

**MEPBM Games****presents**

# Middle-earth Play-By-Mail™

## Fourth Age, circa 1000



GAME # 141

**Silent Assembly**

Victory points : 500

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 [ 1442 ] Once Upon a Time [ 1300 ] Sing a Song [ 1092 ]**

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 # : 22  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 5578  
 Special Service : YES

# Silent Assembly

(A Free People)

Season : Summer

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 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 : 29	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	110	0	0	208	0	-

**Engrin** Location : @ 2104 in Mountains Climate is Polar

Size : Camp	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	90	15	0	0	0	0	450
Current stores	0	180	15	0	0	0	0	-

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

Size : City	Fortifications : None	Loyalty : 64	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	-

An army bearing the banner of the Silent Assembly under Hero Dírhael is here.

**Nornorsa** Location : @ 2607 in Mixed Forest Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 23	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 : 27	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 : 32	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	216	0	0	0	0	368	0	-

**ARMIES AND NAVIES**

**Army Commander : Hero Dírhael** Location : @ 2709 in Mixed Forest Climate is Mild  
 Army morale : 21 Warships : 0 Transports : 0 (5) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Woodman footmen w/battle axes 10 10 0 1100 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 10 Low Supplies !!  
 War machines 0  
 Characters traveling with army : - Arahad - Gamina.  
 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	25024	29132	8949	1686	294907	12092	947
Purchase at market price/unit	3	3	4	25	2	4	15
Sell to market price/unit	1	1	2	13	1	2	8

**MISCELLANEOUS**

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 4400	Leather	216	216
Pop Centers : 0	Bronze	180	90
Characters : 16420	Steel	125	125
	Mithril	0	0
Total : 20820	Food	0	2413
	Timber	826	826
Current Tax rate : 65%	Mounts	0	0
Revenue expected next turn : 9695 (-11125)			
Current Gold reserve : 9350			

**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.
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 Sheri-Urk at 2320.  
There are rumors of an assassination attempt involving Tarja Turunen and Augustus.*

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES

### Battle at 2409

In the Cool climate of the Mountains of 2409, a conflict took place in the early morning hours under a clear sky.

At the head of a loud and exuberant army rode **Warlord Gothmog** of the nation of the Twilight Hammer. The mount on which he rode pranced mightily at the head of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
334 Orc wolfriders w/maces	wooden/bronze	leather/bronze	ragged ranks

At the head of a rebellious army rode **Warlord 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
45 Mixed Mannish horsemen w/shortswords	wooden	none	a mob
632 Mixed Mannish footmen w/battle axes	wooden	none	a mob
20 Mannish slaves w/shortswords	bronze	leather	a mob

At the head of a rebellious army rode **Lord Shacc** of the nation of the Dark Feast. 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
1359 Troll footsoldiers w/battle axes	wooden	none/leather	a mob

The Major Town of Hellgate flying the flag of the Silent Assembly is situated in the Mountains here. It is fortified by a Fort, and it is under siege or attack.

After the battle.... Gothmog's forces found no enemy armies to fight. Bilorik's forces found no enemy armies to fight. Shacc's forces found no enemy armies to fight.

The attacking war machines let loose with a barrage of aerial missiles that were aimed at the fortifications but inflicted only minor damage before the actual ground assault! The battle for Hellgate was vicious and quick. Although the defending militia fought hard to stem the assault, they were outnumbered and eventually fell before the onslaught!

After the attack on the population center.... Gothmog's army survived the attack on the Major Town, but suffered some losses. Gothmog appeared to have survived. Bilorik's army survived the attack on the Major Town, but suffered some losses. Bilorik appeared to have survived. Shacc's army survived the attack on the Major Town, but suffered some losses. Shacc appeared to have survived. The Major Town has been reduced to a Town. The Fort has not been affected. The Town has been under siege/attack this turn. The Town now flies the flag of the Dark Feast.

## 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.....
Aragost	731	NamAgen	^ f
Aragost	810	MovChar	1510
Arahad	728	NamComm	^ f
Arahad	785	JnArmy	dirha
Arassuil	731	NamAgen	^ f
Arassuil	325	NatSell	fo 100
Arutha	215	RfsPers	
Arutha	810	MovChar	2911
Dírhael	408	HvInfan	500 ^ ^
Dírhael	925	Recon	
Dúnhere	810	MovChar	2409
Dúnhere	930	ScoChar	
Gamina	705	RsrchSp	106
Gamina	940	CstLoSp	428 1
James	780	TrComm	dirha y
James	810	MovChar	2409
Katala	215	RfsPers	
Katala	615	Assass	rular
Vëantur	215	RfsPers	
Vëantur	870	MovJoin	2709 dirha

Aragost



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

Aragost was located in the Mixed Forest at 2709.

She was ordered to name a new agent. No character name was provided. A new agent named Borondir was available.

