

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Silent Assembly**

Victory points : 700

Victory Conditions :

To hold at game end the population center of Elensarn at 2817.
 To see to the termination of Chisholm by any means whatsoever.
 To see to the termination of Diomedes by any means whatsoever.
 To see to the termination of Biancaneve by any means whatsoever.
 To hold at game end the greatest amount of artifacts.

Top 3 Free Peoples :

Alvernus [1466] Once Upon a Time [1150] Sing a Song [1117]

Special Nation Abilities :

#01 Scout/recon at double normal skill rank.
 #07 Armies lose less morale for movement w/o food.
 #10 New mages start at rank up to 40.
 #11 New agents start at rank up to 40.

Internet G141N05
 DAVID HOUSE 110820
 NONE
 NONE
 NONE

Game # : 141
 Player # : 5
 Turn # : 24
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 8913
 Special Service : YES

Silent Assembly

(A Free People)

Season : Summer

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Disliked	# 2 South Kingdom	: Neutral	# 3 Wise Council	: Tolerated
# 4 Acadians	: Tolerated	# 6 Thorinar	: Tolerated	# 7 Sapphic Enclave	: Tolerated
# 8 Nameless	: Tolerated	# 9 Ground Pounders	: Tolerated	#10 Sundered	: Tolerated
#11 Lohmai'gwaith	: Tolerated	#12 Sheri-Urk	: Disliked	#13 Red Witches	: Disliked
#14 Dark Feast	: Disliked	#15 Twilight Hammer	: Disliked	#16 Sh'iar Empire	: Disliked
#17 Great Trollusk	: Disliked	#18 Benîm an Pharazôn	: Disliked	#19 RhunLandChattelCo	: Disliked
#20 Tribes of Angmar	: Hated	#21 Lands	: Neutral	#22 Sing a Song	: Neutral
#23 Once Upon a Time	: Tolerated	#24 Plane	: Neutral	#25 Alvernus	: Neutral

POPULATION CENTERS

Camptown Location : @ 2807 in Mixed Forest Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 27	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	110	0	992	208	0	0
Current stores	0	0	330	0	0	208	0	-

Currahee Location : @ 2307 in Mountains Climate is Polar

Size : Major Town	Fortifications : None	Loyalty : 60	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	13	0	2	0	0	0	420
Current stores	0	65	0	0	0	0	0	-

Galadbrynd (Capital) Location : @ 2709 in Mixed Forest Climate is Mild

Size : City	Fortifications : None	Loyalty : 62	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	115	29	0	0
Current stores	0	0	0	0	0	29	0	-

Nornorsa Location : @ 2607 in Mixed Forest Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 21	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	496	120	0	1120
Current stores	0	0	0	0	0	120	0	-

Rintok Location : @ 2910 in Mixed Forest Climate is Mild

Size : Village	Fortifications : None	Loyalty : 24	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	418	101	0	0
Current stores	0	0	0	0	0	101	0	-

Wyndham Location : @ 2506 in Mixed Forest Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	216	0	0	0	392	368	0	0
Current stores	648	0	0	0	0	368	0	-

ARMIES AND NAVIES

Army Commander : Commander Herubrand Location : @ 2609 in Open Plains Climate is Mild
 Army morale : 24 Warships : 0 Transports : 0 (8) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 10 10 0 2000 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 9 Low Supplies !!
 War machines 0

An army bearing the banner of the Tribes of Angmar under Lord Batroc is here.

An army bearing the banner of the Once Upon a Time under Lord Cappuccetto Rosso is here.

An army bearing the banner of the Once Upon a Time under Warlord Gatto is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	27683	18477	6409	4448	290847	28107	4057
Purchase at market price/unit	3	3	5	12	2	3	8
Sell to market price/unit	1	1	3	6	1	1	4

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 8000	Leather	648	216
Pop Centers : 0	Bronze	65	13
Characters : 14000	Steel	330	110
	Mithril	0	2
Total : 22000	Food	0	2413
	Timber	826	826
	Mounts	0	0
Current Tax rate : 65%			
Revenue expected next turn : 14540 (-7460)			
Current Gold reserve : 24808			

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 personal challenge involving Hamishar and Angamir at 2717.
 There are rumors of an armed conflict involving the Red Witches at 2421.
 The loyalty was influenced/reduced at Engrin.
 Engrin is no longer under our control.
 There are rumors of a theft attempt involving Ikûr at Eureka.
 13362 Gold was transported from the Once Upon a Time to Galadbrynd.
 There are rumors of Gold being transported by caravan from Ar-Kuinder to Baltus.
 There are rumors of an encounter involving Marhwini at 4409.

