

**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 :

**Amestrians [ 1017 ]   Dustbighters [ 983 ]   Aerithryn [ 975 ]**

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

Internet G143N08  
 JASON ROBERTS 109863  
 NONE  
 NONE  
 NONE

Game # : 143  
 Player # : 8  
 Turn # : 1  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 7304  
 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 Farrelly	: 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	240	0	105	0	90	0	19	-

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

Size : Camp	Fortifications : Tower	Loyalty : 61	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	448	0	0	0	86	0	32	-

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

Size : Town	Fortifications : Fort	Loyalty : 61	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	128	0	179	0	45	0	0	-

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

Size : City	Fortifications : Tower	Loyalty : 84	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	34	0	0	0	0	5	880
Current stores	0	134	0	0	179	0	20	-

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

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

Size : Town	Fortifications : Fort	Loyalty : 59	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	106	0	0	135	0	28	-

## ARMIES AND NAVIES

**Army Commander : Captain Caramanthir** Location : @ 2630 in Hills & Rough Climate is Hot

Army morale : 10 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Mixed Mannish footmen w/spears	10	10	0	500	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	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 Rxxxxus** Location : @ 3231 in Hills & Rough Climate is Hot  
 Army morale : 38 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 0  
 Armor 0 0 0  
 Food 3000  
 War machines 0

**COMPANY COMMANDERS :**

None

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	4258	6418	3029	619	3702	7111	1451
Purchase at market price/unit	5	8	9	72	3	7	18
Sell to market price/unit	3	4	5	35	1	3	9

**MISCELLANEOUS**

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 4400	Leather	816	352
Pop Centers : 4000	Bronze	240	87
Characters : 10100	Steel	284	102
	Mithril	0	0
Total : 18500	Food	535	480
	Timber	0	0
Current Tax rate : 40%	Mounts	99	41
Revenue expected next turn : 13960 (-4540)			
Current Gold reserve : 22208			

**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 an encounter involving Ling Yao at 3426.*

**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](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	705	RsrchSp	416
Barandor	710	PrenMgy	
Capone	605	GrdLoc	
Capone	810	MovChar	3335
Caramanthir	770	HrArmy	500 hi ^ ^ 1
Caramanthir	325	NatSell	fo 91
Kalandor	550	ImprPop	
Kalandor	810	MovChar	3627
Rexxxus	731	NamAgen	Django Phet m
Rexxxus	860	ForcMar	e e e e e se ^ ^ ^ ^ ^ ^ ^ no
Shadunaphel	734	NamEmis	Sheena f
Shadunaphel	810	MovChar	2430
Vinjar	520	InfYour	
Vinjar	810	MovChar	3329
Widfara	520	InfYour	
Widfara	810	MovChar	3034

Barandor



Ranks : Command 0 Agent 0 Emissary 0 Mage 32  
 Health 100 Stealth 0 Challenge 32  
 Artifacts : None

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

Barandor was located in the Hills & Rough at 2630.

He was ordered to research a spell. He was not able to research the spell. Continued research may help.

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 53 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 39  
 Artifacts : None

Spells (+0) : None

Capone was located in the Hills & Rough at 2630.

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

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

***He is currently in the Hills & Rough at 3335. The Town/Tower of Youswell flying the flag of the Faux Meddle Army 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 have the nation sell to the caravans. 5424 Food were sold for 10848 Gold.

He was ordered to hire an army. An army of 500 Heavy Infantry with 1 Food was hired.

***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 30 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 22

Artifacts : None

Spells (+0) : None

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

Kalandor



Ranks : Command 30 Agent 0 Emissary 65 Mage 0  
 Health 100 Stealth 0 Challenge 39

Artifacts : None

Spells (+0) : None

Kalandor was located in the Hills & Rough at 2630.

He was ordered to improve the population center size. Scorpions was improved to a City.

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

*He is currently in the Shore/Plains at 3627.*

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 2630.

He was ordered to name a new agent. A new agent named Django Phet was available.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced.

*He commands an army in the Hills & Rough at 3231.*

Shadunaphel



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 Hills & Rough at 2630.

She was ordered to name a new emissary. A new emissary named Sheena was available.

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

***She is currently in the Hills & Rough at 2430.***

Sheena



Ranks : Command 0 Agent 0 Emissary 30 Mage 0  
 Health 100 Stealth 0 Challenge 15  
 Artifacts : None  
 Spells (+0) : None

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

Vinjar



Ranks : Command 0 Agent 0 Emissary 53 Mage 0  
 Health 100 Stealth 0 Challenge 26  
 Artifacts : None  
 Spells (+0) : None

Vinjar was located in the Hills & Rough at 2630.