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

***She is currently in the Hills & Rough at 1510. The Village of Nenning flying the flag of the North Kingdom is here.***

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 Mixed Forest at 2709.

He was ordered to name a new commander. No character name was provided. A new commander named Herubrand was available.

He was ordered to join an army. He joined the army commanded by Dírhael.

***He is traveling with Dírhael in the Mixed Forest at 2709. The City of Galadbrynd flying the flag of the Silent Assembly is here.***

Arassuil



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

Arassuil was located in the Mixed Forest at 2709.

He was ordered to have the nation sell to the caravans. 2413 Food were sold for 2413 Gold.

He was ordered to name a new agent. No character name was provided. A new agent named Ragnir was available.

***He 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 89 Mage 0  
 Health 100 Stealth 0 Challenge 51  
 Artifacts : None  
 Spells (+0) : None

Arutha was located in the Mountains at 2217.  
 He was ordered to refuse all personal challenges.  
 He was ordered to move. He accepted the movement orders.  
***He is currently in the Mixed Forest at 2911.***

Borondir



Ranks : Command 0 Agent 49 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 36  
 Artifacts : None  
 Spells (+0) : None

Borondir has a special ability. She has a bonus to her Agent rank.  
***She is currently in the Mixed Forest at 2709. The City of Galadbrynd flying the flag of the Silent Assembly is here.***

Dírhæel



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

Dírhæel was located in the Mixed Forest at 2709.  
 He was ordered to recruit some heavy infantry. 500 Heavy Infantry w/Wood weapons and No armor were recruited.  
 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 Mixed Forest at 2709. The City of Galadbrynd flying the flag of the Silent Assembly is here.***

Dúnhere



Ranks : Command 0 Agent 43 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 32  
 Artifacts : None  
 Spells (+0) : None

Dúnhere was located in the Mixed Forest at 2709.

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: Lord Batroc - Tribes of Angmar. Lord Shacc - Dark Feast. An unknown Dark Servant Male. Cutpurse Agandaur - Twilight Hammer. One or more reports may be incorrect. Nothing else was reported at this time.

***He is currently in the Mountains at 2409. The Town/Fort of Hellgate flying the flag of the Dark Feast is here.***

Gamina



Ranks : Command 0 Agent 0 Emissary 0 Mage 76 (121)  
 Health 100 Stealth 0 Challenge 121  
 Artifacts : #2 Staff of the Serpent #84 Maranya  
 Spells(+45) : #102 Barriers(91) #106 Deflections(89) #302 Long Stride(100)  
 #412 Research Artifact(92) #414 Scry Hex(96) #415 Scry Area(91)  
 #418 Locate Artifact(80) #428 Locate Artifact True(79)

Gamina was located in the Mixed Forest at 2709.

Maikarama #11 was stolen.

She was ordered to research a spell. Deflections #106 was successfully researched.

She was ordered to cast a lore spell. Locate Artifact True - artifact #1, an Axe, is located in the Open Plains at 1413.

***She is traveling with Dirhael in the Mixed Forest at 2709. The City of Galadbrynd 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.***



Herubrand



Ranks : Command 30 Agent 0 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.*

James



Ranks : Command 25 Agent 66 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 55  
 Artifacts : None  
 Spells (+0) : None

James was located in the Mixed Forest at 2709.

He was ordered to transfer the command. The command was transfered to Dirhael. He joined the army.

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

*He is currently in the Mountains at 2409. The Town/Fort of Hellgate flying the flag of the Dark Feast is here.*

Katala



Ranks : Command 0 Agent 79 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 59  
 Artifacts : None  
 Spells (+0) : None

Katala was located in the Mixed Forest at 2109.

She was ordered to refuse all personal challenges.

She was ordered to assassinate a character. Rulart was assassinated.

*She is currently in the Mixed Forest at 2109. The Village/Tower of Barstow flying the flag of the North Kingdom is here.*

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 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.*

V antur



Ranks : Command 40 Agent 0 Emissary 0 Mage 0  
 Health 53 Stealth 0 Challenge 40  
 Artifacts : None

Spells (+0) : None

Vëantur was located in the Mountains at 2409.