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. 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.....
Aragost	690	StlGold	
Aragost	810	MovChar	1410
Arassuil	610	GrdChar	gatto
Arassuil	215	RfsPers	
Arutha	525	InfOthr	
Arutha	810	MovChar	2709
Borondir	605	GrdLoc	
Borondir	810	MovChar	1517
Dúnhere	690	StlGold	
Dúnhere	810	MovChar	2111
Herubrand	408	HvInfan	500 ^ ^
Herubrand	850	MovArmy	w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
James	810	MovChar	2609
James	930	ScoChar	
Katala	690	StlGold	
Katala	810	MovChar	2609
Ragnir	731	NamAgen	^ f
Ragnir	325	NatSell	fo 100

Aragost



Ranks : Command 0 Agent 46 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 34
 Artifacts : None
 Spells (+0) : None

Aragost was located in the Open Plains at 1308.

She was ordered to steal the Gold. She was not able to steal Gold because of tight security.

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

She is currently in the Hills & Rough at 1410. The Village of Haira flying the flag of the North Kingdom is here.

Arassuil



Ranks : Command 0 Agent 48 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 36
 Artifacts : None
 Spells (+0) : None

Arassuil was located in the Open Plains at 2510.

He was ordered to refuse all personal challenges.

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

He is currently in the Open Plains at 2510. The Camp of Keolan flying the flag of the Sing a Song is here.

Artamir



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

She is currently in the Mixed Forest at 2709. The City of Galadbrynd flying the flag of the Silent Assembly is here.

Arutha



Ranks : Command 30 Agent 0 Emissary 90 Mage 0
 Health 100 Stealth 0 Challenge 52
 Artifacts : None
 Spells (+0) : None

Arutha was located in the Mountains at 2307.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Currahee. Currahee is now under our control.

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

He is currently in the Mixed Forest at 2709. The City of Galadbrynd flying the flag of the Silent Assembly is here.

Borondir



Ranks : Command 0 Agent 51 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 38
 Artifacts : None
 Spells (+0) : None

Borondir was located in the Mixed Forest at 2317.

She was ordered to guard the location. The Gathering was guarded.

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

She is currently in the Mixed Forest at 1517. The Village of Dar Mors flying the flag of the Sheri-Urk is here.

Dúnhere



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

Dúnhere was located in the Mountains at 2409.

Dúnhere was assassinated.

He was ordered to steal the Gold. He was not permitted orders because he has died.

He was ordered to move. He was not permitted orders because he has died.

Gorath



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

Gorath was located in an unknown location.

Gorath could not escape from being held hostage.

He is currently being held hostage. Location unknown. No Gold ransom demanded at this time.

Herubrand



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

Herubrand was located in the Mixed Forest at 2709.

She was ordered to recruit some heavy infantry. 500 Heavy Infantry w/Wood weapons and No armor were recruited.

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

She commands an army in the Open Plains at 2609.

James



Ranks : Command 25 Agent 67 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 56
 Artifacts : None
 Spells (+0) : None

James was located in the Mountains at 2409.

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: Banneret Billy Corgan - Sing a Song. Lord Batroc - Tribes of Angmar. Warlord Gatto - Once Upon a Time. Warlock Cappuccetto Rosso - Once Upon a Time. Thief Huyna - Sing a Song. Conjurer Sabbiolina - Once Upon a Time. An unknown Free People Female. One or more reports may be incorrect. Nothing else was reported at this time.

He is currently in the Open Plains at 2609.

Katala



Ranks : Command 0 Agent 83 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 62
 Artifacts : None
 Spells (+0) : None

Katala was located in the Mountains at 2409.
 She was ordered to steal the Gold. 4288 Gold was stolen at Hellgate.
 She was ordered to move. She accepted the movement orders.
She is currently in the Open Plains at 2609.

Minohtar



Ranks : Command 0 Agent 0 Emissary 0 Mage 64
 Health 100 Stealth 0 Challenge 64
 Artifacts : None

Spells (+0) : #104 Resistances(100) #218 Wall of Wind(66) #308 Capital Return(98)
 #402 Perceive Allegiance(89) #412 Research Artifact(100) #418 Locate Artifact(90)

Minohtar was located in an unknown location.
 Minohtar could not escape from being held hostage.
He is currently being held hostage. Location unknown. No Gold ransom demanded at this time.

Ragnir



Ranks : Command 0 Agent 42 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 31
 Artifacts : None
 Spells (+0) : None

Ragnir was located in the Mixed Forest at 2709.
 She was ordered to have the nation sell to the caravans. 2413 Food were sold for 2413 Gold.
 She was ordered to name a new agent. No character name was provided. A new agent named Artamir was available.
She is currently in the Mixed Forest at 2709. The City of Galadbrynd flying the flag of the Silent Assembly is here.

