presence of Neutral holdings/forces of the South Kingdom at 2227.
Reports suggest the presence of Neutral holdings/forces of the Amun-Musa at 2427.
Reports suggest the presence of Neutral holdings/forces of the South Kingdom at 2527.
Reports suggest the presence of Neutral holdings/forces of the South Kingdom at 2927.

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. 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

Barandor



Ranks : Command 0 Agent 0 Emissary 0 Mage 30
Health 100 Stealth 0 Challenge 30
Artifacts : None

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

Barandor has a special ability. He has gained knowledge of a lost spell.
He is currently in the Hills & Rough at 2630. The Major Town/Tower of Scorpions flying the flag of the Twin Scorpions is here.

Capone



Ranks : Command 0 Agent 50 Emissary 0 Mage 0
Health 100 Stealth 0 Challenge 37
Artifacts : None

Spells (+0) : None

He is currently in the Hills & Rough at 2630. The Major Town/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

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

Kalandor



Ranks : Command 30 Agent 0 Emissary 60 Mage 0
 Health 100 Stealth 0 Challenge 37
 Artifacts : None
 Spells (+0) : None

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

Rexxxus



Ranks : Command 30 Agent 40 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 37
 Artifacts : None
 Spells (+0) : None

He commands an army in the Hills & Rough at 2630. The Major Town/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

She is currently in the Hills & Rough at 2630. The Major Town/Tower of Scorpions flying the flag of the Twin Scorpions is here.

Vinjar



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

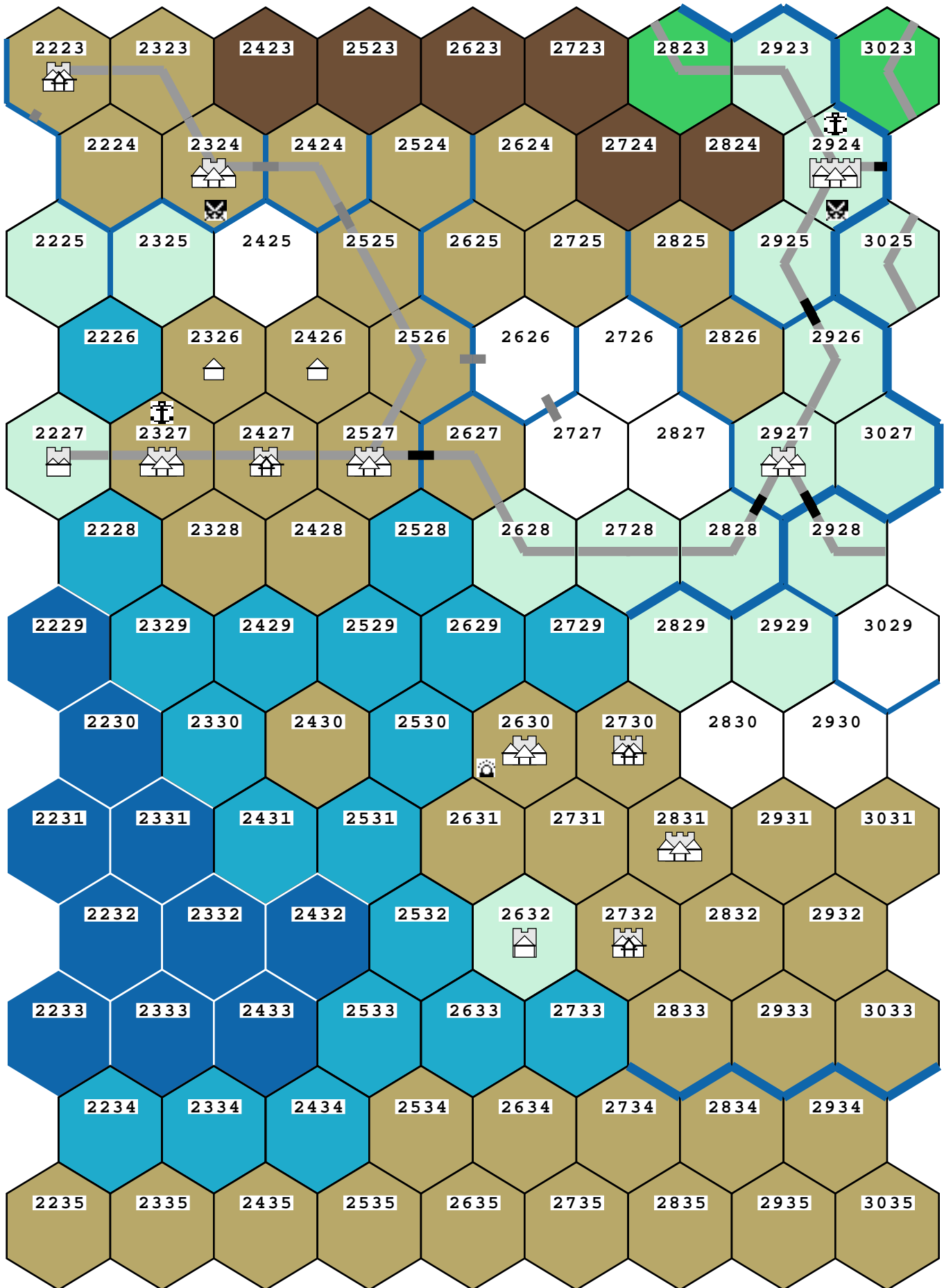
He is currently in the Hills & Rough at 2630. The Major Town/Tower of Scorpions flying the flag of the Twin Scorpions is here.

Widfara



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

She is currently in the Hills & Rough at 2630. The Major Town/Tower of Scorpions flying the flag of the Twin Scorpions is here.



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

Kalandor (ID: kalan) @ 2630 Command Emissary

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

Rexxxus (ID: rexxx) @ 2630 Command Agent

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

Shadunaphel (ID: shadu) @ 2630 Command Emissary

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

Vinjar (ID: vinja) @ 2630 Emissary

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

Widfara (ID: widfa) @ 2630 Command Emissary

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

How did you hear?

How did you hear about your game?
(skip this if you are currently in a ME-PBM 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!!