

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Silent Assembly**

Victory points : 400

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 [1417] Once Upon a Time [1067] Sing a Song [1000]

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 # : 17
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 7671
 Special Service : YES

Tarnet	Location : @ 2405 in Hills & Rough Climate is Cold								
Size : Town	Fortifications : None		Loyalty : 35	Docks : None	Hidden ? : No		Sieged ? : No		
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold	
Expected production	0	0	0	0	0	49	5	840	
Current stores	0	0	0	0	0	0	14	-	

Wyndham Location : @ 2506 in Mixed Forest Climate is Cold
 Size : Camp Fortifications : None Loyalty : 39 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 162 0 0 0 0 0 0 -

ARMIES AND NAVIES

None

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	13722	11549	4154	2933	228407	18121	1778
Purchase at market price/unit	3	4	6	15	2	3	10
Sell to market price/unit	2	3	4	10	1	2	7

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 0	Leather	374	187
Pop Centers : 1000	Bronze	630	90
Characters : 12540	Steel	214	107
	Mithril	10	5
Total : 13540	Food	0	1735
	Timber	0	426
Current Tax rate : 65%	Mounts	34	15
Revenue expected next turn : 22302 (+8762)			
Current Gold reserve : 2267			

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 South Kingdom and the Ground Pounders at 3320.
 There are rumors of an encounter involving Myrthrandir at 2320.
 There are rumors of an encounter involving Malendur at 3329.
 There are rumors of a theft attempt involving Nightbreeze at Overview.
 There are rumors of a theft attempt involving Samaub at Hornburg.
 There are rumors of an encounter involving Quila at 2008.

ENCOUNTER MESSAGES

Encounter for Vëantur at 2511

Vëantur had traveled across the plains all day. The land seemed to be unendingly flat, with nothing to relieve the sense of boredom. There seemed to be good soil with lots of available water. Up ahead he saw the confluence of two rivers pouring into a small lake in the area known as the Gladden Fields. As he neared the lake, he noticed large stretches of reeds upon which rested many of the flowers called "Iris". Camp was set up near the lake to take advantage of the nearness of the water. All was peaceful when a wizened old man hobbled into camp and greeted him. The elderly man offered to lead him back to his hut in order to show a scroll that held the Secret of the Golden Band.

ATTACK the man
 Offer the man FOOD
 State your ALLEGIANCE
 GO to the man's hut to see the scroll
 Say _____ (only one word)
 FLEE

How will Vëantur react ? (Choose any reaction shown in all CAPS or provide info requested in parenthesis. If no reaction is given, he will be assumed to have chosen "FLEE".)

COMBAT MESSAGES



Challenge from Malezar at 2309

In the Mountains of 2309 a ritual duel began. A large circle was drawn in the main street of the village. As the residents of Cameth Brin gathered around, Malezar, a healthy robed mage stepped forth and called challenge. In answer, Gamina, a healthy robed mage stepped forth. In her hands was borne the glowing Spear called Maikarama. Those watching calculated the odds at 2 to 1 in favor of the challenged. The fight began with both combatants uttering spells and incantations. Colored lights and energies of varied intensity surged around Malezar and Gamina. Suddenly, Gamina called upon a mystical source and slew Malezar with a spell of great power, but suffered no wounds.

Battle at 2309

In the Cold climate of the Mountains of 2309, a conflict took place in the early morning hours 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
410 Orc wolfriders w/maces	wooden/bronze	leather/bronze	ragged ranks

At the head of a highly energetic army rode **Regent Gothmog** of the nation of the Twilight Hammer. The mount on which he rode cantered anxiously along the side of the battle lines. Behind him the forming ranks were filled with:

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

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
441 Mixed Mannish horsemen w/shortswords	wooden	none	a mob
1037 Mixed Mannish footmen w/battle axes	wooden	none	a mob
196 Mannish slaves w/shortswords	bronze	leather	a mob

At the head of a rebellious army rode **Commander Arahad** 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
2000 Woodman footmen w/battle axes	wooden/bronze	none/leather	a mob

The Village of Cameth Brin flying the flag of the Twilight Hammer is situated in the Mountains here. It is fortified by a Fort.

