

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Silent Assembly**

Victory points : 750

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 [1334] Once Upon a Time [1192] Sing a Song [1025]

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 # : 21
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 3083
 Special Service : YES

Wyndham	Location : @ 2506 in Mixed Forest			Climate is Cool				
Size : Camp	Fortifications : None		Loyalty : 36	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	0	0	0	0	0	0	0	-

ARMIES AND NAVIES

Army Commander : Hero James Location : @ 2709 in Mixed Forest Climate is Mild
 Army morale : 18 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 10 10 0 600 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 10 Low Supplies !!
 War machines 0
 Characters traveling with army : - Arahad - Dírhael - Gamina.
 The City of Galadbrynd 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	25317	32388	5215	1645	226076	29426	1071
Purchase at market price/unit	2	2	6	22	2	2	14
Sell to market price/unit	1	1	3	12	1	1	7

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 2400	Leather	0	216
Pop Centers : 1000	Bronze	90	90
Characters : 14000	Steel	0	169
	Mithril	36	8
Total : 17400	Food	0	2413
	Timber	0	826
Current Tax rate : 65%	Mounts	0	0
Revenue expected next turn : 15970 (-1430)			
Current Gold reserve : 30642			

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

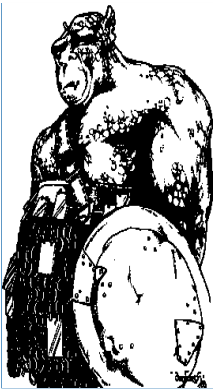
NATION MESSAGES

There are rumors of an armed conflict involving the Great Trollusk and the Silent Assembly at 2405.
 There are rumors of a hostage rescue attempt involving Angus and Myrthrandir.
 There are rumors of a theft attempt involving JF Breau at 0505.
 There are rumors of a theft attempt involving Gavin at Our Town.
 There are rumors of a theft attempt involving Cinard at Sharbhund.
 30000 Gold was transported from the Sing a Song to Galadbrynd.
 There are rumors of an encounter involving Zucklas at 3713.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES



Challenge from Khamul at 2409

In the Mountains of 2409 a ritual duel began. A large circle was drawn on the paving stones near the market. As the residents of Hellgate gathered around, Khamul, a healthy warrior stepped forth and called challenge. In answer, Milamber, a healthy robed mage stepped forth. Those watching calculated the odds at 2 to 1 in favor of the challenger. The fight began with Milamber taking the initiative. Milamber launched magical attacks while Khamul dodged and fought with physical weapons. Suddenly, Khamul slew Milamber with a swift feint and thrust, but suffered no wounds.

Battle at 2409

In the Cool climate of the Mountains of 2409, a conflict took place in the early hours of the evening under a omen-filled sky.

At the head of a highly energetic army rode **Warlord 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
420 Orc wolfriders w/maces	wooden/bronze	leather/bronze	ragged ranks

At the head of a rebellious army rode **Warlord 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
77 Mixed Mannish horsemen w/shortswords	wooden	none	a mob
1083 Mixed Mannish footmen w/battle axes	wooden	none	a mob
34 Mannish slaves w/shortswords	bronze	leather	a mob

At the head of a demoralized army rode **Captain Vëantur** 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
1200 Woodman footmen w/battle axes	wooden	none/leather	a mob

The Major Town of Hellgate flying the flag of the Silent Assembly is situated in the Mountains here. It is fortified by a Fort.

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 passed down the ranks.. Surround them. Attack from all sides! The men glanced anxiously above as a few boulders and some flying debris struck among our troops. Against the forces of Gothmog, they charged but we quickly surrounded them.

Against the forces of Bilorik, we quickly surrounded their standard formation.

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

Report from Vëantur.....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.

Commanders on the scene ordered their troops to salvage what they could from the remains of the enemy forces..

Warlord Gothmog: 21 Food

Warlord Bilorik: 45 Food

After the battle.... 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. Vëantur's forces were destroyed/routed in the battle. Vëantur appeared to have survived but suffers from grievous wounds.

Battle at 2510

In the Mild climate of the Open Plains of 2510, a conflict took place in the early afternoon during a driving storm.

At the head of a demoralized army rode **Lord Shacc** of the nation of the Dark Feast. 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
1500 Troll footsoldiers w/battle axes	wooden	none/leather	a mob

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

After the battle.... Shacc's forces found no enemy armies to fight.

The battle for Keolan was over even before it began. The attackers were so numerous and strong that the defending militia had little chance to save themselves. The battle was over in just a few hours!!

After the attack on the population center.... Shacc's army survived the attack on the Town, but suffered minor losses. Shacc appeared to have survived. The Town has been reduced to a Ruins. The Ruins of Keolan now flies no known flag.

Battle at 2405

In the Cool climate of the Hills & Rough of 2405, a conflict took place in the early morning hours under a omen-filled sky.

At the head of a demoralized army rode **Commander Moghai** 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
1338 Mixed Mannish horsemen w/shortswords	wooden/bronze	bronze/steel	a mob

The Town of Tarnet flying the flag of the Silent Assembly is situated in the Hills & Rough here.

