

**MEPBM Games****presents**

# Middle-earth Play-By-Mail™

## Fourth Age, circa 1000



GAME # 141

**Silent Assembly**

Victory points : 700

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 [ 1358 ] Sing a Song [ 992 ] Once Upon a Time [ 925 ]**

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 # : 30  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 6599  
 Special Service : YES

# Silent Assembly

(A Free People)

Season : Fall

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Hated	# 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	: Hated	#16 Sh'iar Empire	: Disliked
#17 Great Trollusk	: Hated	#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 Cold

Size : Camp	Fortifications : None	Loyalty : 20	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	66	0	372	78	0	0
Current stores	0	0	0	0	372	234	0	-

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

Size : City	Fortifications : None	Loyalty : 59	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	102	26	0	0
Current stores	0	0	0	0	102	78	1449	-

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

Size : Camp	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	186	45	0	672
Current stores	0	0	0	0	186	135	0	-

**Rintok** Location : @ 2910 in Mixed Forest Climate is Cool

Size : Village	Fortifications : None	Loyalty : 30	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	371	270	0	-

**Wyndham** Location : @ 2506 in Mixed Forest Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 35	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	147	414	0	-

## ARMIES AND NAVIES

None

COMPANY COMMANDERS :

None

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	21920	33030	9703	2777	292476	29663	6627
Purchase at market price/unit	2	2	4	14	2	2	6
Sell to market price/unit	1	1	2	8	1	1	3

**MISCELLANEOUS**

Maintenance Costs expected next turn are:			Totals for Nation:	Stores	Production
Armies/Navies :	0		Leather	162	81
Pop Centers :	0		Bronze	0	0
Characters :	16020		Steel	0	66
			Mithril	0	0
Total :	16020		Food	1178	1178
			Timber	1131	377
Current Tax rate :	52%		Mounts	1449	0
Revenue expected next turn :	7172 (-8848)				
Current Gold reserve :	13525				

**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
Cloak of Hiding	Cloak	37	Yes	None	Increases Stealth Rank by 10.
Axe of Braogha	Axe	72	No	None	COMBAT - Increases damage by 750 points.

**You have hidden the following additional artifacts:**

None

**NATION MESSAGES**

*There are rumors of an encounter involving Oretur at 2006.*

*The loyalty was influenced/reduced at Currahee.*

*There are rumors of the fall of a Strategic Site.*

*Currahee is no longer under our control.*

*There are rumors of a theft attempt involving Padrey at 2527.*

*There are rumors of Gold being transported by caravan from Blackmaw to Linhir.*

*1449 Mounts transported from the Once Upon a Time to Galadbrynd.*

## ENCOUNTER MESSAGES

### Encounter for Artamir at 1519

In the presence of an intimidating magical power, Artamir stood forth and answered, "Imrahil." Nothing happened for a moment, and then, with an almost palpable shudder, the walls wavered and the light went out. On the floor a magical Cloak named Cloak of Hiding lay quietly glowing. Artamir took it with her.

## COMBAT MESSAGES

### Battle at 2209

In the Warm climate of the Hills & Rough of 2209, a conflict took place in the early hours of the evening under an overcast sky.

At the head of a demoralized army rode **Regent Bigorik** of the nation of the Tribes of Angmar. 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
1212 Mixed Mannish horsemen w/shortswords	wooden	leather/bronze	a mob

At the head of a rebellious army rode **Captain 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

At the head of a rebellious army rode **Captain Storlagu** 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
884 Mixed Mannish footmen w/battle axes	wooden	leather	a mob
74 Mannish slaves w/shortswords	bronze	leather	a mob

At the head of a demoralized army rode **Commander Balkhmog** of the nation of the Great Trollusk. 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
2896 Mixed Mannish horsemen w/shortswords	bronze/steel	bronze/steel	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 Herubrand.....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 in loud commands.. Keep close ranks. Use standard formation. Like we practiced!

Against the forces of Bigorik, they charged our standard formation and hit us hard.

Against the forces of Storlagu, our standard formation adjusted as they veered off and hit our flank.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Bigorik** burst forth with a blood curdling yell and rushed to meet whatever foes would face his glowing Axe.

Report from Herubrand.....Our foot soldiers struggled up and down the slopes in order to engage the enemy lines. The troops tried to fight well, but they needed much more training. They fought very poorly. Although we fought hard, and although the battle lasted many days, we were defeated..

After the battle.... Bigorik's forces were victorious in the battle, but suffered some losses. Bigorik appeared to have survived. Herubrand's forces were destroyed/routed in the battle. Herubrand appeared to have survived. Storlagu's forces were victorious in the battle, but suffered severe losses. Storlagu appeared to have survived. Balkhmog'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](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	690	StlGold	
Aragost	810	MovChar	1615
Arassuil	690	StlGold	
Arassuil	810	MovChar	1409
Artamir	285	ReacEnc	Imrahil
Artamir	810	MovChar	2018
Arutha	505	Bribe	plum 5000
Arutha	215	RfsPers	
Borondir	930	ScoChar	
Borondir	810	MovChar	2209
Durbaran	185	DnStNat	1
Durbaran	925	Recon	
Gorath	325	NatSell	st 100
Gorath	300	ChTaxRt	60
Herubrand	215	RfsPers	
Herubrand	810	MovChar	2709
Katala	615	Assass	bigor
Katala	215	RfsPers	
Ragnir	690	StlGold	
Ragnir	810	MovChar	4432
Ulgundó	810	MovChar	2309
Ulgundó	930	ScoChar	

Aragost



Ranks : Command 0 Agent 67 Emissary 0 Mage 0  
 Health 56 Stealth 0 Challenge 50  
 Artifacts : None  
 Spells (+0) : None

Aragost was located in the Mountains at 1424.

