

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 [1550] Once Upon a Time [1200] Sing a Song [1075]

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 # : 25
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 9727
 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 : 26	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	440	0	992	416	0	-

Currahee Location : @ 2307 in Mountains Climate is Polar

Size : Major Town	Fortifications : None	Loyalty : 50	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	78	0	2	0	0	0	-

Foreign characters reported in the hex : - **Carrog.**

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

Size : City	Fortifications : None	Loyalty : 60	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	115	58	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	496	240	0	-

Rintok Location : @ 2910 in Mixed Forest Climate is Mild

Size : Village	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	418	101	0	0
Current stores	0	0	0	0	418	202	0	-

Wyndham Location : @ 2506 in Mixed Forest Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 28	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	864	0	0	0	392	736	0	-

ARMIES AND NAVIES

Army Commander : Commander Herubrand Location : @ 2711 in Mixed Forest Climate is Warm
 Army morale : 23 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 0 Out of Food !!
 War machines 0

The Major Town/Tower of Neverending flying the flag of the Once Upon a Time is here.

A small 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 General Gatto is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	27467	35010	14911	3356	292234	24179	4131
Purchase at market price/unit	2	2	3	13	2	2	7
Sell to market price/unit	1	1	2	8	1	1	4

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 8000	Leather	864	216
Pop Centers : 0	Bronze	78	13
Characters : 15840	Steel	440	110
	Mithril	2	2
Total : 23840	Food	2413	2413
	Timber	1652	826
	Mounts	0	0
Current Tax rate : 65%			
Revenue expected next turn : 14540 (-9300)			
Current Gold reserve : 5496			

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 armed conflict involving the Lohmai'gwaith and the Red Witches at 2817.
 There are rumors of an encounter involving Trallor at 4129.
 There are rumors of the fall of a Strategic Site.
 There are rumors of a theft attempt involving Gimforn at Peley.
 3900 Gold was stolen at Galadbrynd.
 548 Gold was transported from the Once Upon a Time to Galadbrynd.
 Our populace reports that a season change is imminent!

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 2609

In the Mild climate of the Open Plains of 2609, a conflict took place in the early afternoon under a omen-filled sky.

At the head of a demoralized army rode **Lord Batroc** of the nation of the Tribes of Angmar. In his hands was borne the glowing Mace called Nallagurth. 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
1800 Mixed Mannish footmen w/battle axes	wooden	leather/bronze	a mob

At the head of a demoralized army rode **Warlord Gatto** of the nation of the Once Upon a Time. In his hands was borne the glowing Axe called Axe of Braogha. 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
1064 Northman horsemen w/battle axes	wooden/bronze	leather/bronze	a mob

At the head of a rebellious army rode **Lord Cappuccetto Rosso** of the nation of the Once Upon a Time. In her hands was borne the glowing Sword called Macirillë. The mount on which she rode moved with trepidation to the center of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
643 Northman horsemen w/battle axes	wooden/bronze	leather/bronze	a mob

At the head of a rebellious army rode **Commander Herubrand** of the nation of the Silent Assembly. The mount on which she rode moved with trepidation to the center of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
2000 Woodman footmen w/battle axes	wooden	none	a mob

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Batroc** fought side by side with the troops and diverted many a blade during the pitched battle with his glowing Mace. **Gatto** burst forth with a blood curdling yell and rushed to meet whatever foes would face his glowing Axe. **Cappuccetto Rosso** fought side by side with the troops and diverted many a blade during the pitched battle with her glowing Sword.

After the battle.... Batroc's forces were destroyed/routed in the battle. Batroc was killed. Gatto's forces were victorious in the battle, but suffered some losses. Gatto appeared to have survived. Cappuccetto Rosso's forces were victorious in the battle, but suffered some losses. Cappuccetto Rosso appeared to have survived. Herubrand's forces found no enemy armies to fight.

