MEPBM Games presents

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



GAME # 143



Twin Scorpions

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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 :
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#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

Twin Scorpions (A Free People)

Season : Summer

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	: Tolerat army: Tolerat : Tolerat : Dislike : Dislike	ed # 5 Aer ed # 9 Rho ed #12 Dri d #15 Nac d #18 Van d #21 Enl #24 Dar	osgobel lb Le Chin th Strum mpiric Orde lightned Sh	: Tole : Tole : Disl : Disl er : Disl nadow: Neut	erated # erated # liked # liked # liked # tral #	3 Frost M 6 Amestri 10 Half-Or 13 Ull Nav 16 Shadowb 19 Scourge 22 Fallen 25 Karamei	ans cs ala orn	: Tolerated : Tolerated : Tolerated : Disliked : Disliked : Disliked : Neutral : Neutral			
POPULATION CENTERS											
Angkirya	Locatio	on : @ 4121	in Mountain	ns Climate	e is Mild						
Size : Camp	Fortifications	: None	Loyalty:	24 Docks	: None	Hidden ? :	No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold			
Expected production	0	260	0	10	0	0	0	1400			
Current stores	0	260	0	10	0	0	0	_			
		- 0001		_ ,,							
Has Yab				Rough Cli							
Size: Major Town	Fortifications		Loyalty:		: None	Hidden ?:		Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts				
Expected production		0	35	0	0	0	6				
Current stores	0	0	35	0	0	0	37	_			
Haz Appeal	Locatio	on: @ 3627	in Shore/Pi	lains Clim	nate is Ho	ot					
Size : Camp	Fortifications	: None	Loyalty:	29 Docks	: None	Hidden ? :	No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold			
Expected production	256	0	0	0	480	0	8	0			
Current stores	0	0	0	0	0	0	16	=			
An army bearing the	banner of the I	Nacth Strum	under Comm	ander Mordak	k is here						
Jug Wathus			in Shore/P		ate is Ho						
Size : Camp	Fortifications		Loyalty:			Hidden ? :		Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts				
Expected production		0	0	0	480	0	16	-			
Current stores	0	0	0	0	0	0	80	_			
Lag Malbus	Locatio	n : @ 2732	in Hills &	Rough Cli	mate is E	Hot					
Size : Town	Fortifications		Loyalty:	-		Hidden ? :	No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	-			
Expected production		0	67	0	0	0	0				
Current stores	0	0	67	0	0	0	0	-			
Scorpios (Capital)			in Hills &	Rough Cli							
Size : City	Fortifications		Loyalty :			Hidden ? :		Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold			
Expected production		34	0	0	0	0	5				
Current stores	1104	429	444	0	0	0	535	_			
A large army bearin	g the banner of	the Twin S	corpions un	der Captain	Caramant.	nır ıs nere	•				
Shadovale	Locatio	on: @ 2830	in Open Pla	ains Clima	te is Hot	<u>.</u>					
Size : Camp	Fortifications		Loyalty:			Hidden ? :	No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts				
Expected production		0	0	0	312	0	24				
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 0 0 0
Armor 0 0 0 0 0 0
Food 1 Low Supplies!!
War machines 0

Characters traveling with army : - Shadunaphel.

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 : 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 0 0
Armor 0 0 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 Nacth 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 tur	n 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 Rexxxus 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 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 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 Rexxxus....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 Rexxxus....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.... Rexxxus's forces were victorious in the battle, but suffered some losses. Rexxxus 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

Character

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.

Additional Information

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
Rexxxus	215	RfsPers	
Rexxxus	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	

Order # Order Code

Barandor

Ranks Agent 0 : Command 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 Scorpios 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

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.

Ranks : Command 40 Agent 0 Mage 0 Emissary 0 Challenge 40

Health 100 Stealth 0

Artifacts

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 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.



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.

4

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.

: Command 33 Ranks 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.



Ranks

: Command 0

Agent 36 Health 100

Emissary 0 Mage 0

Stealth 0 Challenge 27

Artifacts

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. Scorpios was guarded.

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

Shadunaphel

Ranks

: Command 10 Health 100 Agent 0 Stealth 0 Emissary 45

Mage 0 Challenge 24

Artifacts

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 Scorpios 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.



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.





Ranks : Command 10 Agent 0 Emissary 42 Mage 0

Health 100 Stealth 0 Challenge 23

Artifacts : None

Spells (+0) : None

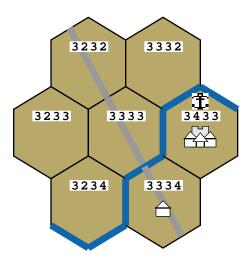
Widfara was located in the Hills & Rough at 3333.

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.

				9/11/2	Join Gaille 143	Player 8 Turn 4 Pag
R-A	323 24		2623	2723	2823	3023
2224	2324	2424	2524 26	272	2824	2924
2225 23	325 24		2625	2725	2825	2925 3025
2226	2326			526 272		2926
	24		2627	2727		3027
2228	2328			528 272	大	2928
2229 23	329 24	29 2529	2629	2729	2829	3029
2230	2330	2430		273		2930
	331 24		2631	2731		2931 3031
2232	2332			273		2932
	333 24		2633	2733		2933 3033
2234	2334			273		2934
2235 23	335 24	35 2535	2635	2735	2835	2935 3035



MEPBM Games

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

Twin Scorpions

TURNSHEET



Game # 143



JASON ROBERTS 109863

NONE NONE

Information

Game # : 143
Player # : 8
Turn # : 5
Security # : 2652

Return this turnsheet before SEPTEMBER 30 2013

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

Daytime Phone #:___ Barandor (ID: baran) @ 2630 Mage Order -> # ____ Code ____ Type ____ -> # ____ Code ____ Type __ Order Required Required Information Information (ID: capon) @ 2632 Agent Capone Order Order -> # ____ Code ____ Type ____ -> # ____ Code ____ Type __ Required Required Information Information Caramanthir (ID: caram) @ 2630 Command Order -> # ____ Code ____ Type ___ -> # _____ Code _____ Type __ Order Required Required

Information

- Julije - 1100		(TD:	ajang)	@ 2632	Agent			
Order ->	# Code		Туре		Order -	> #	Code	Туре
Required					Required			
Information					Information			
Kalandor		(TD:	 kalan)	@ 3431	Command	Emiss	arv	
								Туре
Required					Required			
Information					Information			
Parlay		(TD•	marla)	@ 2732	Emissary			
_	# Code		_		_		Code	Type
Required					Required			
Information					Information			
		_						
Pavvviic		(TD•	revvv)	@ 3335	Command	Agent		
Rexxxus Order ->	# Code				Command Order -			Type
	# Code							Type
	# Code							Type
Order ->	# Code				Order -			Type
Order ->	# Code				Order - Required			Type
Order -> Required Information			Type 		Order - Required Information			Type
Order -> Required Information Shadizzar		(ID:	Type	@ 2630	Order - Required Information Agent	* # 	Code	
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Sheena		(ID:	sheen)	@	2732	Emiss	ary			
Order ->	# Cod	e	Туре		-	Order	->	#	Code	Туре
Required					F	Required				
Information]	Informati	on			
Vinjar		(ID:	vinja)	@	4020	Emiss	ary			
Order ->	# Cod	e	Туре		-	Order	->	#	Code	Туре
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Information]	Informati	on			
Widfara		(ID:	widfa)	@	3333	Comma	nd E	missa	ary	
Order ->	# Cod	e	Туре		-	Order	->	#	Code	Туре
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Information]	Informati	.on			