

**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 :

**Half-Orcs [ 942 ] Galadhrim [ 875 ] Frost Men [ 700 ]**

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

Internet G143N08  
 JASON ROBERTS 109863  
 NONE  
 NONE  
 NONE

Game # : 143  
 Player # : 8  
 Turn # : 11  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 3155  
 Special Service : YES

# Twin Scorpions

(A Free People)

Season : Winter

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Disliked	# 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	: Hated	#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 Karamaikos	: Neutral

## POPULATION CENTERS

**Dunharrow** Location : @ 2321 in Mountains Climate is Severe

Size : Village	Fortifications : None	Loyalty : 48	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	83	26	10	0	0	0	0
Current stores	0	208	64	10	0	0	0	-

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

Size : Major Town	Fortifications : Fort	Loyalty : 17	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	90	0	44	0	0	0	7	0
Current stores	90	0	88	0	0	0	23	-

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

Size : Camp	Fortifications : Tower	Loyalty : 29	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	252	0	0	0	540	0	18	0
Current stores	252	0	0	0	540	0	58	-

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

Size : Major Town	Fortifications : Fort	Loyalty : 98	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	36	0	56	0	0	0	0	1300
Current stores	36	0	112	0	0	0	0	-

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

Size : City	Fortifications : Tower	Loyalty : 100	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	42	0	0	0	0	5	1100
Current stores	0	84	0	0	0	0	17	-

An army bearing the banner of the Twin Scorpions under Captain Caramanthir is here.

**Shadovale** Location : @ 2830 in Open Plains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 80	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	207	0	0	0	351	0	27	0
Current stores	207	0	0	0	351	0	87	-

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

Size : Town	Fortifications : Fort	Loyalty : 35	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	66	0	0	0	0	16	1300
Current stores	0	132	0	0	0	0	52	-

**ARMIES AND NAVIES**

**Army Commander : Captain Caramanthir** Location : @ 2630 in Hills & Rough Climate is Mild  
 Army morale : 30 Warships : 0 Transports : 0 (6) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Lesser Dúnadan horsemen w/broadswords 18 37 16 813 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 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 :**

Captain Rxxxxus Location : @ 2337 Traveling with him are : Capone - Deagul - Django Phet - Lotor.  
 Veteran Widfara Location : @ 2830 Traveling with her are : Kalandor - Parlay - Vinjar.

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	19614	31191	11009	1815	263202	18885	6563
Purchase at market price/unit	2	2	4	22	2	2	6
Sell to market price/unit	1	1	2	12	1	1	3

**MISCELLANEOUS**

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 4878	Leather	585	585
Pop Centers : 4000	Bronze	424	191
Characters : 17180	Steel	264	126
	Mithril	10	10
Total : 26058	Food	891	891
	Timber	0	0
Current Tax rate : 61%	Mounts	237	73
Revenue expected next turn : 23525 (-2533)			
Current Gold reserve : 0			

**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:**

Name of artifact	Item	#	Latent	Alignment	Known Powers
Ring of Barahir	Ring	190	Yes	Good	Increases Command Rank by 35.

**You have hidden the following additional artifacts:**

None

## NATION MESSAGES

*There are rumors of a personal challenge involving Engle-Blut and Morzug Bloodaxe at 4324.  
The tax rate was increased to avoid going bankrupt! Loyalty has been affected.  
There are rumors of a theft attempt involving Aurel at Dunwedh.*

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES



### Challenge from Barandor at 3236

In the Hills & Rough of 3236 a ritual duel began. A large circle was drawn in the town square. As the residents of Hunter's Hall gathered around, Barandor, a healthy robed mage stepped forth and called challenge. In his hands was borne the glowing Sword called Andúril. In answer, Obirt, a healthy emissary stepped forth. Those watching calculated the odds at 2 to 1 in favor of the challenger. The fight began in earnest. Onlookers gasped as the emissary cut and slashed at the mage while the mage's power surged to the attack as well. Driving blows and tendrils of light and darkness followed each other in a flurry of activity. Finally, Barandor fell to a skillful sequence of blows by Obirt. Obirt was noted to have suffered bloody wounds in the fight.