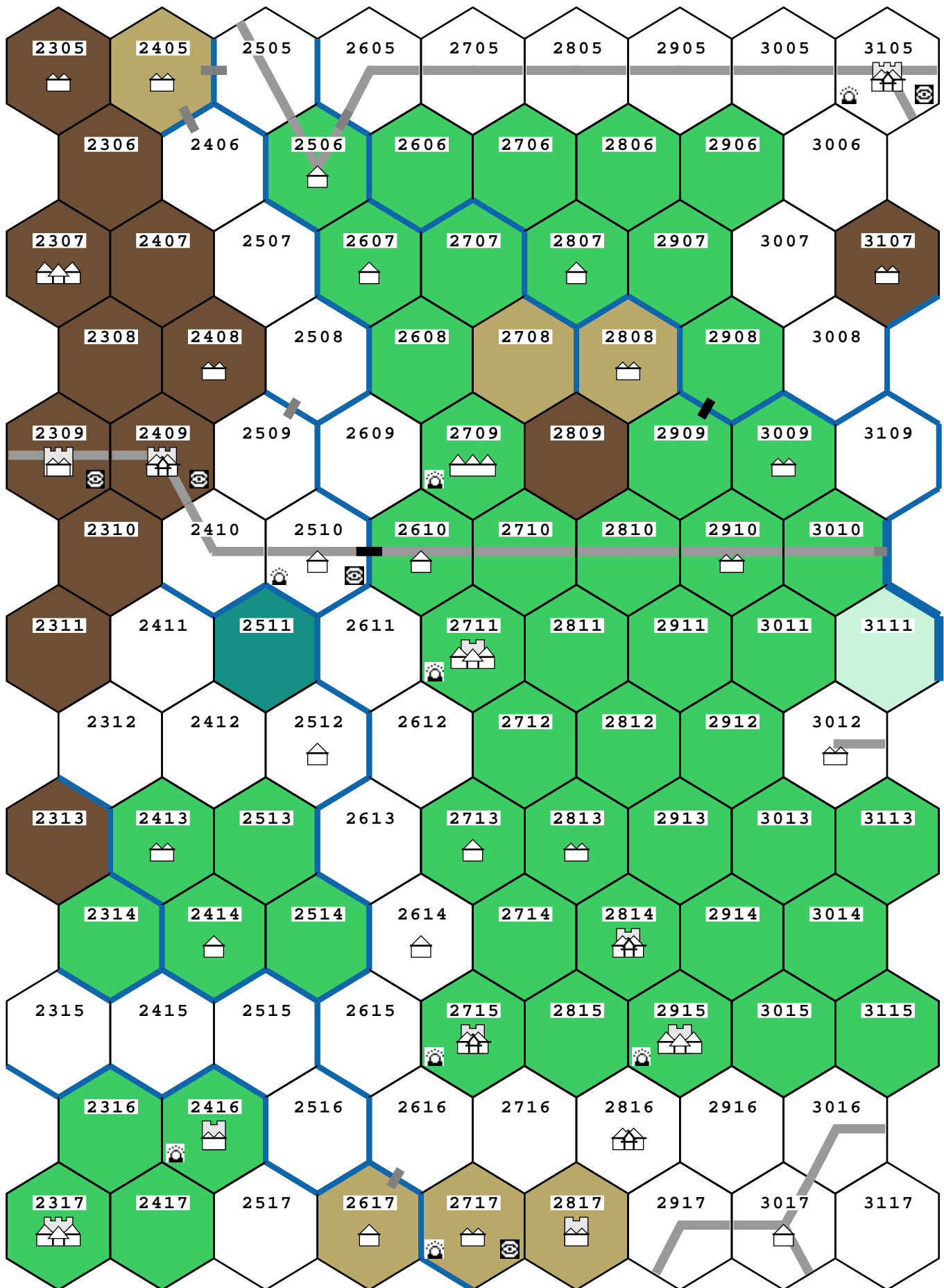
He was ordered to refuse all personal challenges.

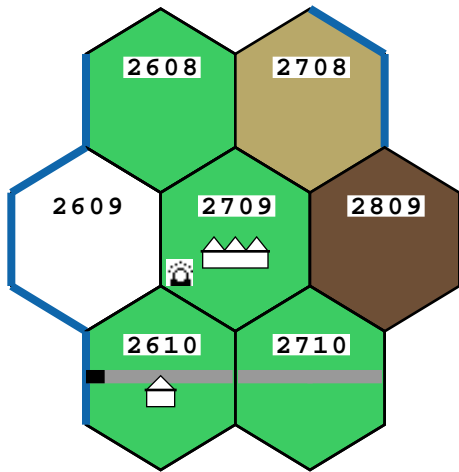
Vëantur was kidnaped.

Vëantur could not escape from being held hostage.

He was ordered to move and join the army. He was not permitted orders because he was held hostage.

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





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

**Arutha (ID: aruth) @ 2911 Command Emissary**

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

**Borondir (ID: boron) @ 2709 Agent**

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

**Dírhael (ID: dirha) @ 2709 Command**

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

**Dúnhere (ID: dunhe) @ 2409 Agent**

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

**Gamina (ID: gamin) @ 2709 Mage**

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

**Herubrand (ID: herub) @ 2709 Command**

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

James (ID: james) @ 2409 Command Agent

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

## Katala (ID: katal) @ 2109 Agent

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

## Ragnir (ID: ragni) @ 2709 Agent

Order	->	#	Code	Type
Required				
Information				