After the battle.... Moghai's forces found no enemy armies to fight.

The battle for Tarnet was over even before it began. The attackers were so numerous and strong that the defending militia had little chance to save themselves. The battle was over in just a few hours!!

After the attack on the population center.... Moghai's army survived the attack on the Town, but suffered minor losses. Moghai appeared to have survived. The Town has been reduced to a Village. The Village has been under siege/attack this turn. The Village now flies the flag of the Great Trollusk.

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	925	Recon	
Arahad	870	MovJoin	2709 james
Arassuil	325	NatSell	le 100
Arassuil	731	NamAgen	^ f
Arutha	500	Double	kank
Arutha	810	MovChar	2217
Dírhael	325	NatSell	fo 100
Dírhael	785	JnArmy	james
Dúnhere	325	NatSell	ti 100
Dúnhere	930	ScoChar	
Gamina	325	NatSell	st 100
Gamina	785	JnArmy	james
Hathaldir	500	Double	mogha
Hathaldir	810	MovChar	2007
James	408	HvInfan	500 ^ ^
James	605	GrdLoc	
Katala	210	IssPers	qunmu
Katala	615	Assass	proph
Milamber	225	CstCbSp	108
Milamber	810	MovChar	2709
Vëantur	215	RfsPers	
Vëantur	230	AttEnemy	su

Aragost



Ranks : Command 0 Agent 40 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.

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 2409.

He was ordered to move and join the army. He accepted the movement orders. He joined the army commanded by James.

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Gatto of the Once Upon a Time with about 1500 troops at 2610. See report below.

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

Arassuil



Ranks : Command 0 Agent 42 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 31
 Artifacts : None
 Spells (+0) : None

Arassuil was located in the Mixed Forest at 2709.

He was ordered to have the nation sell to the caravans. 756 Leather were sold for 1512 Gold.

He was ordered to name a new agent. No character name was provided. A new agent named Aragost was available.

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

Arutha



Ranks : Command 30 Agent 0 Emissary 89 Mage 0
 Health 100 Stealth 0 Challenge 51
 Artifacts : None
 Spells (+0) : None

Arutha was located in the Mountains at 2114.

He was ordered to recruit a double agent. He was not able to recruit the double agent because the target character was not present.

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

He is currently in the Mountains at 2217. The Village of Fell Peak flying the flag of the Great Trollusk is here.

Dirhael



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

Dirhael was located in the Mixed Forest at 2709.

He was ordered to have the nation sell to the caravans. 2437 Food were sold for 2437 Gold.

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

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

Dúnhere



Ranks : Command 0 Agent 43 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 32
 Artifacts : None
 Spells (+0) : None

Dúnhere was located in the Mixed Forest at 2709.

He was ordered to have the nation sell to the caravans. 2406 Timber were sold for 4812 Gold.

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

Found: Banneret Billy Corgan - Sing a Song. Baragund - Free People Female. One or more reports may be incorrect. Nothing else was reported at this time.

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 76 (121)
 Health 100 Stealth 0 Challenge 136
 Artifacts : #2 Staff of the Serpent #11 Maikarama #84 Maranya
 Spells(+45) : #102 Barriers(91) #302 Long Stride(100) #412 Research Artifact(92)
 #414 Scry Hex(96) #415 Scry Area(91) #418 Locate Artifact(80)
 #428 Locate Artifact True(78)

Gamina was located in the Mixed Forest at 2709.

She was ordered to have the nation sell to the caravans. 169 Steel were sold for 676 Gold.

She was ordered to join an army. She joined the army commanded by James.

She is traveling with James 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.

Hathaldir



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

Hathaldir was located in the Hills & Rough at 2405.

He was ordered to recruit a double agent. He was not able to recruit the double agent because he was not able to influence the character. Continued efforts may succeed.

Hathaldir was assassinated.

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

James



Ranks : Command 25 Agent 66 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 55
 Artifacts : None
 Spells (+0) : None

James was located in the Mixed Forest at 2709.

He was ordered to recruit some heavy infantry. 500 Heavy Infantry w/Wood weapons and No armor were recruited.

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

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

Katala



Ranks : Command 0 Agent 77 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 57
 Artifacts : None
 Spells (+0) : None

Katala was located in the Mixed Forest at 2109.

She was ordered to challenge Qunmuela to personal combat.

She challenged Qunmuela to personal combat, but was refused. She gained personal honor.

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

She is currently in the Mixed Forest at 2109. The Camp/Tower of Barstow flying the flag of the Wise Council is here.

Milamber



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

Milamber was located in the Mountains at 2409.

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

He was ordered to cast a combat spell. He was not permitted orders because he has died.

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

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.

