

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 [1225] Aerithryn [1175] Rhosgobel [933]

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

Internet G143N08
 JASON ROBERTS 109863
 NONE
 NONE
 NONE

Game # : 143
 Player # : 8
 Turn # : 4
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 2652
 Special Service : YES

Shadovale	Location : @ 2830 in Open Plains				Climate is Hot			
Size : Camp	Fortifications : None		Loyalty : 20	Docks : None	Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	184	0	0	0	312	0	24	0
Current stores	0	0	0	0	0	0	0	-

Tol Wathduin Location : @ 2730 in Hills & Rough Climate is Hot
 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 53 0 0 0 0 14 1040
 Current stores 0 53 0 0 0 0 70 -

ARMIES AND NAVIES

Army Commander : Captain Caramanthir Location : @ 2630 in Hills & Rough Climate is Hot
 Army morale : 16 Warships : 0 Transports : 0 (6) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Mannish footmen w/spears 10 10 0 1500 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 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.

Army Commander : Commander Rxxxxus Location : @ 3335 in Hills & Rough Climate is Hot
 Army morale : 45 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan horsemen w/broadswords 43 40 40 254 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 892 Low Supplies !!
 War machines 0

The Village/Tower of Youswell flying the flag of the Heathen Kings is here.

A small army bearing the banner of the Naceth Strum under Lord Blut-Jagr is here.

A small army bearing the banner of the Heathen Kings under Captain Delphine is here.

A small army bearing the banner of the Shadowborn under Lord Husk the Unliving is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	17296	12929	1515	1734	85009	13810	1466
Purchase at market price/unit	3	4	8	24	2	4	13
Sell to market price/unit	2	3	5	17	1	3	9

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 7524	Leather	1104	792
Pop Centers : 4000	Bronze	742	347
Characters : 12440	Steel	546	102
	Mithril	10	10
Total : 23964	Food	0	1272
	Timber	0	0
Current Tax rate : 66%	Mounts	738	73
Revenue expected next turn : 22510 (-1454)			
Current Gold reserve : 10434			

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:

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 Gold being transported by caravan from Ravenhill Manor to Felhammer Hold.
Our populace reports that a season change is imminent!*

ENCOUNTER MESSAGES

Encounter for Vinjar at 4410

Vinjar turned and fled from the pool. Nothing interfered with his flight.

COMBAT MESSAGES

Battle at 3335

In the Hot climate of the Hills & Rough of 3335, a conflict took place in the early morning hours in high winds.

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
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At the head of a demoralized army rode **Commander Peratus** 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
--------	---------	-------	------------

500 Mixed Mannish footmen w/battle axes	wooden	none	a mob
---	--------	------	-------

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.. Keep close ranks. Use standard formation. Like we practiced!
Against the forces of Peratus, they had laid an ambush, but our standard formation adjusted.

After the battle had joined in earnest, heroes made their presence known all over the battlefield.

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. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

After the battle.... Rxxxxus's forces were victorious in the battle, but suffered some losses. Rxxxxus appeared to have survived. Peratus's forces were destroyed/routed in the battle. Peratus appeared to have survived.

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

Character	Order #	Order Code	Additional Information.....
Barandor	710	PrenMgy	
Barandor	315	PrchCar	mo 500
Capone	665	SabBrdg	se
Capone	810	MovChar	2632
Caramanthir	408	HvInfan	500 ^ ^
Caramanthir	947	NatTran	2630 le 91
Django Phet	605	GrdLoc	
Django Phet	810	MovChar	2632
Kalandor	555	CreCmp	Kalavos
Kalandor	810	MovChar	3431
Parlay	555	CreCmp	Parlavous
Parlay	810	MovChar	2732
Rxxxxus	215	RfsPers	
Rxxxxus	620	Kidnap	perat
Shadizzar	605	GrdLoc	
Shadizzar	325	NatSell	fo 100
Shadunaphel	555	CreCmp	Shadovale
Shadunaphel	870	MovJoin	2630 caram
Sheena	555	CreCmp	Sheezus
Sheena	810	MovChar	2732
Vinjar	555	CreCmp	Jarofhope
Vinjar	810	MovChar	4020
Widfara	555	CreCmp	Bulwark
Widfara	925	Recon	

Barandor



Ranks : Command 0 Agent 0 Emissary 0 Mage 40
 Health 100 Stealth 0 Challenge 40
 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 purchase from the caravans. 500 Mounts were bought for 5000 Gold.

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

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 Hills & Rough at 3333.

He was ordered to sabotage a bridge. A bridge was sabotaged at 3333.

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

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 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. 1104 Leather (+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 37 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 27
 Artifacts : None
 Spells (+0) : None

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

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

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

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 Open Plains at 4020.

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

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

He is currently in the Hills & Rough at 3431.

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 2731.

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 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 Spellbinder to personal combat, but refused. Spellbinder gained personal honor.

He was ordered to kidnap a character. Peratus was kidnaped.

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 36 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 27
 Artifacts : None
 Spells (+0) : None

Shadizzar was located in the Hills & Rough at 2630.

He was ordered to have the nation sell to the caravans. 2772 Food were sold for 2772 Gold.

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

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

Shadunaphel



Ranks : Command 10 Agent 0 Emissary 45 Mage 0
 Health 100 Stealth 0 Challenge 24
 Artifacts : None
 Spells (+0) : None

Shadunaphel was located in the Open Plains at 2830.

She was ordered to create a camp. A camp named Shadovale was created.

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

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

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 2631.

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 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 4410.

He was forced to flee the encounter. See Encounter messages.

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

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

He is currently in the Open Plains at 4020.

Widfara



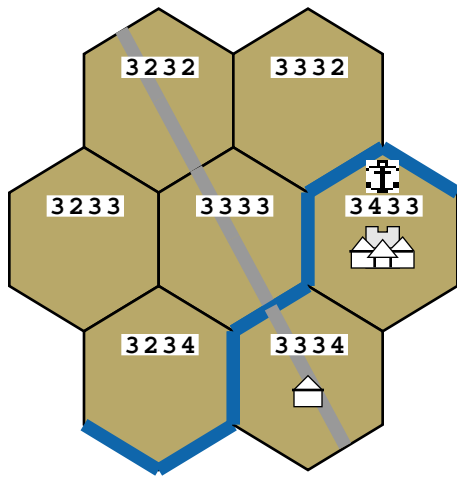
Ranks : Command 10 Agent 0 Emissary 42 Mage 0
 Health 100 Stealth 0 Challenge 23
 Artifacts : None
 Spells (+0) : None

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) @ 2632 Agent

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

Kalandor (ID: kalan) @ 3431 Command Emissary

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
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Information			_____					Information			_____				
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Parlay (ID: parla) @ 2732 Emissary

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
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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	_____
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Shadunaphel (ID: shadu) @ 2630 Command Emissary

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
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Sheena (ID: sheen) @ 2732 Emissary

Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
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Vinjar (ID: vinja) @ 4020 Emissary

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Widfara (ID: widfa) @ 3333 Command Emissary

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