MEPBM Games presents

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



GAME # 143



Twin Scorpions

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

Twin Scorpions (A Free People)

Season : Summer

Current stores

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom # 4 Dustbighters # 7 Faux Meddle A #11 Galadhrim #14 Farrely #17 Heathen Kings #20 Black Numenro #23 Amun-Musa	: Tolerate army: Tolerate : Tolerate : Disliked : Disliked	ed # 5 Aer ed # 9 Rho ed #12 Dri l #15 Nac l #18 Vam l #21 Enl	esgobel b Le Chin th Strum piric Ord ightned S	: Tole : Tole : Disl : Disl er : Disl	erated # erated # liked # liked # liked # cral #	3 Frost Me 6 Amestria 10 Half-Ord 13 Ull Nava 16 Shadowbo 19 Scourge 22 Fallen 25 Karameil	ans Cs ala orn	: Tolerated : Tolerated : Tolerated : Disliked : Disliked : Disliked : Neutral : Neutral			
POPULATION CENTERS											
Analei wee	Togotio	n · @ 4101	in Mountai	na Glimata	is Mild						
Angkirya						Hidden ? :	No	Ciorod 2 · No			
Size : Camp	Fortifications	Bronze	Loyalty: Steel	Mithril	Food	Timber		Sieged ? : No			
Surplus Product	Leather 0	260	Steel 0	10	0	1100er	Mounts 0	Gold 1400			
Expected production Current stores	0	200	0	0	0	0	0	1400			
current stores	U	U	U	U	U	U	U	_			
Has Yab	Logatio	n · @ 2831	in Wille s	Rough Cli	mate ic I	40+					
Size : Major Town	Fortifications		Loyalty:			Hidden ? :	No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold			
-		0	35	0	0	0	Mounts 6	0			
Expected production		0	0	0	0	0	31	-			
Current stores	80	U	U	U	U	U	31	_			
Haz Appeal	Locatio	n : @ 3627	in Shore/P	lains Clim	ate is Ho	nt-					
Size : Camp	Fortifications		Loyalty:		None	Hidden ? :	No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold			
Expected production		0	0	0	480	0	Mounts 8	0			
Current stores	256	0	0	0	0	0	8	_			
Current scores	250	0	O	O	O	0	0				
Jug Wathus	Location	n : @ 2632	in Shore/P	lains Clim	ate is Ho	ot.					
Size : Camp	Fortifications		Loyalty:		None		No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold			
Expected production		0	0	0	480	0	16	0			
Current stores	224	0	0	0	0	0	64	_			
Cullent Beoles	221	O	O	Ü	O	O	01				
Lag Malbus	Locatio	n : @ 2732	in Hills &	Rough Cli	mate is F	Hot					
Size : Town	Fortifications		Loyalty:		None	Hidden ? :	No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold			
Expected production		0	67	0	0	0	0	1040			
Current stores	48	0	0	0	0	0	0	-			
Gullene Beeleb		· ·	ŭ	Ü	ŭ	· ·	· ·				
Scorpios (Capital)	Location	n : @ 2630	in Hills &	Rough Cli	mate is B	Hot					
Size : City	Fortifications	: Tower	Loyalty:	72 Docks :	None	Hidden ? :	No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold			
Expected production		34	0	0	0	0	5	880			
Current stores	0	395	444	0	1812	0	30	=			
A large army bearing	g the banner of					hir is here.					
<u> </u>				<u>.</u>							
Tol Wathduin	Location	n : @ 2730	in Hills &	Rough Cli	mate is I	Hot					
Size : Town	Fortifications		Loyalty:			Hidden ? :	No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold			
Expected production		53	0	0	0	0	14	1040			
	-		-	-	_	-					

0 0 0 0 0 0 56

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 0 0 Armor 0 0 0 0

Food 1 Low Supplies !!

War machines 0

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

Army Commander : Commander Rexxxus Location : @ 3335 in Hills & Rough Climate is Hot

Army morale : 41 Warships : 0 Transports : 0 (3) Travel mode : Normal

Troops Training Weapon Armor # Troops Lesser Dúnadan horsemen w/broadswords 40 40 40 400 Heavy Cavalry Baggage Train Leather Bronze Mithril Steel 0 0 Weapons 0 Armor 0 0 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 ne	ext tur	n 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
Current Tax rate	:	66%	Mounts	189	49
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 Rexxxus** 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. 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	Additiona	l 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

Capone

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 Scorpios.

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



Ranks : Command 0 Agent 53 Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 39

Artifacts : None

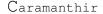
Spells (+0) : None

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.



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

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

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

Diango Phet

Emissary 0 Ranks : Command 0 Agent 33 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

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.