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	1716
Arassuil	615	Assass	tyseu
Arassuil	810	MovChar	2111
Artamir	731	NamAgen	^ f
Artamir	810	MovChar	2111
Arutha	728	NamComm	^ f
Arutha	810	MovChar	2016
Borondir	690	StlGold	
Borondir	810	MovChar	1523
Herubrand	215	RfsPers	
Herubrand	860	ForcMar	se se ^ ^ ^ ^ ^ ^ ^ ^ ^ no
James	810	MovChar	2309
James	930	ScoChar	
Katala	215	RfsPers	
Katala	905	ScoArmy	tor m y
Ragnir	605	GrdLoc	
Ragnir	810	MovChar	2114

Aragost



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

Aragost was located in the Hills & Rough at 1410.

She was ordered to steal the Gold. 875 Gold was stolen at Haira.

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

She is currently in the Open Plains at 1716. The Town/Tower of Caltward Blues flying the flag of the Sheri-Urk is here.

Arassuil



Ranks : Command 0 Agent 52 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Arassuil was located in the Open Plains at 2510.

He was ordered to assassinate a character. Tyseus was assassinated.

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

He is currently in the Hills & Rough at 2111.

Artamir



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

Artamir 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 Ulgundó was available.

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

She is currently in the Hills & Rough at 2111.

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 Mixed Forest at 2709.

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

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

He is currently in the Mountains at 2016. The Village of Delothden flying the flag of the Sheri-Urk is here.

Borondir



Ranks : Command 0 Agent 54 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 40
 Artifacts : None
 Spells (+0) : None

Borondir was located in the Mixed Forest at 1517.

She was ordered to steal the Gold. 625 Gold was stolen at Dar Mors.

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

She is currently in the Mountains at 1523. The Village of Deep Cove flying the flag of the Twilight Hammer is here.

Durbaran



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.

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 Open Plains at 2609.

She was ordered to refuse all personal challenges.

Lack of Food may have affected army movement.

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

She commands an army in the Mixed Forest at 2711. The Major Town/Tower of Neverending flying the flag of the Once Upon a Time is here.

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 Open Plains at 2609.

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. General Khamul - Twilight Hammer. Warlord Gothmog - Twilight Hammer. Nienor - Free People Female. One or more reports may be incorrect. Nothing else was reported at this time.

He is currently in the Mountains at 2309. The Village/Fort of Cameth Brin flying the flag of the Twilight Hammer is here.

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 Open Plains at 2609.

She was ordered to refuse all personal challenges.

She was ordered to scout an army. A scout of the army was attempted. Lord Tor Mitari of the North Kingdom is located in the Open Plains at 2611 Travel mode is Normal. Morale is 6. Troops: Heavy Infantry: 3495 Men-at-Arms: 99 . Scouted army movement to new location at 2611.

She is currently in the Open Plains at 2611.

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 44 Emissary 0 Mage 0
 Health 28 Stealth 0 Challenge 33
 Artifacts : None
 Spells (+0) : None

Ragnir was located in the Mixed Forest at 2709.

She was ordered to guard the location. Galadbrynd was guarded. She was injured by Niminor while performing her guard mission.

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

She is currently in the Mountains at 2114. The Town of Khiranos flying the flag of the Dark Feast is here.

Ulgund



Ranks : Command 0 Agent 50 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 37
 Artifacts : None
 Spells (+0) : None

