

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Silent Assembly**

Victory points : 575

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 [1400] Sing a Song [1334] Once Upon a Time [1067]

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 # : 15
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 5384
 Special Service : YES

Rintok	Location : @ 2910 in Mixed Forest		Climate is Cool					
Size : Village	Fortifications : None		Loyalty : 41	Docks : None	Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	371	90	0	0
Current stores	0	0	0	0	0	0	0	-

Tarnet Location : @ 2405 in Hills & Rough Climate is Cold
 Size : Village Fortifications : None Loyalty : 54 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 0 65 7 840
 Current stores 0 0 0 0 0 0 0 -
 Foreign characters reported in the hex : **Propheta.**

Wyndham Location : @ 2506 in Mixed Forest Climate is Cold
 Size : Camp Fortifications : None Loyalty : 42 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 81 0 0 0 147 138 0 0
 Current stores 0 0 0 0 0 0 0 -

ARMIES AND NAVIES

Army Commander : Commander Arahad Location : @ 2409 in Mountains Climate is Cold
 Army morale : 20 Warships : 0 Transports : 0 (7) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 10 14 6 1600 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0
 Characters traveling with army : - Gamina.
 The Major Town/Fort of Hellgate flying the flag of the Silent Assembly is here.

Army Commander : Commander Vëantur Location : @ 2709 in Mixed Forest Climate is Cool
 Army morale : 10 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 10 10 0 500 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0
 The City of Galadbrynd flying the flag of the Silent Assembly is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	23903	19211	306	2905	207429	21265	1404
Purchase at market price/unit	2	2	10	16	2	2	12
Sell to market price/unit	1	1	6	9	1	1	7

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 8400	Leather	0	187
Pop Centers : 1000	Bronze	450	90
Characters : 12020	Steel	0	107
	Mithril	0	5
Total : 21420	Food	0	1735
	Timber	0	442
Current Tax rate : 65%	Mounts	0	17
Revenue expected next turn : 20677 (-743)			
Current Gold reserve : 6623			

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
Staff of the Serpent	Staff	2	Yes	None	Increases Mage Rank by 15.
Maikarama	Spear	11	No	Good	COMBAT - Increases damage by 750 points.
Maranya	Ring	84	Yes	None	Increases Mage Rank by 30.

You have hidden the following additional artifacts:

None

NATION MESSAGES

*There are rumors of an armed conflict involving the Twilight Hammer at 2209.
 There are rumors of an armed conflict involving the RhunLandChattelCo at 4422.
 Local militia spotted Celgor at Cameth Brin and thwarted his mission.
 149 Gold was stolen at Engrin.*

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 2209

In the Warm climate of the Hills & Rough of 2209, a conflict took place in the early afternoon in a dense and oppressive fog.

At the head of a rebellious army rode **Warlord Khamul** of the nation of the Twilight Hammer. The mount on which he rode moved with trepidation to the center of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
960 Orc wolfriders w/maces	wooden/bronze	leather/bronze	a mob

At the head of a rebellious army rode **Hero James** of the nation of the Silent Assembly. The mount on which he rode moved with trepidation to the center of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1700 Woodman footmen w/battle axes	wooden	none	a mob

At the head of a rebellious army rode **Regent Bilorik** of the nation of the Tribes of Angmar. The mount on which he rode moved with trepidation to the center of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
--------	---------	-------	------------

673 Mixed Mannish horsemen w/shortswords	wooden	none	a mob
667 Mixed Mannish footmen w/battle axes	wooden	none	a mob
300 Mannish slaves w/shortswords	bronze	leather	a mob

The Town of Imladris flying the flag of the Tribes of Angmar is situated in the Hills & Rough here. It is fortified by a Fort.

Report from James.....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 heard coursing through the ranks.. Head straight for them and then strike the left flank...the left flank!

Against the forces of Khamul, they charged but we veered off and hit their flank.

Against the forces of Bilorik, they charged but we veered off and hit their flank.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Malezar** stood off to one side making magical gestures and incanting arcane words. Suddenly, magical barriers sprung up around his comrades and prevented many a wound from occurring!

Report from James.....Our foot soldiers struggled up and down the slopes in order to engage the enemy lines. The troops fought well, but they could have been better trained. They fought as if uninspired. However, we were overrun in less than a few hours.

After the battle.... Khamul's forces were victorious in the battle, but suffered minor losses. Khamul appeared to have survived. James's forces were destroyed/routed in the battle. James appeared to have survived. Bilorik's forces were victorious in the battle, but suffered some losses. Bilorik appeared to have survived but suffers from light wounds.

