

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Silent Assembly**

Victory points : 550

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 :

Once Upon a Time [1217] Sing a Song [850] Acadians [600]

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 # : 11
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 3443
 Special Service : YES

Silent Assembly

(A Free People)

Season : Winter

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 Bením an Pharazôn	: Disliked	#19 RhunLandChattelCo	: Disliked
#20 Tribes of Angmar	: Disliked	#21 Lands	: Neutral	#22 Sing a Song	: Neutral
#23 Once Upon a Time	: Tolerated	#24 Plane	: Neutral	#25 Alvernus	: Neutral

POPULATION CENTERS

Cameth Brin Location : @ 2309 in Mountains Climate is Severe

Size : Town	Fortifications : Fort	Loyalty : 1	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	53	0	7	0	0	0	560
Current stores	0	44	0	7	0	0	0	-

A small army bearing the banner of the Silent Assembly under Commander Arahad is here.

Camptown Location : @ 2807 in Mixed Forest Climate is Severe

Size : Camp	Fortifications : None	Loyalty : 49	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	44	0	248	52	0	0
Current stores	0	0	0	0	251	0	0	-

Engrin Location : @ 2104 in Mountains Climate is Polar

Size : Camp	Fortifications : None	Loyalty : 50	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	90	0	0	0	0	0	-

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

Size : City	Fortifications : None	Loyalty : 90	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	38	10	0	0
Current stores	0	0	0	0	38	0	0	-

Hellgate Location : @ 2409 in Mountains Climate is Severe

Size : Major Town	Fortifications : Fort	Loyalty : 43	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	18	3	0	0	0	560
Current stores	0	0	0	15	0	0	0	-

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

Herëamon Location : @ 2809 in Mountains Climate is Severe

Size : Camp	Fortifications : None	Loyalty : 16	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	120	48	8	0	0	0	0
Current stores	0	120	0	40	0	0	0	-

Keolan Location : @ 2510 in Open Plains Climate is Cold

Size : Town	Fortifications : None	Loyalty : 50	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	40	0	0	0	209	0	4	0
Current stores	120	0	0	0	211	0	12	-

Mijesec Location : @ 2111 in Hills & Rough Climate is Cold
 Size : Camp Fortifications : None Loyalty : 18 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 93 0 0 0 150 0 0 840
 Current stores 372 0 0 0 152 0 0 -

Nornorsa Location : @ 2607 in Mixed Forest Climate is Severe
 Size : Camp Fortifications : None Loyalty : 22 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 124 30 0 448
 Current stores 0 0 0 0 125 0 0 -

Rintok Location : @ 2910 in Mixed Forest Climate is Cold
 Size : Village Fortifications : None Loyalty : 44 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 139 34 0 0
 Current stores 0 0 0 0 140 0 0 -

Tarnet Location : @ 2405 in Hills & Rough Climate is Severe
 Size : Village Fortifications : None Loyalty : 66 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 0 43 5 560
 Current stores 0 0 0 0 0 0 17 -

Wyndham Location : @ 2506 in Mixed Forest Climate is Severe
 Size : Camp Fortifications : None Loyalty : 44 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 54 0 0 0 98 92 0 0
 Current stores 162 0 0 0 99 0 0 -

ARMIES AND NAVIES

Army Commander : Commander Arahad Location : @ 2309 in Mountains Climate is Severe
 Army morale : 15 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 10 10 23 400 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 : - Arutha.
 The Town/Fort of Cameth Brin flying the flag of the Silent Assembly is here.

Army Commander : Hero James Location : @ 2409 in Mountains Climate is Severe
 Army morale : 19 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 10 10 0 900 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0
 The Major Town/Fort of Hellgate 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	32076	18111	4360	1613	248832	11006	1776
Purchase at market price/unit	3	3	6	22	2	4	9
Sell to market price/unit	2	2	4	17	1	3	7

MISCELLANEOUS

Maintenance Costs expected next turn are:			Totals for Nation:	Stores	Production
Armies/Navies :	5200		Leather	654	187
Pop Centers :	2000		Bronze	254	263
Characters :	12660		Steel	0	125
			Mithril	62	18
Total :	19860		Food	1016	1006
			Timber	0	261
Current Tax rate :	65%		Mounts	29	9
Revenue expected next turn :	24543 (+4683)				
Current Gold reserve :	5104				

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 North Kingdom and the Acadians at 0812.