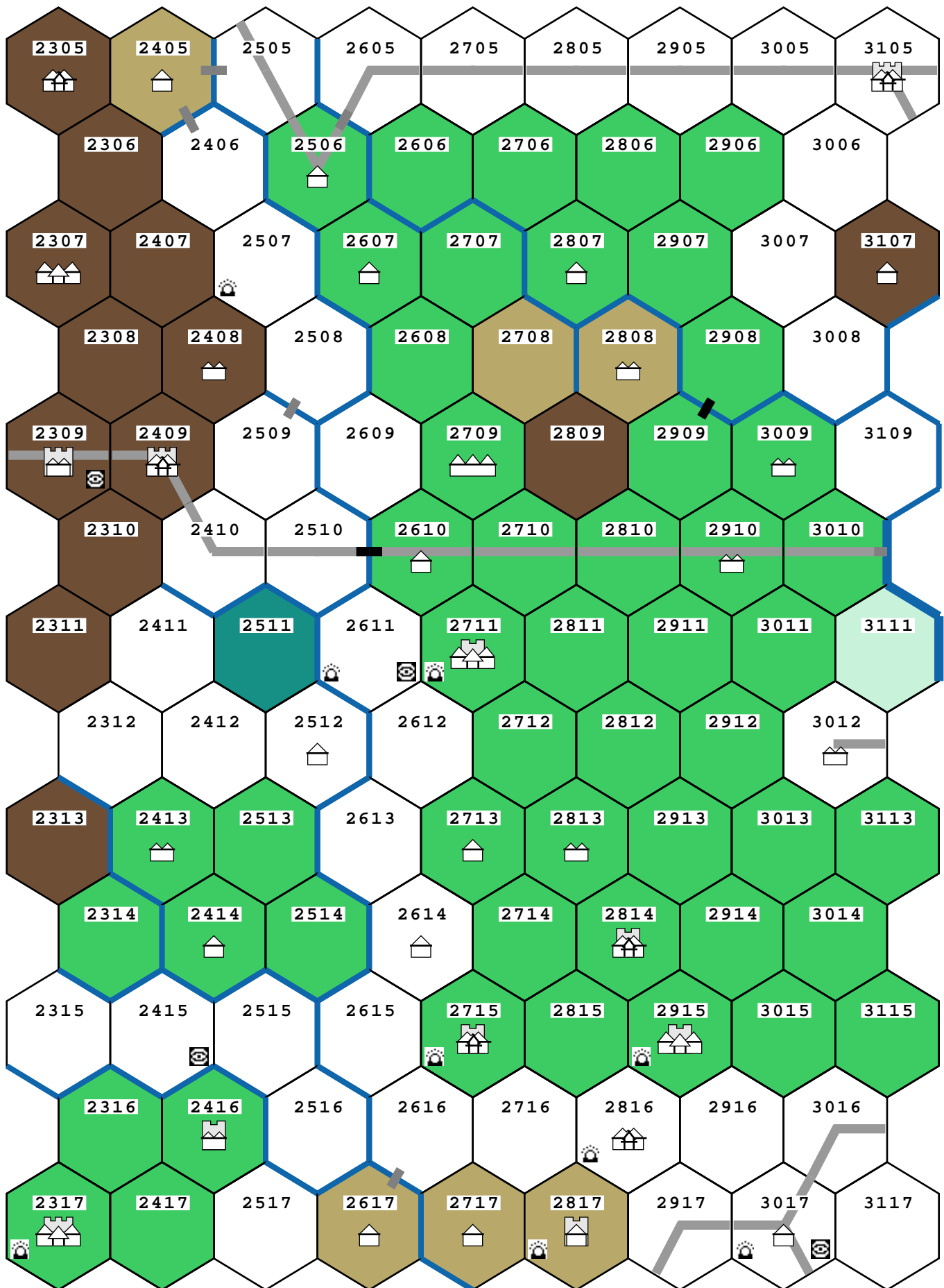
Ulgundó has a special ability. She has a bonus to her Agent rank.
She is currently in the Mixed Forest at 2709. The City of Galadbrynd flying the flag of the Silent Assembly is here.

V antur



Ranks : Command 40 Agent 0 Emissary 0 Mage 0
 Health 95 Stealth 0 Challenge 40
 Artifacts : None
 Spells (+0) : None

Vëantur was located in an unknown location.
 Vëantur could not escape from being 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) @ 2016 Command Emissary

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

Borondir (ID: boron) @ 1523 Agent

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

Durbaran (ID: durba) @ 2709 Command

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

Herubrand (ID: herub) @ 2711 Command

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

James (ID: james) @ 2309 Command Agent

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

Katala (ID: katal) @ 2611 Agent

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

Ragnir (ID: ragni) @ 2114 Agent

Order -> # _____ Code _____ Type _____ Order -> # _____ Code _____ Type _____

Required

Information

Required

Information

Ulgundó (ID: ulgun) @ 2709 Agent

Order -> # _____ Code _____ Type _____ Order -> # _____ Code _____ Type _____

Required

Information

Required

Information