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.....
Arahad	765	SplArmy	elfhe ^ ^ 1500 ^ ^ ^
Arahad	850	MovArmy	e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Arutha	810	MovChar	2309
Arutha	949	TrOwner	cauli
Elfhelm	408	HvInfan	300 br ^
Elfhelm	850	MovArmy	w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Gamina	940	CstLoSp	428 82
Gamina	870	MovJoin	2409 araha
Hathaldir	555	CreCmp	^

Hathaldir	810	MovChar	2607			
James	215	RfsPers				
James	230	AttEnmy	fl			
Katala	325	NatSell	fo	100		
Katala	605	GrdLoc				
Milamber	325	NatSell	le	100		
Milamber	325	NatSell	st	100		
Minohtar	325	NatSell	mi	100		
Minohtar	325	NatSell	mo	100		
Věantur	770	HrArmy	500	hi	^	^ 1234
Věantur	325	NatSell	ti	100		

Arahad



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

Arahad was located in the Mountains at 2309.

Lack of Food may have affected army movement.

He was ordered to split the army. He was not able to split the army because the target character does not exist at this time.

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

He commands an army in the Mountains at 2409. The Major Town/Fort of Hellgate flying the flag of the Silent Assembly is here.

Arutha



Ranks : Command 30 Agent 0 Emissary 82 Mage 0
 Health 100 Stealth 0 Challenge 48
 Artifacts : None
 Spells (+0) : None

Arutha was located in the Mountains at 2104.

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

He was ordered to transfer the ownership of the population center. Cameth Brin is no longer under our control.

He is currently in the Mountains at 2309. The Town/Fort of Cameth Brin flying the flag of the Wise Council is here.

Elfhelm



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

Elfhelm was located in the Mountains at 2309.

He was ordered to recruit some heavy infantry. 300 Heavy Infantry w/Bronze weapons and No armor were recruited.

Elfhelm was assassinated.

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

Gamina



Ranks : Command 0 Agent 0 Emissary 0 Mage 65 (110)
 Health 100 Stealth 0 Challenge 125
 Artifacts : #2 Staff of the Serpent #11 Maikarama #84 Maranya
 Spells(+45) : #302 Long Stride(100) #412 Research Artifact(91) #414 Scry Hex(96)
 #415 Scry Area(91) #418 Locate Artifact(80) #428 Locate Artifact True(75)

Gamina was located in the Open Plains at 1907.

She was ordered to move and join the army. She accepted the movement orders. She joined the army commanded by Arahad.

She was ordered to cast a lore spell. Locate Artifact True - Kirrauko #82 may be possessed by Durin VII in the Mountains at 3224.

She is traveling with Arahad in the Mountains at 2409. The Major Town/Fort of Hellgate flying the flag of the Silent Assembly is here.

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.

Hathaldir



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

Hathaldir was located in the Mountains at 2809.

He was ordered to create a camp. He was not able to create the camp because there was insufficient populace.

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

He is currently in the Mixed Forest at 2607. The Camp of Nornorsa flying the flag of the Silent Assembly is here.

James



Ranks : Command 25 Agent 62 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 52
 Artifacts : None
 Spells (+0) : None

James was located in the Hills & Rough at 2209.

He was ordered to refuse all personal challenges.

He was ordered to have his army attack all of his enemies. See Combat Messages.

He is currently in the Hills & Rough at 2209. The Town/Fort of Imladris flying the flag of the Tribes of Angmar is here.

Katala



Ranks : Command 0 Agent 70 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 52
 Artifacts : None
 Spells (+0) : None

Katala was located in the Mixed Forest at 2709.

She was ordered to have the nation sell to the caravans. 1769 Food were sold for 1769 Gold.

She was ordered to guard the location. Galadbrynd was guarded.

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

Milamber



Ranks : Command 0 Agent 0 Emissary 0 Mage 54
 Health 100 Stealth 0 Challenge 54
 Artifacts : None

Spells (+0) : #104 Resistances(63) #108 Blessings(62) #208 Words of Pain(86)
 #302 Long Stride(72) #412 Research Artifact(70) #418 Locate Artifact(84)

Milamber was located in the Mixed Forest at 2709.

He was ordered to have the nation sell to the caravans. 398 Steel were sold for 796 Gold.

He was ordered to have the nation sell to the caravans. 937 Leather were sold for 1874 Gold.

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

Minohtar



Ranks : Command 0 Agent 0 Emissary 0 Mage 62
 Health 100 Stealth 0 Challenge 62
 Artifacts : None

Spells (+0) : #104 Resistances(99) #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 the Mixed Forest at 2709.

He was ordered to have the nation sell to the caravans. 89 Mounts were sold for 356 Gold.

He was ordered to have the nation sell to the caravans. 80 Mithril were sold for 5200 Gold.

