

**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 :

**Sing a Song [ 1167 ] Plane [ 1100 ] Once Upon a Time [ 1033 ]**

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 # : 13  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 5185  
 Special Service : YES

# Silent Assembly

(A Free People)

Season : Spring

## 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	: 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 Cold

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	79	0	11	0	0	0	840
Current stores	0	176	0	25	0	0	0	-

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

**Camptown** Location : @ 2807 in Mixed Forest Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 46	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	110	0	377	130	0	-

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

Size : Camp	Fortifications : None	Loyalty : 48	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	270	30	0	0	0	0	-

Foreign characters reported in the hex : **Qunmuela.**

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

Size : City	Fortifications : None	Loyalty : 87	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	103	36	0	-

**Hellgate** Location : @ 2409 in Mountains Climate is Cold

Size : Major Town	Fortifications : Fort	Loyalty : 42	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	26	5	0	0	0	840
Current stores	0	0	44	23	0	0	0	-

**Herëamon** Location : @ 2809 in Mountains Climate is Cold

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	180	72	12	0	0	0	0
Current stores	0	420	120	60	0	0	0	-

**Keolan** Location : @ 2510 in Open Plains Climate is Cool

Size : Town	Fortifications : None	Loyalty : 48	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	106	0	0	0	557	0	10	0
Current stores	266	0	0	0	561	0	26	-

**Nornorsa** Location : @ 2607 in Mixed Forest Climate is Cold  
 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 0 186 45 0 672  
 Current stores 0 0 0 0 188 75 0 -

**Rintok** Location : @ 2910 in Mixed Forest Climate is Cool  
 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 0 371 90 0 0  
 Current stores 0 0 0 0 374 124 0 -

*A large army bearing the banner of the Wise Council under Regent Cjain is here.*

**Tarnet** Location : @ 2405 in Hills & Rough Climate is Cold  
 Size : Village Fortifications : None Loyalty : 63 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 0 65 7 840  
 Current stores 0 0 0 0 0 108 29 -

**Wyndham** Location : @ 2506 in Mixed Forest Climate is Cold  
 Size : Camp Fortifications : None Loyalty : 44 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 297 0 0 0 149 230 0 -

*A huge army bearing the banner of the Once Upon a Time under Lord Gatto is here.*

## ARMIES AND NAVIES

**Army Commander : Commander Arahad** Location : @ 2309 in Mountains Climate is Cold  
 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 9 1000 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 Town/Fort of Cameth Brin flying the flag of the Silent Assembly is here.

**Army Commander : Hero James** Location : @ 2209 in Hills & Rough Climate is Warm  
 Army morale : 23 Warships : 0 Transports : 0 (7) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Woodman footmen w/battle axes 10 10 0 1700 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 Town/Fort of Imladris flying the flag of the Tribes of Angmar is here.

COMPANY COMMANDERS :

None

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	27221	20300	6700	1767	259641	17268	5016
Purchase at market price/unit	3	3	5	21	2	3	7
Sell to market price/unit	2	2	4	16	1	2	5

**MISCELLANEOUS**

Maintenance Costs expected next turn are:			Totals for Nation:	Stores	Production
Armies/Navies :	10800		Leather	563	187
Pop Centers :	2000		Bronze	866	349
Characters :	11620		Steel	304	179
			Mithril	108	28
Total :	24420		Food	1752	1735
			Timber	703	442
Current Tax rate :	65%		Mounts	55	17
Revenue expected next turn :	24767 (+347)				
Current Gold reserve :	2620				

**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 a theft attempt involving Nimiror at Ragnar Sa.  
1635 Gold was stolen at Cameth Brin.*

**ENCOUNTER MESSAGES**

None

**COMBAT MESSAGES****Challenge from Bilorik at 2209**

In the Hills & Rough of 2209 a ritual duel began. A large circle was drawn in the town square. As Bilorik's army stood by, Bilorik, a healthy warrior stepped forth and called challenge. In answer, Gimforn, a healthy agent stepped forth. Those watching calculated the odds at roughly even. In a long and protracted battle lasting over 11 minutes, the combatants cut, slashed, and stabbed at each other, each apparently unable to fatally wound the other. In a sudden flurry of feints, disengages, thrusts, and acrobatic moves Bilorik sensed an opening and drove his weapon into Gimforn's body, instantly killing him. Bilorik was noted to have suffered light wounds in the 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.....
Arahad	408	HvInfan	300 ^ ^
Arahad	925	Recon	
Arutha	728	NamComm	^ ^
Arutha	734	NamEmis	^ ^
Gamina	810	MovChar	0707
Gamina	900	FindArt	11
Gimforn	810	MovChar	2709
Gimforn	690	StlGold	
James	408	HvInfan	400 ^ ^
James	850	MovArmy	w w ^ ^ ^ ^ ^ ^ ^ ^ no
Katala	690	StlGold	
Katala	810	MovChar	2321
Milamber	710	PrenMgy	
Milamber	810	MovChar	2709
Minohtar	215	RfsPers	

Minohtar	825	CstMvSp	308	2709
Ragnir	810	MovChar	1920	
Ragnir	930	ScoChar		

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 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 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 Mixed Forest at 2709.

