

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Silent Assembly**

Victory points : 500

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 [1175] Sundered [675] Wise Council [550]

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 # : 10
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 8366
 Special Service : YES

Silent Assembly

(A Free People)

Season : Winter

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 Bením 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 Severe

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	53	0	7	0	0	0	560
Current stores	0	291	0	0	0	0	0	-

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

Camptown Location : @ 2807 in Mixed Forest Climate is Severe

Size : Camp	Fortifications : None	Loyalty : 51	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	44	0	248	52	0	0
Current stores	0	0	132	0	3	52	0	-

Engrin Location : @ 2104 in Mountains Climate is Polar

Size : Camp	Fortifications : None	Loyalty : 50	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	0	105	0	0	0	0	-

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

Size : City	Fortifications : None	Loyalty : 92	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	38	10	0	0
Current stores	0	0	0	0	0	10	0	-

Hellgate Location : @ 2409 in Mountains Climate is Severe

Size : Major Town	Fortifications : Fort	Loyalty : 45	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	18	3	0	0	0	560
Current stores	0	0	54	12	0	0	0	-

A small army bearing the banner of the Silent Assembly under Hero James is here.

Herëamon Location : @ 2809 in Mountains Climate is Severe

Size : Camp	Fortifications : None	Loyalty : 17	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	120	48	8	0	0	0	0
Current stores	0	0	144	32	0	0	0	-

Keolan Location : @ 2510 in Open Plains Climate is Cold

Size : Town	Fortifications : None	Loyalty : 50	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	40	0	0	0	209	0	4	0
Current stores	80	0	0	0	2	0	8	-

Mijesec Location : @ 2111 in Hills & Rough Climate is Cold
 Size : Camp Fortifications : None Loyalty : 19 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 93 0 0 0 150 0 0 840
 Current stores 279 0 0 0 2 0 0 -

Nornorsa Location : @ 2607 in Mixed Forest Climate is Severe
 Size : Camp 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 0 124 30 0 448
 Current stores 0 0 0 0 1 30 0 -

Rintok Location : @ 2910 in Mixed Forest Climate is Cold
 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 0 139 34 0 0
 Current stores 0 0 0 0 1 34 0 -

Tarnet Location : @ 2405 in Hills & Rough Climate is Severe
 Size : Village Fortifications : None Loyalty : 66 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 0 43 5 560
 Current stores 0 0 0 0 0 54 12 -

Wyndham Location : @ 2506 in Mixed Forest Climate is Severe
 Size : Camp Fortifications : None Loyalty : 46 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 54 0 0 0 98 92 0 0
 Current stores 108 0 0 0 1 92 0 -

ARMIES AND NAVIES

Army Commander : Commander Arahad Location : @ 2309 in Mountains Climate is Severe
 Army morale : 14 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 11 10 0 100 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 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 : @ 2409 in Mountains Climate is Severe
 Army morale : 18 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 10 10 0 500 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0
 The Major Town/Fort of Hellgate flying the flag of the Silent Assembly is here.

Army Commander : Captain Locklear Location : @ 2209 in Hills & Rough Climate is Warm
 Army morale : 46 Warships : 0 Transports : 0 (8) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 17 10 1 1794 Heavy Infantry
 Mixed Northman mercenaries w/maces 33 30 10 55 Men-at-Arms
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0
 The Major Town/Fort of Imladris flying the flag of the Thorinar is here.