There are rumors of an armed conflict involving the South Kingdom and the Lands at 2537.

ENCOUNTER MESSAGES

Encounter for Gamina at 1009

Gamina decided that this was no place for her and left the place as quickly as possible. There seemed to be no repercussions and no one seemed to follow her.

COMBAT MESSAGES

Battle at 2209

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

At the head of a demoralized army rode **Lord Vjirjlr Jhreluruk** of the nation of the Sheri-Urk. The mount on which she rode stood cautiously at the rear of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
500 Mixed Mannish horsemen w/shortswords	wooden	none	a mob

At the head of a demoralized army rode **Commander Levitra** of the nation of the Thorinar. 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
1200 Dwarven footsoldiers w/war hammers	wooden	none	a mob

At the head of a calm army rode **Captain Locklear** of the nation of the Silent Assembly. 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
1794 Woodman footmen w/battle axes	wooden	none/leather	a mob
55 Mixed Northman mercenaries w/maces	bronze	leather	ragged ranks

At the head of a rebellious army rode **Lord 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
600 Mixed Mannish horsemen w/shortswords	wooden	none	a mob
1677 Mixed Mannish footmen w/battle axes	wooden	none	a mob

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

Report from Locklear.....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 by the blare of the bugles.. Head straight for them and then strike the left flank...the left flank!

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

Against the forces of Bilorik, we hit their flank and they hit ours.

After the battle had joined in earnest, heroes made their presence known all over the battlefield.

Report from Locklear.....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. Although we fought hard, and although the battle lasted many days, we were defeated..

After the battle.... Vjirjlr Jhreluruk's forces were victorious in the battle, but suffered severe losses. Vjirjlr Jhreluruk appeared to have survived. Levitra's forces were destroyed/routed in the battle. Levitra was captured. Locklear's forces were destroyed/routed in the battle. Locklear appeared to have survived. Bilorik's forces were victorious in the battle, but suffered huge losses. Bilorik 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

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	408	HvInfan	300 ^ br
Arahad	925	Recon	
Arutha	785	JnArmy	araha
Arutha	505	Bribe	ibupr 4000
Gamina	810	MovChar	1103
Gamina	940	CstLoSp	428 88
Gimforn	620	Kidnap	vjirj
Gimforn	215	RfsPers	
James	408	HvInfan	400 ^ ^
James	605	GrdLoc	
Katala	930	ScoChar	
Katala	810	MovChar	2209
Locklear	215	RfsPers	
Locklear	235	AttNat	16 fl
Milamber	325	NatSell	st 100
Milamber	710	PrenMgy	
Minohtar	710	PrenMgy	
Minohtar	325	NatSell	ti 100
Ragnir	690	StlGold	
Ragnir	810	MovChar	2124

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 recruit some heavy infantry. 300 Heavy Infantry w/Wood weapons and Bronze armor were recruited.

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Bruturuk of the Great Trollusk with about 4200 troops at 2209 - Bilorik of the Tribes of Angmar with about 400 troops at 2209. See report below.

He commands an army in the Mountains at 2309. The Town/Fort of Cameth Brin 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 2309.

He was ordered to bribe/recruit a character. He was not able to bribe the character because there was insufficient Gold.

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

He is traveling with Arahad in the Mountains at 2309. The Town/Fort of Cameth Brin flying the flag of the Silent Assembly is here.

Gamina



Ranks : Command 0 Agent 0 Emissary 0 Mage 65 (110)
 Health 100 Stealth 0 Challenge 110
 Artifacts : #2 Staff of the Serpent #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(69)

Gamina was located in the Open Plains at 1009.

She was forced to flee the encounter. See Encounter messages.

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

She was ordered to cast a lore spell. Locate Artifact True - artifact #88, a Bracers, may be possessed by Zehava in the Open Plains at 2420.

She is currently in the Shore/Plains at 1103.

Gimforn



Ranks : Command 0 Agent 60 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 45
 Artifacts : None
 Spells (+0) : None

Gimforn was located in the Hills & Rough at 2209.

He was ordered to refuse all personal challenges.