Report from Arahad.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. The troops needed this encouragement because many feared that they would die in the battle. Finally the order was given by the clear voice of their Commander.. Head straight for them and then strike the left flank...the left flank! As our troops deployed, a cheer went up as balls of light green light burst among the enemy, and they realized that the mages had already started the battle. Against the forces of Khamul, they charged but we veered off and hit their flank.
Against the forces of Gothmog, 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. **Gamina** stood off to one side making magical gestures and incanting arcane words. Suddenly, magical barriers sprung up around her comrades and prevented many a wound from occurring!

Report from Arahad.....Our foot soldiers were forced to fight the terrain as well as the enemy in these boulder filled ravines and high trails. The troops tried to fight well, but they needed much more training. They fought very poorly. 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. Gothmog's forces were victorious in the battle, but suffered minor losses. Gothmog appeared to have survived. Bilorik's forces were victorious in the battle, but suffered some losses. Bilorik appeared to have survived. Arahad's forces were destroyed/routed in the battle. Arahad appeared to have survived but suffers from serious wounds.

Battle at 2510

In the Cool climate of the Open Plains of 2510, a conflict took place in the early morning hours under a omen-filled sky.

At the head of a demoralized army rode **Commander Morbidund** of the nation of the Tribes of Angmar. 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
500 Mixed Mannish footmen w/battle axes	wooden	none	a mob
400 Lesser Mannish footmen w/spears	wooden	none	a mob
100 Mannish slaves w/shortswords	bronze	leather	a mob

At the head of a demoralized army rode **Commander Vēantur** of the nation of the Silent Assembly. 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
1000 Woodman footmen w/battle axes	wooden	none	a mob

The Town of Keolan flying the flag of the Silent Assembly is situated in the Open Plains here.

Report from Vëantur.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. The troops needed this encouragement because many feared that they would die in the battle. Finally the order was heard coursing through the ranks.. Head straight for them and then strike the left flank...the left flank! As our troops deployed, a cheer went up as balls of light green light burst among the enemy, and they realized that the mages had already started the battle. Against the forces of Morbidund, we hit their flank and they stayed with their standard formation.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Milamber** stood off to one side making magical gestures and incanting arcane words. Suddenly, with each word he uttered, an enemy screamed in pain and went down! **Minohtar** stood off to one side making magical gestures and incanting arcane words. Suddenly, many of his comrades felt their armor grow tougher and more resistant to the blows of their enemies.

Report from Vëantur.....Our foot soldiers engaged the other troops in the open and took the battle to them. The troops tried to fight well, but they needed much more training. They fought very poorly. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

After the battle.... Morbidund's forces were destroyed/routed in the battle. Morbidund appeared to have survived. Vëantur's forces were victorious in the battle, but suffered some losses. Vëantur 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	215	RfsPers	
Arahad	230	AttEnemy	fl
Arutha	550	ImprPop	
Arutha	925	Recon	
Gamina	210	IssPers	bilor
Gamina	225	CstCbSp	102
Hathaldir	520	InfYour	
Hathaldir	585	Uncover	

James	325	NatSell	fo 100
James	325	NatSell	ti 100
Katala	615	Assass	morbi
Katala	215	RfsPers	
Milamber	225	CstCbSp	208
Milamber	710	PrenMgy	
Minohtar	210	IssPers	morbi
Minohtar	225	CstCbSp	104
Vëantur	215	RfsPers	
Vëantur	230	AttEnmy	fl

Arahad



Ranks : Command 39 Agent 0 Emissary 0 Mage 0
 Health 69 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Arahad was located in the Mountains at 2309.

He was ordered to refuse all personal challenges.

He was challenged by Gothmog to personal combat, but refused. Gothmog gained personal honor.

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

Arahad was wounded during combat.

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

Arutha



Ranks : Command 30 Agent 0 Emissary 84 Mage 0
 Health 100 Stealth 0 Challenge 49
 Artifacts : None
 Spells (+0) : None

Arutha was located in the Hills & Rough at 2405.

He was ordered to improve the population center size. Tarnet was improved to a Town.