V antur

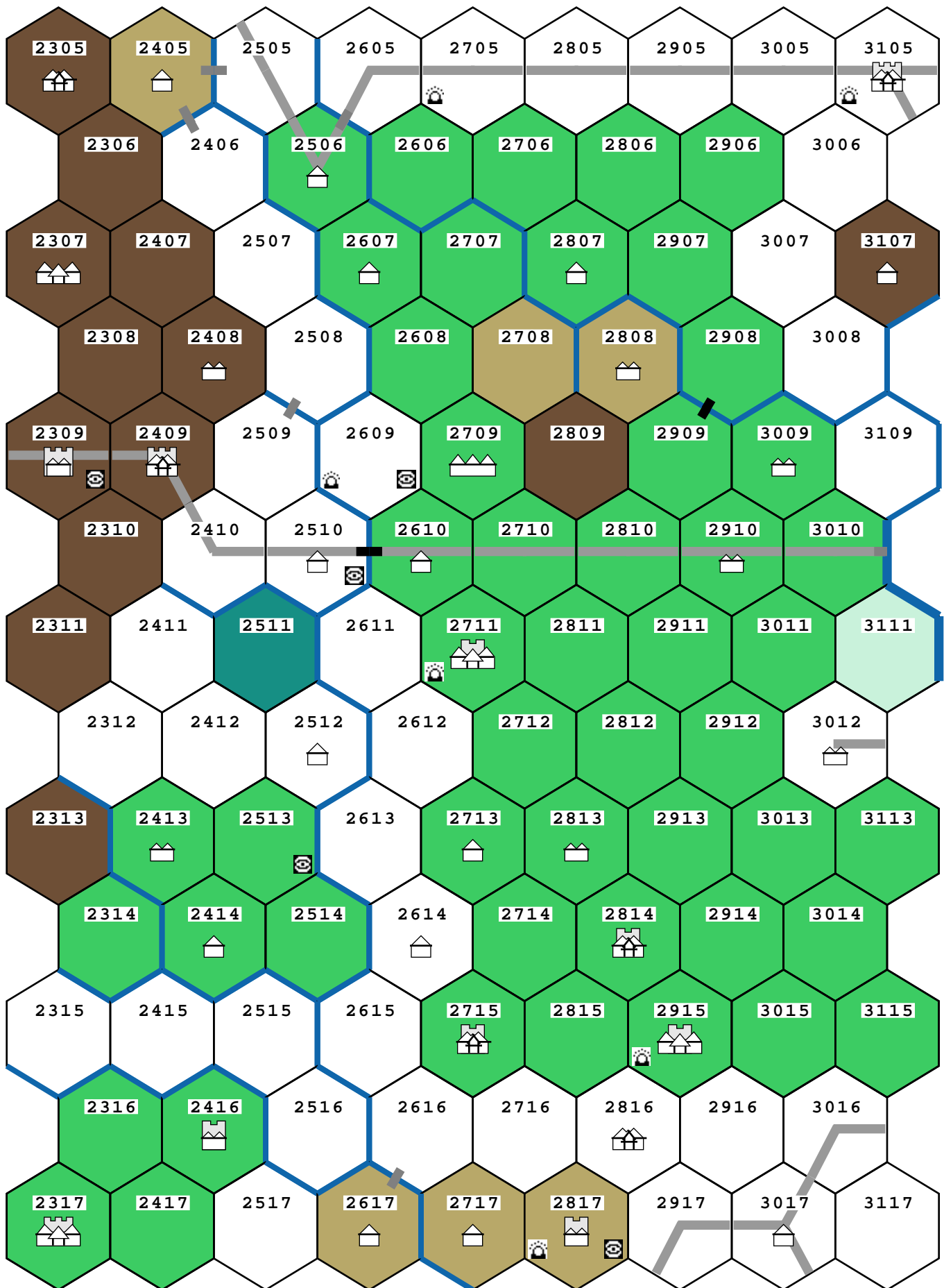


Ranks	:	Command 40	Agent 0	Emissary 0	Mage 0
		Health 81	Stealth 0	Challenge 40	
Artifacts	:	None			
Spells (+0)	:	None			

Věantur was located in an unknown location.

Věantur could not escape from being held hostage.

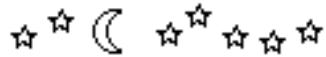
He is currently being held hostage. Location unknown. No Gold ransom demanded at this time.



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

Silent Assembly

URNSHEET



Game # 141



DAVID HOUSE 110820
 NONE
 NONE
 NONE

Game # : 141
 Player # : 5
 Turn # : 25
 Security # : 8913

Return this turnsheet before SEPTEMBER 8 2013

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

Daytime Phone #: _____

Aragost (ID: arago) @ 1410 Agent

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

Arassuil (ID: arass) @ 2510 Agent

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

Artamir (ID: artam) @ 2709 Agent

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

Arutha (ID: aruth) @ 2709 Command Emissary

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

Borondir (ID: boron) @ 1517 Agent

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

Herubrand (ID: herub) @ 2609 Command

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

James (ID: james) @ 2609 Command Agent

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

Katala (ID: katal) @ 2609 Agent

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

Ragnir (ID: ragni) @ 2709 Agent

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