He was ordered to kidnap a character. He was not able to kidnap the character because of tight security.

He is currently in the Hills & Rough at 2209. The Major Town/Fort of Imladris flying the flag of the Thorinar 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.

James



Ranks : Command 25 Agent 57 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 48
 Artifacts : None
 Spells (+0) : None

James was located in the Mountains at 2409.

Lack of Food may have affected army movement.

He was ordered to recruit some heavy infantry. 400 Heavy Infantry w/Wood weapons and No armor were recruited.

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

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

Katala



Ranks : Command 0 Agent 62 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 46
 Artifacts : None
 Spells (+0) : None

Katala was located in the Mountains at 2809.

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

She was ordered to scout for any characters. A scout for characters was attempted.

Found: Lord Vjirjlr Jhreluruk - Sheri-Urk. Mystic Levitra - Thorinar. Lord Atenelol - Thorinar. Lord Bruturuk - Great Trollusk. Mystic Domniue - Tribes of Angmar. Commander Xanax - Thorinar. Curate Propheta - Tribes of Angmar. Azzurro. Mystic Zrkeyhai - Sheri-Urk. Curate Qunmuela - Tribes of Angmar. Lord Bilorik - Tribes of Angmar. Captain Abelcet - Thorinar. Madonna. Warden Quila - Tribes of Angmar. Freddie Mercury. Nothing else was reported at this time.

She is currently in the Hills & Rough at 2209. The Major Town/Fort of Imladris flying the flag of the Thorinar is here.

Locklear



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

Locklear 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 forces of the Sh'iar Empire. See Combat Messages.

He was injured by Slyardach while performing his custody mission.

Zrkeyhai was rescued and is no longer his hostage.

He was killed by Celgor while performing his custody mission.

Domniue was rescued and is no longer his hostage.

Milamber



Ranks : Command 0 Agent 0 Emissary 0 Mage 48
 Health 100 Stealth 0 Challenge 48
 Artifacts : None

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

Milamber was located in the Mixed Forest at 2709.

He was ordered to have the nation sell to the caravans. 560 Steel were sold for 2240 Gold.

He was ordered to prentice magery. The prentice magery was successful and his Mage rank has been improved.

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 60
 Health 100 Stealth 0 Challenge 60
 Artifacts : None

Spells (+0) : #104 Resistances(99) #218 Wall of Wind(66) #308 Capital Return(97)
 #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. 533 Timber were sold for 2132 Gold.

He was ordered to prentice magery. The prentice magery was successful and his Mage rank has been improved.

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

Ragnir



Ranks : Command 0 Agent 61 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 45
 Artifacts : None

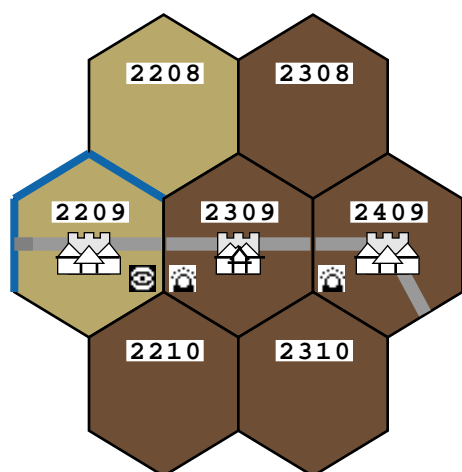
Spells (+0) : None

Ragnir was located in the Hills & Rough at 1924.

He was ordered to steal the Gold. 1200 Gold was stolen at Ghabarú.

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

He is currently in the Hills & Rough at 2124. The Town of Amon Cael flying the flag of the Great Trollusk is here.



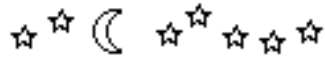
MEPBM Games

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 # : 12
Security # : 3443

Return this turnsheet before MARCH 10 2013

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

Daytime Phone #: _____

Arahad (ID: araha) @ 2309 Command

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

Arutha (ID: aruth) @ 2309 Command Emissary

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

Gamina (ID: gamin) @ 1103 Mage

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

Gimform (ID: gimfo) @ 2209 Agent

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) @ 2209 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			_____				
			_____								_____				

Ragnir (ID: ragni) @ 2124 Agent

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