V antur



Ranks : Command 40 Agent 0 Emissary 0 Mage 0
 Health 39 Stealth 0 Challenge 40
 Artifacts : None

Spells (+0) : None

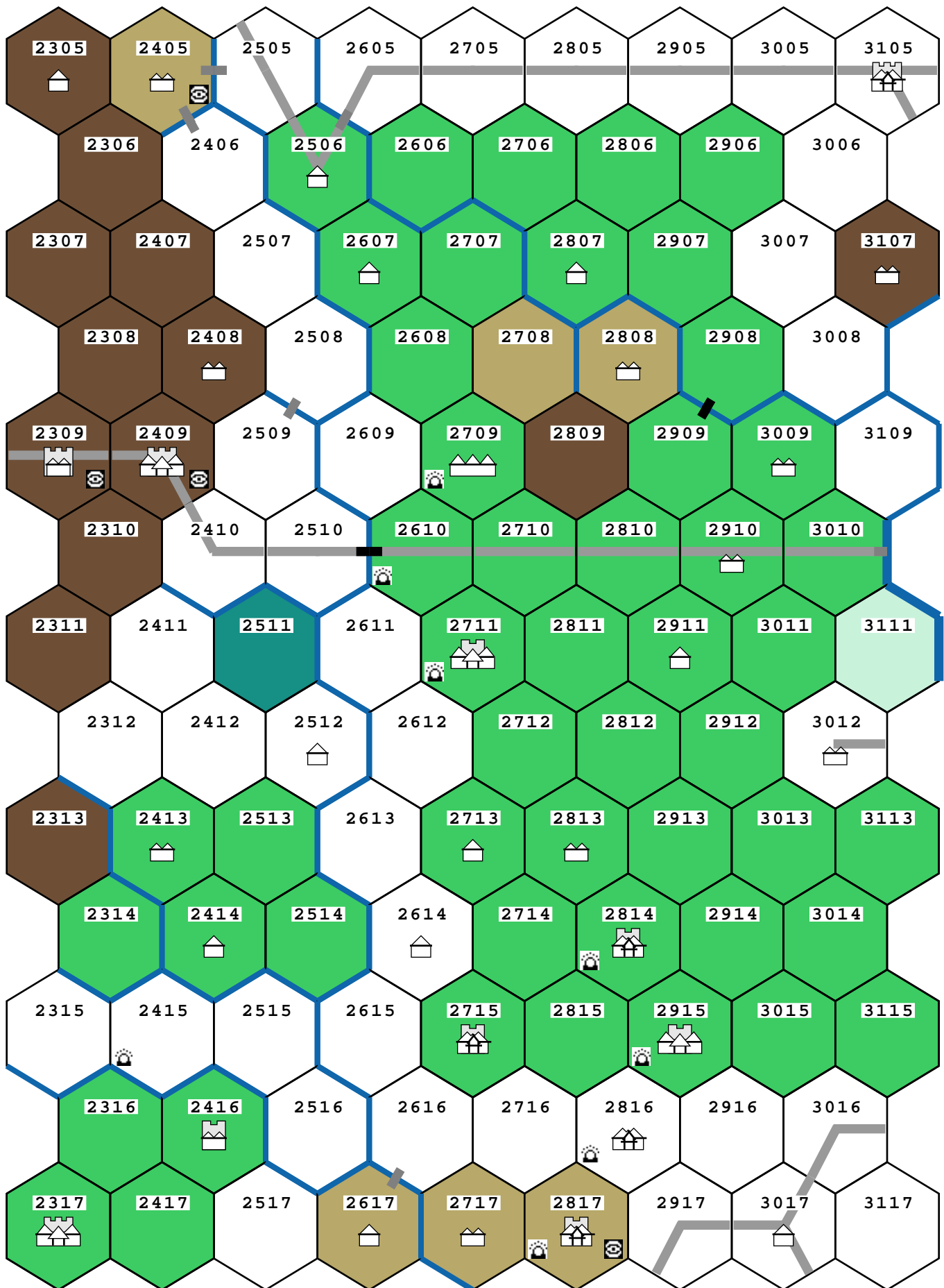
Věantur was located in the Mountains at 2409.

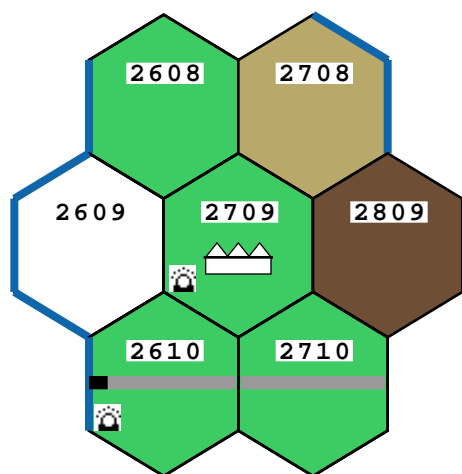
He was ordered to refuse all personal challenges.

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

Věantur was wounded during combat.

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





Arutha (ID: aruth) @ 2217 Command Emissary

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

Dírhael (ID: dirha) @ 2709 Command

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

Dúnhere (ID: dunhe) @ 2709 Agent

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

Gamina (ID: gamin) @ 2709 Mage

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) @ 2109 Agent

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

Väntur

(ID: veant) @ 2409 Command

Command

Order -> # Code Type

Order -> # Code Type _____

Required

Information

Required

Information