He 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 38 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 38
 Artifacts : None

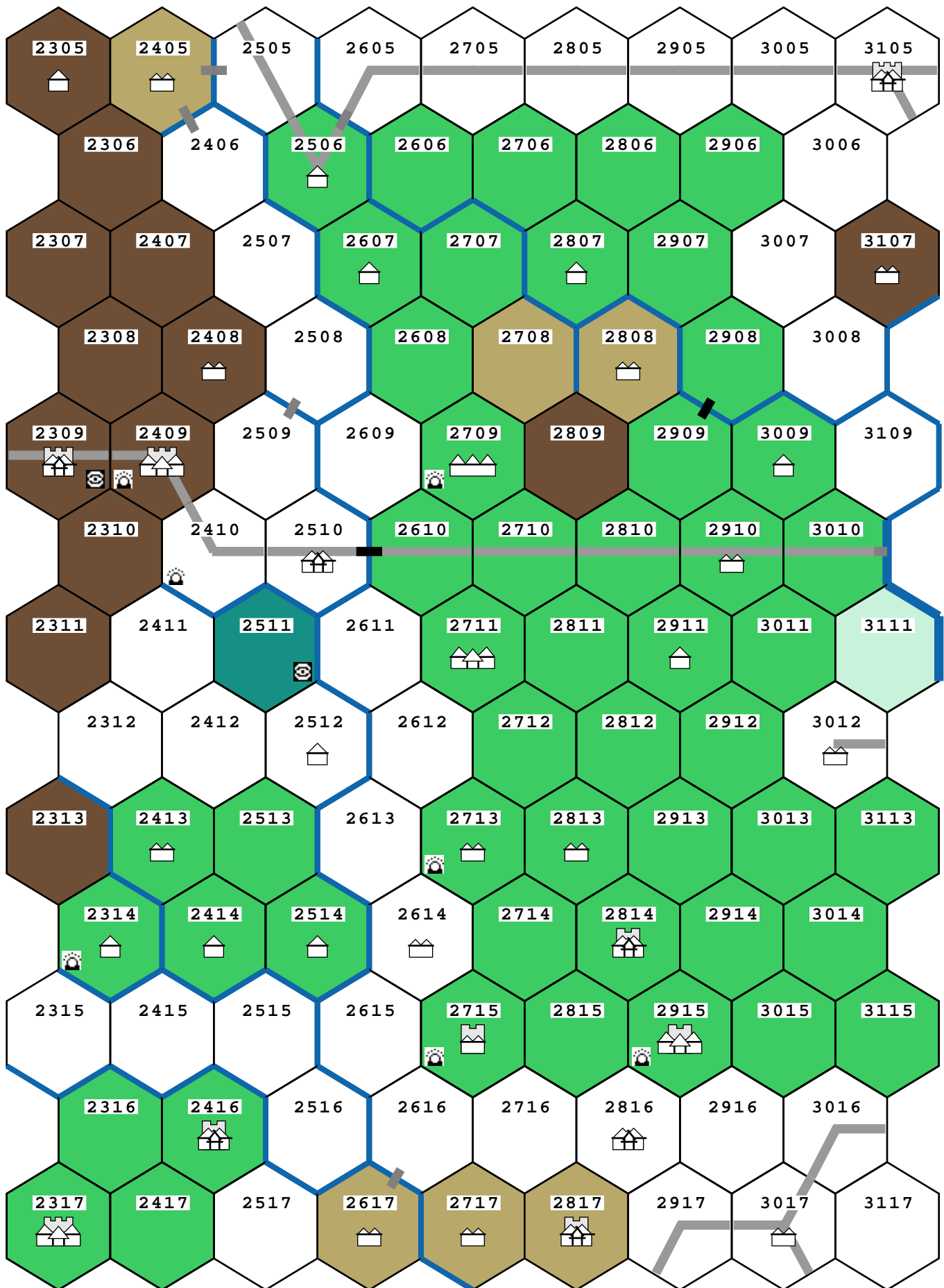
Spells (+0) : None

Vëantur was located in the Mixed Forest at 2709.

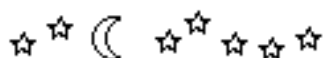
He was ordered to have the nation sell to the caravans. 1587 Timber were sold for 3174 Gold.

He was ordered to hire an army. The transfer of Food was changed because there was insufficient available. An army of 500 Heavy Infantry with 0 Food was hired.

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



TURNSHEET



Game # 141



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Game #      : 141
Player #    : 5
Turn #      : 16
Security #  : 5384
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Return this turnsheet before MAY 5 2013

Daytime Phone #:

Required _____
Information _____

Required _____
Information _____

Required _____
Information _____

Hathaldir (ID: hatha) @ 2607 Emissary

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

James (ID: james) @ 2209 Command Agent

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

Katala (ID: katal) @ 2709 Agent

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

Milamber (ID: milam) @ 2709 Mage

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

Minohtar (ID: minoh) @ 2709 Mage

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

Vëantur (ID: veant) @ 2709 Command

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