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

He was ordered to name a new emissary. No character name was provided. A new emissary named Hathaldir was available.

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

Elfhelm



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

*He is currently in the Mixed Forest at 2709. The City of Galadbrynd 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 125  
 Artifacts : #2 Staff of the Serpent #11 Maikarama #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(71)

Gamina was located in the Shore/Plains at 1103.

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

She was ordered to find an artifact. An artifact search was attempted. Maikarama #11 was found in the Open Plains at 0707.

*She is currently in the Open Plains at 0707.*

Gimforn



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

Gimforn was located in the Hills & Rough at 2209.

He was challenged by Bilorik to personal combat. See Combat Messages.

He was ordered to steal the Gold. He was not permitted orders because he has died.

He was ordered to move. He was not permitted orders because he has died.

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 30 Mage 0  
 Health 100 Stealth 0 Challenge 15  
 Artifacts : None  
 Spells (+0) : None

*He 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 59 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 50  
 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 move the army. He accepted the army movement orders.

*He commands an army in the Hills & Rough at 2209. The Town/Fort of Imladris flying the flag of the Tribes of Angmar is here.*

Katala



Ranks : Command 0 Agent 65 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 48  
 Artifacts : None  
 Spells (+0) : None

Katala was located in the Open Plains at 2120.

She was ordered to steal the Gold. 419 Gold was stolen at Xanabos.

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

*She is currently in the Mountains at 2321. The Village of Hodrond flying the flag of the Benîm an Pharazôn is here.*

Milamber



Ranks : Command 0 Agent 0 Emissary 0 Mage 51  
 Health 100 Stealth 0 Challenge 51  
 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 Mountains at 2309.

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

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

*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 61  
 Health 100 Stealth 0 Challenge 61  
 Artifacts : None

Spells (+0) : #104 Resistances(99) #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 3615.

He was ordered to refuse all personal challenges.

He was ordered to cast a movement spell. Capital Return was cast.

*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 0 Emissary 0 Mage 0  
 Health 0 Stealth 0 Challenge 0  
 Artifacts : None

Spells (+0) : None

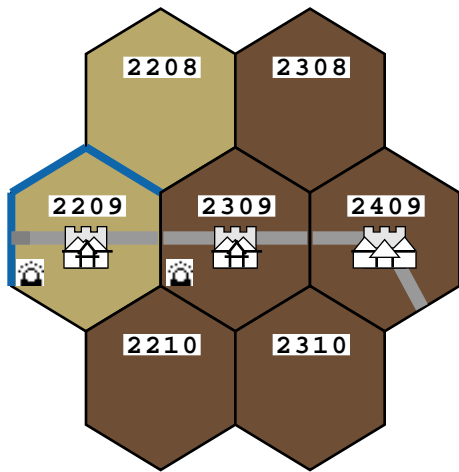
Ragnir was located in the Mixed Forest at 3022.

Ragnir was assassinated.

He was ordered to move. He was not permitted orders because he has died.

He was ordered to scout for any characters. He was not permitted orders because he has died.





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

Gamina (ID: gamin) @ 0707 Mage

Order    -> # _____ Code _____ Type _____		Order    -> # _____ Code _____ Type _____	
Required	<div></div>	Required	<div></div>
Information	<div></div>	Information	<div></div>
	<div></div>		<div></div>

## Hathaldir (ID: hatha) @ 2709 Emissary

Order	->	#	Code	Type		Order	->	#	Code	Type	
Required			<div style="border-bottom: 1px solid black; height: 1.2em; width: 100%;"></div>			Required			<div style="border-bottom: 1px solid black; height: 1.2em; width: 100%;"></div>		
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James (ID: james) @ 2209 Command Agent

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

## Katala (ID: katal) @ 2321 Agent

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

**Milamber** (ID: milam) @ 2709 Mage

Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required			<hr/>			Required			<hr/>	
Information			<hr/>			Information			<hr/>	
			<hr/>						<hr/>	

## Minohtar (ID: minoh) @ 2709 Mage

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