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

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

***He is currently in the Mountains at 3329.***

Widfara



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

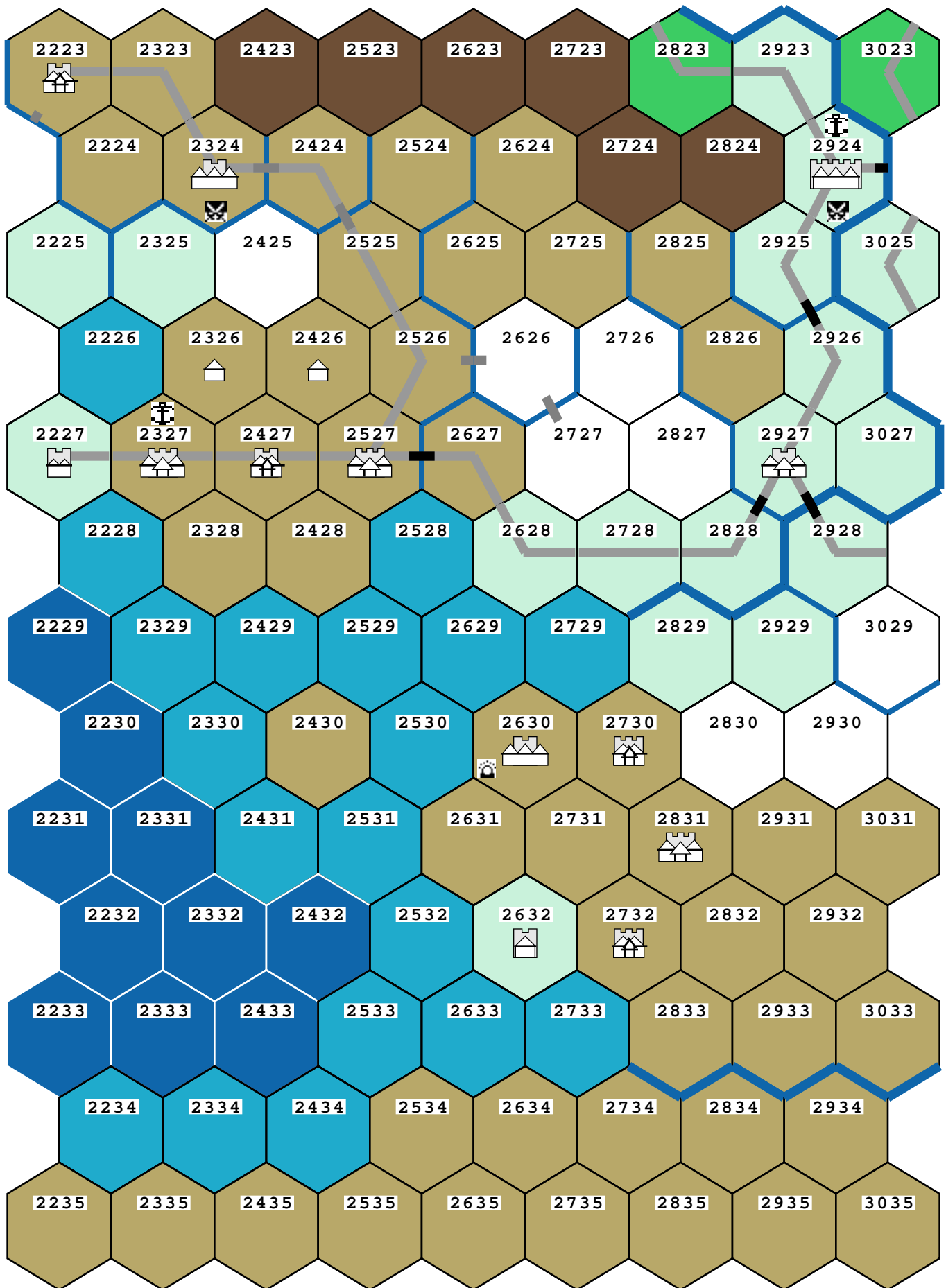
Widfara was located in the Hills & Rough at 2630.

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 3034.*





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

**Django Phet (ID: djang) @ 2630 Agent**

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

**Kalandor (ID: kalan) @ 3627 Command Emissary**

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

**Rexxxus (ID: rexxx) @ 3231 Command Agent**

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

**Shadunaphel (ID: shadu) @ 2430 Command Emissary**

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

**Sheena (ID: sheen) @ 2630 Emissary**

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

**Vinjar (ID: vinja) @ 3329 Emissary**

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

## Widfara

(ID: widfa) @ 3034 Command Emissary

Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_      Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_

Required \_\_\_\_\_

Information

Required
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Information