### Challenge from Spellbinder at 3236

In the Hills & Rough of 3236 a ritual duel began. A large circle was drawn in the town square. As the residents of Hunter's Hall gathered around, Spellbinder, a healthy warrior stepped forth and called challenge. In answer, Rxxxxus, a healthy warrior stepped forth. Those watching calculated the odds at roughly even. The fight began in earnest. Onlookers gasped as the warriors cut and slashed at each other. Driving blows and skillful thrusts followed each other in a flurry of activity. Finally, Spellbinder fell to a savage barrage of blows by Rxxxxus. Rxxxxus was noted to have suffered minor wounds in the fight.

## 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	210	IssPers	obirt
Barandor	940	CstLoSp	415 3433
Capone	215	RfsPers	
Capone	620	Kidnap	spell
Caramanthir	180	UpStNat	23
Caramanthir	925	Recon	
Deagul	215	RfsPers	
Deagul	610	GrdChar	capon
Django Phet	215	RfsPers	
Django Phet	620	Kidnap	obirt
Halifax	810	MovChar	2830
Halifax	930	ScoChar	
Kalandor	925	Recon	
Kalandor	520	InfYour	
Lotor	215	RfsPers	
Lotor	610	GrdChar	djang
Parlay	520	InfYour	
Parlay	585	Uncover	
Rexxxus	820	MovCmpy	2337
Rexxxus	930	ScoChar	
Shadizzar	215	RfsPers	
Shadizzar	930	ScoChar	
Shadunaphel	430	TrpsMan	hc
Shadunaphel	520	InfYour	
Sheena	520	InfYour	
Sheena	585	Uncover	
Vinjar	520	InfYour	
Vinjar	585	Uncover	
Widfara	215	RfsPers	
Widfara	520	InfYour	

Barandor



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

Barandor was located in the Hills & Rough at 3236.

He was ordered to challenge Obirt to personal combat. See Combat Messages.

He was ordered to cast a lore spell. He was not permitted orders because he has died.

Capone



Ranks : Command 0 Agent 63 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 47  
 Artifacts : None  
 Spells (+0) : None

Capone was located in the Hills & Rough at 3236.

He was ordered to refuse all personal challenges.

He was ordered to kidnap a character. He was not able to kidnap the character because there is no (or no longer a) character with id "spell".

He moved with the company to 2337.

*He is traveling with Rxxxxus in the Shore/Plains at 2337. The City/Castle of Ravenhill Manor flying the flag of the Vampiric Order is here.*

Caramanthir



Ranks : Command 42 (77) Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 77  
 Artifacts : #190 Ring of Barahir  
 Spells (+0) : None

Caramanthir was located in the Hills & Rough at 2630.

He was ordered to upgrade our relations. He was not able to upgrade our relations because the nation is already at the best relations.

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: None. See report below.

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

Deagul



Ranks : Command 0 Agent 39 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 29  
 Artifacts : None  
 Spells (+0) : None

Deagul was located in the Hills & Rough at 3236.

He was ordered to refuse all personal challenges.

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

He moved with the company to 2337.

*He is traveling with Rxxxxus in the Shore/Plains at 2337. The City/Castle of Ravenhill Manor flying the flag of the Vampiric Order is here.*

Django Phet



Ranks : Command 0 Agent 53 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 39  
 Artifacts : None  
 Spells (+0) : None

Django Phet was located in the Hills & Rough at 3236.

He was ordered to refuse all personal challenges.

He was ordered to kidnap a character. He was not able to kidnap the character because of tight security.

He moved with the company to 2337.

*He is traveling with Rxxxxus in the Shore/Plains at 2337. The City/Castle of Ravenhill Manor flying the flag of the Vampiric Order is here.*

Halifax



Ranks : Command 0 Agent 47 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 35  
 Artifacts : None  
 Spells (+0) : None

Halifax was located in the Hills & Rough at 2630.

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

He was ordered to scout for any characters. A scout for characters was attempted. Found: No foreign characters found.

*He is currently in the Open Plains at 2830. The Camp of Shadovale flying the flag of the Twin Scorpions is here.*

Kalandor



Ranks : Command 30 Agent 0 Emissary 79 Mage 0  
 Health 100 Stealth 0 Challenge 46  
 Artifacts : None  
 Spells (+0) : None

Kalandor was located in the Open Plains at 2830.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Shadovale.