She was ordered to steal the Gold. 6305 Gold was stolen at Tall Rock.

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

***She is currently in the Shore/Plains at 1615. The Town of Saghamor flying the flag of the Red Witches is here.***

Arassuil



Ranks : Command 0 Agent 68 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 51  
 Artifacts : None  
 Spells (+0) : None

Arassuil was located in the Open Plains at 1309.

He was ordered to steal the Gold. 3300 Gold was stolen at Sumar.

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

***He is currently in the Mixed Forest at 1409. The Major Town/Tower of Bree flying the flag of the North Kingdom is here.***

Artamir



Ranks : Command 0 Agent 52 Emissary 0 Mage 0  
 Health 100 Stealth 0 (10) Challenge 39  
 Artifacts : #37 Cloak of Hiding  
 Spells (+0) : None

Artamir was located in the Open Plains at 1519.

She was ordered to react with the encounter. See Encounter messages.

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

***She is currently in the Mountains at 2018. The Village of Laimë flying the flag of the Sheri-Urk is here.***

Arutha



Ranks : Command 30 Agent 0 Emissary 94 Mage 0  
 Health 100 Stealth 0 Challenge 54  
 Artifacts : None  
 Spells (+0) : None

Arutha was located in the Mountains at 2114.

He was ordered to refuse all personal challenges.

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

***He is currently in the Mountains at 2114. The Town of Khiranos flying the flag of the Ground Pounders is here.***

Borondir



Ranks : Command 0 Agent 66 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 49  
 Artifacts : None  
 Spells (+0) : None

Borondir was located in the Open Plains at 1919.

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: Mystic Levitra - Unknown. Lord Atenelol - Unknown. Commander Xanax - Unknown. General Gatto - Once Upon a Time. An unknown Free People Female. Captain Storlagu - Tribes of Angmar. One or more reports may be incorrect. Nothing else was reported at this time.

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

Durbaran



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

Durbaran was located in the Mixed Forest at 2709.

She was ordered to downgrade our relations. Our relations with the North Kingdom were downgraded.

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

***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 the Mixed Forest at 2709.

He was ordered to change the tax rate. The tax rate could only be changed to 52. Continued efforts may succeed. Loyalty has been affected.

He was ordered to have the nation sell to the caravans. 770 Steel were sold for 2310 Gold.

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

Herubrand



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

Herubrand was located in the Hills & Rough at 2209.

She was ordered to refuse all personal challenges.

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

*She 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 86 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 79  
 Artifacts : #72 Axe of Braogha  
 Spells (+0) : None

Katala was located in the Hills & Rough at 2209.

She was ordered to refuse all personal challenges.

She was ordered to assassinate a character. Bigorik was assassinated. Artifact(s) were discovered on the body of Bigorik.

*She is currently in the Hills & Rough at 2209. The Town/Fort of Imladris flying the flag of the Tribes of Angmar 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 60 Emissary 0 Mage 0  
 Health 98 Stealth 0 Challenge 45  
 Artifacts : None

Spells (+0) : None

Ragnir was located in the Hills & Rough at 4233.

She was ordered to steal the Gold. No Gold was found in the treasury at The Aerie.

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

***She is currently in the Hills & Rough at 4432. The Village of Vulcan flying the flag of the Sh'iar Empire is here.***

Ulgund



Ranks : Command 0 Agent 58 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 43  
 Artifacts : None

Spells (+0) : None

Ulgundó was located in the Mountains at 2307.

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: Hathaldir - Free People Female. One or more reports may be incorrect. Nothing else was reported at this time.

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

V antur



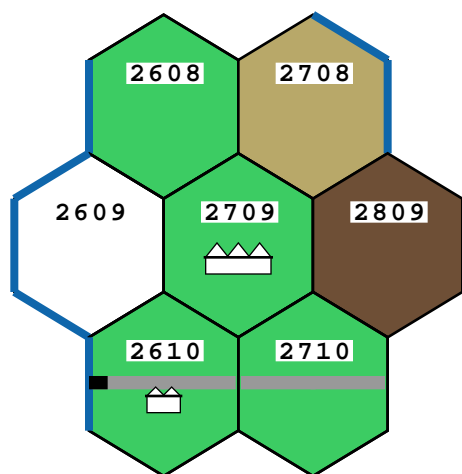
Ranks	:	Command 40	Agent 0	Emissary 0	Mage 0
		Health 100	Stealth 0	Challenge 40	
Artifacts	:	None			
Spells (+0)	:	None			

Věantur was located in an unknown location.

Věantur could not escape from being held hostage.

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





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## Arutha (ID: aruth) @ 2114 Command Emissary

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

## Borondir (ID: boron) @ 2209 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				

Gorath (ID: gorat) @ 2709 Command

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			_____	
			_____						_____	
			_____						_____	

## Katala (ID: katal) @ 2209 Agent

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

Ragnir (ID: ragni) @ 4432 Agent

Order      ->    #       Code                    Type       

Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_

Required

## Information

Required

## Information

## Ulgundó (ID: ulgun) @ 2309 Agent

Order      ->   #   \_\_\_\_\_   Code   \_\_\_\_\_   Type   \_\_\_\_\_

Order      ->   #       Code                    Type       

Required

## Information

Required

## Information