Ranks : Command 0 Agent 0 Emissary 42 Mage 0 Health 100 Stealth 0 Challenge 21

Artifacts

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 Scorpios.

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

She is currently in the Hills & Rough at 2731.



Mage 0

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

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. Scorpios was guarded.

He was ordered to have the nation transport by the caravans. 1633 Food (+10%) transported to Scorpios.

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

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.



Ranks Emissary 30 : Command 0 Agent 0 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.



Ranks : Command 0 Agent 0 Emissary 57 Mage 0

Health 100 Stealth 0 Challenge 28

Artifacts

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 Angkirva 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.



Ranks

: Command 10 Health 100 Agent 0 Stealth 0 Emissary 42

Mage 0 Challenge 23

Artifacts

Spells (+0) : None



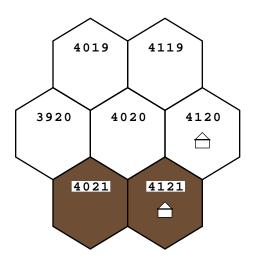
Widfara was located in the Hills & Rough at 3333.

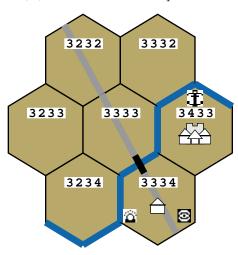
She was ordered to create a camp. She was not able to complete the creation of the camp because there was insufficient populace. Continued efforts may succeed.

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.

<u> </u>				37372	Jame 113	Player 8 Turn) rage
2223		2523	2623	2723	2823	2923 302	23
2224	2324	2424 25	26	24 272	282	2924	
2225 23	25 2425	2525	2625	2725	2825	2925 302	25
2226		2426	+	26 272 •		6 2926	
2227	2427	2527	2627	2727	2827	2927 302	27
2228	2328	2428 25	26	28 272	28 282	8 2928	
2229 23	29 2429	2529	2629	2729	2829	2929 302	29
2230	2330	2430 25	26	30 273		0 2930	
2231 23	31 2431	2531	2631	2731	2831	2931 303	81
2232	2332	2432 25	26	32 273		2932	
2233 23	33 2433	2533	2633	2733	2833	2933 303	33
2234	2334	2434 25	26	34 273	283	4 2934	
2235 23	35 2435	2535	2635	2735	2835	2935 303	35





MEPBM Games

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

Twin Scorpions

TURNSHEET



Game # 143



JASON ROBERTS 109863

NONE NONE

NONE

Daytime Phone #:___

Game # : 143
Player # : 8
Turn # : 4
Security # : 4883

Return this turnsheet before SEPTEMBER 16 2013

To MEPBM, 340 North Rd, Cardiff, CF14 3BP, Wales Tel: +44 (0) 29 20913359 Fax: +44 (0) 29 20625532

 Barandor
 (ID: baran) @ 2630 Mage

 Order -> # ____ Code _____ Type ____
 Order -> # ___ Code _____ Type ____

 Required
 Required

 Information
 Information

Capone (ID: capon) @ 3333 Agent

Order -> # ____ Code ____ Type ___ Order -> # ___ Code ___ Type ___

Required Required Information

 Caramanthir
 (ID: caram) @ 2630 Command

 Order -> # ____ Code ____ Type ____
 Order -> # ____ Code ____ Type ____

Paggired

Paggired

Required Required
Information Information

Django Pnet		(ID:	djang)	@	2831	Agent				
Order ->	# Code		Type		-	Order	->	#	Code	Type
Required					R	equired				
Information					I	nformatio	n			
Kalandor		(ID:	kalan)	@	4020	Comman	nd E	missa	ry	
Order ->	# Code		Type		-	Order	->	#	Code	Туре
Required					R	equired				
Information					I	nformatio	n			
Parlay		(ID:	parla)	@	2731	Emissa	ary			
Order ->	# Code		Type		-	Order	->	#	Code	Туре
Required					R	equired				
Information					I	nformatio	n			
Rexxxus		(ID:	rexxx)	@	3335	Comman	nd A	gent		
	# Code							_	Code	Type
	# Code .				-			_	Code	Type
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Sheena			(ID:	sheen)	@	2631	Emiss	ary			
Order ->	#	Code		_ Туре		-	Order	->	#	Code	Type
Required						Ι	Required				
Information						:	Informati	.on			
Vinjar			(ID:	vinja)	@	4410	Emiss	ary			
Order ->	#	Code		_ Туре		-	Order	->	#	Code	Type
Required						Ι	Required				
Information						:	Informati	.on			
Widfara			(ID:	widfa)	@	3333	Comma	nd E	missa	ıry	
Order ->	#	Code		_ Туре		-	Order	->	#	Code	Type
Required						Ι	Required				
Information						:	Informati	.on			