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: None. See report below.

**He is traveling with Widfara in the Open Plains at 2830. The Camp of Shadovale flying the flag of the Twin Scorpions is here.**

Lotor



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

Lotor was located in the Hills & Rough at 3236.

He was ordered to refuse all personal challenges.

He was ordered to guard a character. Django Phet was guarded.

He moved with the company to 2337.

**He is traveling with Rexxus in the Shore/Plains at 2337. The City/Castle of Ravenhill Manor flying the flag of the Vampiric Order is here.**

Parlay



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

Parlay was located in the Open Plains at 2830.

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

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Half-Orcs seeks to hold the artifact: an Orb, #166 - uncovered that the nation of the Heathen Kings seeks to see to the termination of Nishantha Kumara by any means whatsoever. - uncovered that the nation of the Vampiric Order possesses Special Nation Ability #24.

**She is traveling with Widfara in the Open Plains at 2830. The Camp of Shadovale flying the flag of the Twin Scorpions is here.**



Rexxxus



Ranks : Command 45 Agent 53 Emissary 0 Mage 0  
 Health 89 Stealth 0 Challenge 54  
 Artifacts : None  
 Spells (+0) : None

Rexxxus was located in the Hills & Rough at 3236.

He was challenged by Spellbinder to personal combat. See Combat Messages.

Peratus escaped from being held hostage.

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

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

Found: No foreign characters found.

***He commands a company in the Shore/Plains at 2337. The City/Castle of Ravenhill Manor flying the flag of the Vampiric Order is here.***

Shadizzar



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

Shadizzar was located in the Hills & Rough at 2630.

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 Hills & Rough at 2630. The City/Tower of Scorpions flying the flag of the Twin Scorpions is here.***

Shadunaphel



Ranks : Command 26 Agent 0 Emissary 60 Mage 0  
 Health 100 Stealth 0 Challenge 36  
 Artifacts : None  
 Spells (+0) : None

Shadunaphel was located in the Hills & Rough at 2630.

She was ordered to put some troops on maneuvers. The maneuvers for the Heavy Cavalry were completed.

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

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

Sheena



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

Sheena was located in the Open Plains at 2830.

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

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Amestrians seeks to hold the population center of Linhir at 2527. - uncovered that the nation of the Black Numenroens possesses Special Nation Ability #30.

***She is currently in the Open Plains at 2830. The Camp of Shadovale flying the flag of the Twin Scorpions is here.***

Vinjar



Ranks : Command 0 Agent 0 Emissary 67 Mage 0  
 Health 100 Stealth 0 Challenge 33  
 Artifacts : None  
 Spells (+0) : None

Vinjar was located in the Open Plains at 2830.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Shadovale.

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Karameikos seeks to see to the termination of Elfhelm by any means whatsoever - uncovered that the nation of the South Kingdom seeks to see to the termination of Ubaid by any means whatsoever. - uncovered that the nation of the Vampiric Order possesses Special Nation Ability #12.

***He is traveling with Widfara in the Open Plains at 2830. The Camp of Shadovale flying the flag of the Twin Scorpions is here.***