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: None. See report below.

He is currently in the Hills & Rough at 2405. The Town of Tarnet flying the flag of the Silent Assembly is here.

Gamina



Ranks : Command 0 Agent 0 Emissary 0 Mage 72 (117)
 Health 100 Stealth 0 Challenge 132
 Artifacts : #2 Staff of the Serpent #11 Maikarama #84 Maranya
 Spells(+45) : #102 Barriers(91) #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 Mountains at 2309.

She was ordered to challenge Bilorik to personal combat.

She was challenged by Malezar to personal combat. See Combat Messages.

Gamina had already fought and could not issue a challenge against Bilorik.

She was ordered to cast a combat spell. Barriers was cast.

She is currently in the Mountains at 2309. The Village/Fort of Cameth Brin flying the flag of the Twilight Hammer 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 35 Mage 0
 Health 100 Stealth 0 Challenge 17
 Artifacts : None
 Spells (+0) : None

Hathaldir was located in the Mixed Forest at 2607.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Nornorsa.

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Sing a Song seeks to see to the termination of Criknrog by any means whatsoever.
 - uncovered that the nation of the Sh'iar Empire possesses Special Nation Ability #5.
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 Mixed Forest at 2709.

He was ordered to have the nation sell to the caravans. 3470 Food were sold for 3470 Gold.

He was ordered to have the nation sell to the caravans. 884 Timber were sold for 4420 Gold.

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

Katala



Ranks : Command 0 Agent 73 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 54
 Artifacts : None
 Spells (+0) : None

Katala was located in the Open Plains at 2510.

She was ordered to refuse all personal challenges.

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

She is currently in the Open Plains at 2510. The Town of Keolan flying the flag of the Silent Assembly is here.

Milamber



Ranks : Command 0 Agent 0 Emissary 0 Mage 59
 Health 92 Stealth 0 Challenge 59
 Artifacts : None

Spells (+0) : #104 Resistances(63) #108 Blessings(62) #208 Words of Pain(87)
 #302 Long Stride(72) #412 Research Artifact(70) #418 Locate Artifact(84)

Milamber was located in the Open Plains at 2510.

He was ordered to cast a combat spell. Words of Pain was cast.

Milamber was wounded during combat.

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

He is currently in the Open Plains at 2510. The Town of Keolan flying the flag of the Silent Assembly 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 the Open Plains at 2510.

He was ordered to challenge Morbidund to personal combat.

He challenged Morbidund to personal combat, but was refused. He gained personal honor.

He was ordered to cast a combat spell. Resistances was cast.

He is currently in the Open Plains at 2510. The Town of Keolan flying the flag of the Silent Assembly is here.

V antur



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

Věantur was located in the Open Plains at 2510.

He was ordered to refuse all personal challenges.

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

Lack of Food may have affected army movement.

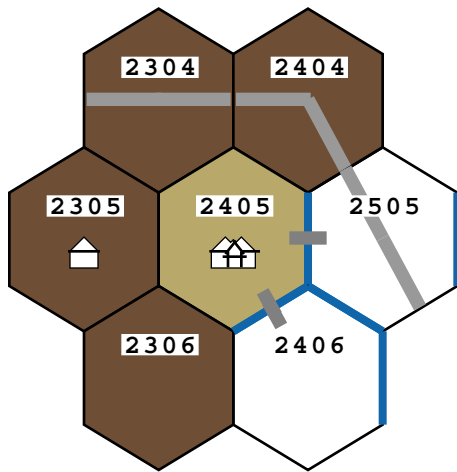
Věantur was kidnaped.

The army commanded by Věantur has been disbanded because no suitable commander was present.

Věantur escaped from being held hostage to 2511.

He had a special encounter. See Encounter Messages.

He is currently in the Fens & Swamp at 2511.



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

Hathaldir (ID: hatha) @ 2607 Emissary

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

James (ID: james) @ 2709 Command Agent

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

Katala (ID: katal) @ 2510 Agent

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

Milamber (ID: milam) @ 2510 Mage

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

Minohtar (ID: minoh) @ 2510 Mage

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

Vëantur (ID: veant) @ 2511 Command

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