A large army bearing the banner of the Tribes of Angmar under Lord Bilorik is here.
 An army bearing the banner of the Thorinar under Commander Levitra is here.
 A small army bearing the banner of the Sheri-Urk under Lord Vjirjlr Jhreluruk is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	34274	24787	2747	596	248158	688	4874
Purchase at market price/unit	3	3	8	46	2	9	7
Sell to market price/unit	1	1	4	21	1	4	3

MISCELLANEOUS

Maintenance Costs expected next turn are:			Totals for Nation:	Stores	Production
Armies/Navies :	9631		Leather	467	187
Pop Centers :	2000		Bronze	291	263
Characters :	13380		Steel	435	125
			Mithril	44	18
Total :	25011		Food	10	1006
			Timber	272	261
Current Tax rate :	65%		Mounts	20	9
Revenue expected next turn :	24543 (-468)				
Current Gold reserve :	0				

Ships have been left anchored at the following locations:

None

You have the following double agents:

None

You have the following hostages:

Domniue of the Tribes of Angmar is held by Locklear at 2209 - No Gold ransom demanded at this time.
 Zrkeyhai of the Sheri-Urk is held by Locklear at 2209 - No Gold ransom demanded at this time.

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.
Maranya	Ring	84	Yes	None	Increases Mage Rank by 30.

You have hidden the following additional artifacts:

None

NATION MESSAGES

242 Gold was stolen at Nornorsa.
There are rumors of a theft attempt involving Rallos Zek at Mountains.
94 Gold was stolen at Nornorsa.
112 Gold was stolen at Nornorsa.
328 Gold was stolen at Nornorsa.
Cameth Brin is now under our control.

ENCOUNTER MESSAGES

Encounter for Gamina at 1009

Gamina had just bedded down for a good night's rest when her eyes were arrested by a soft glow emanating from over the next hill. Deciding that she had better discover the source of this glow, she picked up her belongings and made her way cautiously over the rise. As she drew closer, she noticed that the glow seemed to be coming from a small cave set back into the hill. She entered the cave ready for anything but halted in amazement when she entered the central chamber. Inside was a large dark mirror with constantly shifting images of people, places, and ancient artifacts. It was from the mirror that the glow was emanating. Across from the mirror stood a skeleton of a giant humanoid decked out in an assortment of intricately carved armor and holding a giant sword in readiness. Finally, between the mirror and the skeleton was a stout door set into the wall and fastened with a stout metal lock formed by an ancient craft. Should Gamina

Touch the mirror and call out a name _____ (Character ID)
Touch the mirror and call out a place _____ (Hex #)
Touch the mirror and call out an artifact _____ (Artifact #)
DESTROY the mirror
Try to OPEN the lock on the door
ATTACK the skeleton
STEAL the armor and weapons from the skeleton
FLEE

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

COMBAT MESSAGES

None

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	355	TrTrps	lockl ^ ^ 700 ^ ^ ^
Arahad	850	MovArmy	e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Arutha	550	ImprPop	
Arutha	810	MovChar	2309
Gamina	810	MovChar	1009
Gamina	940	CstLoSp	428 6
Gimforn	810	MovChar	2209
Gimforn	930	ScoChar	
James	408	HvInfan	400 ^ ^
James	605	GrdLoc	
Katala	605	GrdLoc	
Katala	810	MovChar	2809
Locklear	430	TrpsMan	hi
Locklear	925	Recon	
Milamber	325	NatSell	br 100
Milamber	325	NatSell	fo 99
Minohtar	710	PrenMgy	
Minohtar	940	CstLoSp	412 6
Ragnir	690	StlGold	
Ragnir	810	MovChar	1924

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 Hills & Rough at 2209.

He was ordered to transfer some troops from the army to an army. 700 Heavy Infantry were transferred.

Lack of Food may have affected army movement.

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

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 Hills & Rough at 2405.

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

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

He is currently in the Mountains at 2309. The Town/Fort of Cameth Brin 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 110
 Artifacts : #2 Staff of the Serpent #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(68)

Gamina was located in the Open Plains at 1809.

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

She was ordered to cast a lore spell. Locate Artifact True - Rauznagli #6 may be possessed by Unguath the Great in the Shore/Plains at 1103.

She had a special encounter. See Encounter Messages.

She is currently in the Open Plains at 1009.

Gimforn



Ranks : Command 0 Agent 60 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 45
 Artifacts : None
 Spells (+0) : None

Gimforn was located in the Mixed Forest at 2607.