Widfara



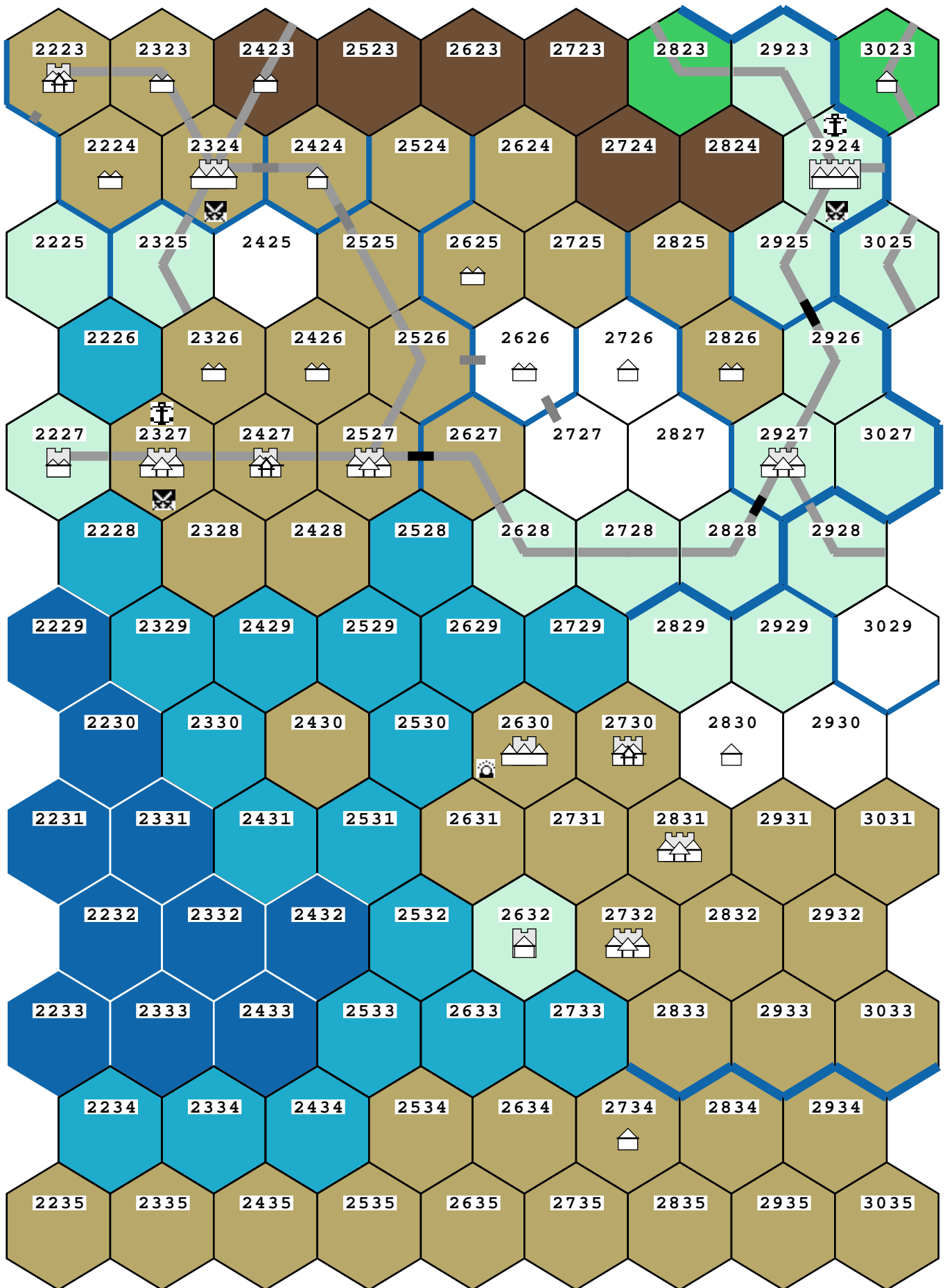
Ranks : Command 10 Agent 0 Emissary 54 Mage 0  
 Health 100 Stealth 0 Challenge 29  
 Artifacts : None  
 Spells (+0) : None

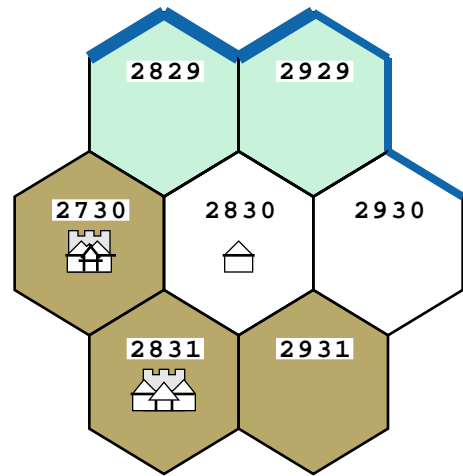
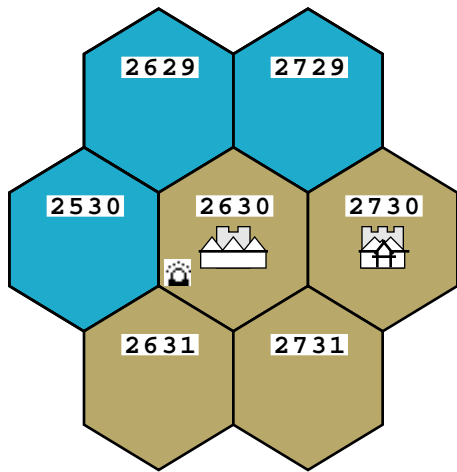
Widfara was located in the Open Plains at 2830.

She was ordered to refuse all personal challenges.

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

***She commands a company in the Open Plains at 2830. The Camp of Shadovale flying the flag of the Twin Scorpions is here.***

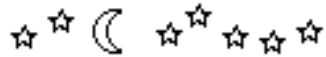




**MEPBM Games**  
**Middle-earth Play-By-Mail™**  
**Fourth Age, circa 1000**

Twin Scorpions

**URNSHEET**



Game # 143



JASON ROBERTS 109863  
 NONE  
 NONE  
 NONE

Game # : 143  
 Player # : 8  
 Turn # : 12  
 Security # : 3155

**Return this turnsheet before JANUARY 6 2014**

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

Daytime Phone #: \_\_\_\_\_

**Capone (ID: capon) @ 2337 Agent**

<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
--	--

**Caramanthir (ID: caram) @ 2630 Command**

<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
--	--

**Deagul (ID: deagu) @ 2337 Agent**

<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
--	--

Django Phet (ID: djang) @ 2337 Agent

Order	->	#	Code	Type	
Required					
Information					

Order	->	#	Code	Type	
Required					
Information					

Halifax (ID: halif) @ 2830 Agent

Order	->	#	Code	Type	
Required					
Information					

Order	->	#	Code	Type	
Required					
Information					

Kalandor (ID: kalan) @ 2830 Command Emissary

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

Lotor (ID: lotor) @ 2337 Agent

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

## Parlay (ID: parla) @ 2830 Emissary

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

```
Rexxxus (ID: rexxx) @ 2337 Command Agent
```

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

## Shadizzar (ID: shadi) @ 2630 Agent

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

Shadunaphel (ID: shadu) @ 2630 Command Emissary

Order	->	#	Code	Type	
Required					
Information					

Order	->	#	Code	Type	
Required					
Information					

Sheena (ID: sheen) @ 2830 Emissary

<table border="0" style="width: 100%;"> <tr> <td style="width: 15%;">Order</td> <td style="width: 5%;">-&gt;</td> <td style="width: 10%;"># _____</td> <td style="width: 20%;">Code _____</td> <td style="width: 50%;">Type _____</td> </tr> <tr> <td>Required</td> <td></td> <td colspan="3"><hr/></td> </tr> <tr> <td>Information</td> <td></td> <td colspan="3"><hr/></td> </tr> <tr> <td></td> <td></td> <td colspan="3"><hr/></td> </tr> </table>	Order	->	# _____	Code _____	Type _____	Required		<hr/>			Information		<hr/>					<hr/>			<table border="0" style="width: 100%;"> <tr> <td style="width: 15%;">Order</td> <td style="width: 5%;">-&gt;</td> <td style="width: 10%;"># _____</td> <td style="width: 20%;">Code _____</td> <td style="width: 50%;">Type _____</td> </tr> <tr> <td>Required</td> <td></td> <td colspan="3"><hr/></td> </tr> <tr> <td>Information</td> <td></td> <td colspan="3"><hr/></td> </tr> <tr> <td></td> <td></td> <td colspan="3"><hr/></td> </tr> </table>	Order	->	# _____	Code _____	Type _____	Required		<hr/>			Information		<hr/>					<hr/>		
Order	->	# _____	Code _____	Type _____																																					
Required		<hr/>																																							
Information		<hr/>																																							
		<hr/>																																							
Order	->	# _____	Code _____	Type _____																																					
Required		<hr/>																																							
Information		<hr/>																																							
		<hr/>																																							

Vinjar (ID: vinja) @ 2830 Emissary

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

Widfara (ID: widfa) @ 2830 Command Emissary

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