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: Lord Vjirjlr Jhreluruk - Sheri-Urk. Mystic Levitra - Thorinar. Lord Atenelol - Thorinar. Commander Xanax - Thorinar. Agent Shoglic - Twilight Hammer. Lord Bilorik - Tribes of Angmar. Madonna. Warden Quila - Tribes of Angmar. Nothing else was reported at this time.

He is currently in the Hills & Rough at 2209. The Major Town/Fort of Imladris flying the flag of the Thorinar 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.

James



Ranks : Command 25 Agent 55 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 47
 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 guard the location. Hellgate was guarded.

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

Katala



Ranks : Command 0 Agent 62 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 46
 Artifacts : None
 Spells (+0) : None

Katala was located in the Mixed Forest at 2709.

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

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

She is currently in the Mountains at 2809. The Camp of Herëamon flying the flag of the Silent Assembly is here.

Locklear



Ranks : Command 47 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 47
 Artifacts : None
 Spells (+0) : None

Locklear was located in the Hills & Rough at 2209.

Lack of Food may have affected army movement.

He was ordered to put some troops on maneuvers. The maneuvers for the Heavy Infantry were completed.

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Vjirjlr Jhreluruk of the Sheri-Urk with about 500 troops at 2209 - Levitra of the Thorinar with about 1200 troops at 2209 - Bilorik of the Tribes of Angmar with about 2200 troops at 2209 - Bruturuk of the Great Trollusk with about 1600 troops at 2109 - Thorog of the Great Trollusk with about 2500 troops at 2109. See report below.

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

Milamber



Ranks : Command 0 Agent 0 Emissary 0 Mage 45
 Health 100 Stealth 0 Challenge 45
 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 Mixed Forest at 2709.

He was ordered to have the nation sell to the caravans. 1009 Food were sold for 1009 Gold.

He was ordered to have the nation sell to the caravans. 990 Bronze were sold for 1980 Gold.

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 58
 Health 100 Stealth 0 Challenge 58
 Artifacts : None

Spells (+0) : #104 Resistances(99) #218 Wall of Wind(66) #308 Capital Return(97)
 #402 Perceive Allegiance(89) #412 Research Artifact(100) #418 Locate Artifact(90)

Minohtar was located in the Mixed Forest at 2709.

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

He was ordered to cast a lore spell. Research Artifact - Rauznagli #6 is a Staff - allegiance: Evil - increases combat damage by 1750 pts.

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 57 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 42
 Artifacts : None

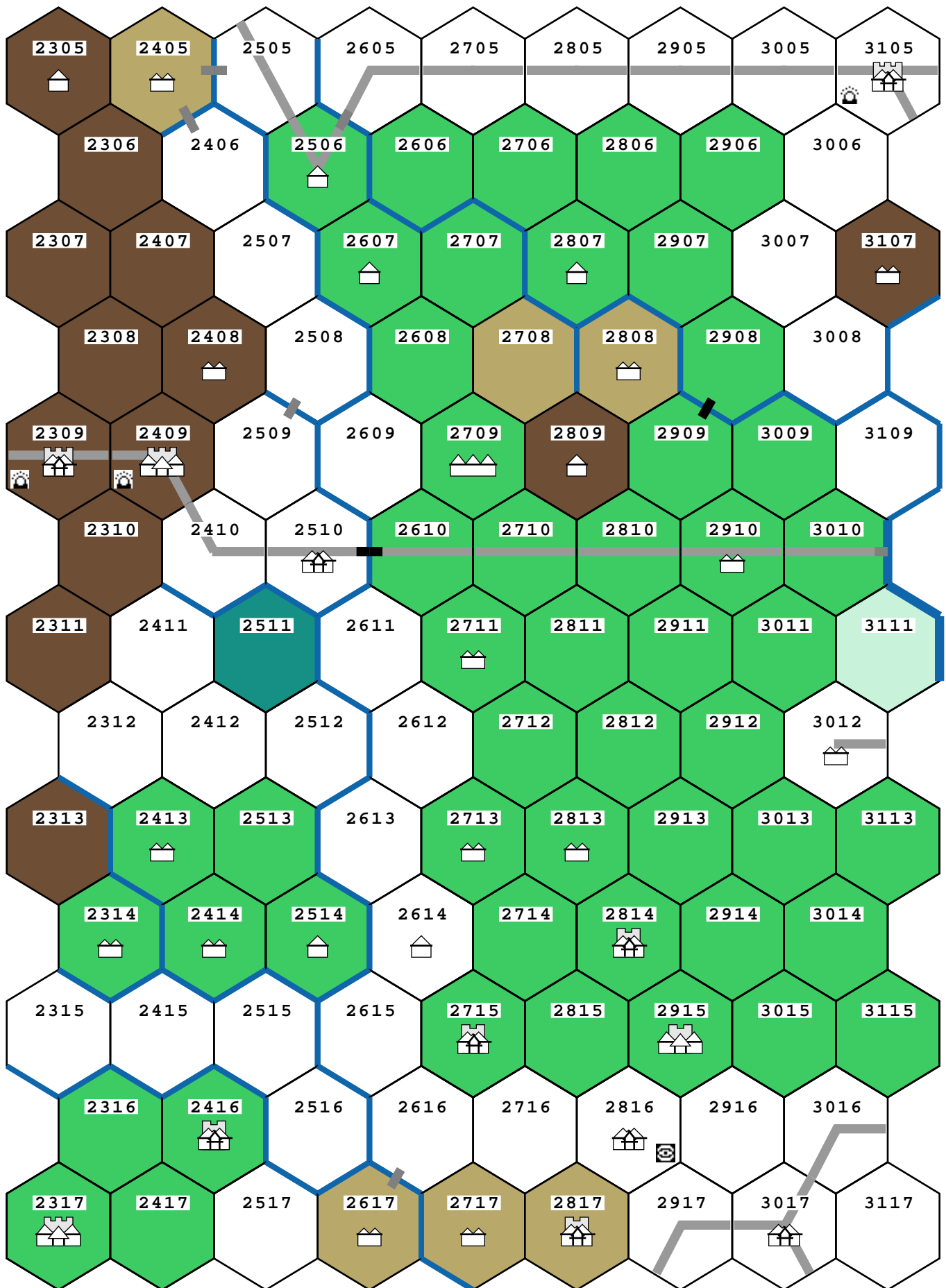
Spells (+0) : None

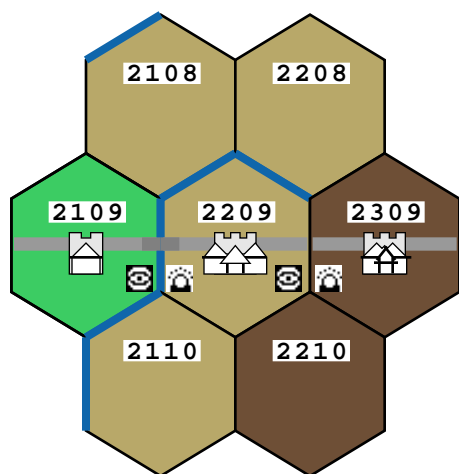
Ragnir was located in the Mountains at 2122.

He was ordered to steal the Gold. He was not able to steal Gold because of tight security.

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

He is currently in the Hills & Rough at 1924. The Village of Ghabarú flying the flag of the Benîm an Pharazôn is here.





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Gimform (ID: gimfo) @ 2209 Agent

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

James (ID: james) @ 2409 Command Agent

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
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Katala (ID: katal) @ 2809 Agent

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
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Locklear (ID: lockl) @ 2209 Command

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

Milamber (ID: milam) @ 2709 Mage

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
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Information			_____					Information			_____				
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Minohtar (ID: minoh) @ 2709 Mage

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
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Information			_____					Information			_____				
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Ragnir (ID: ragni) @ 1924 Agent

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

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Information

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Information
