

**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 [ 1325 ] Sing a Song [ 1300 ] Once Upon a Time [ 1050 ]**

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 # : 28  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 7843  
 Special Service : YES

# Silent Assembly

(A Free People)

Season : Fall

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Disliked	# 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	: Disliked	#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 : 26	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	638	0	880	78	0	-

**Currahee** Location : @ 2307 in Mountains Climate is Polar

Size : Major Town	Fortifications : None	Loyalty : 19	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	13	0	2	0	0	0	420
Current stores	0	117	0	8	0	0	0	-

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

Size : City	Fortifications : None	Loyalty : 57	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	226	26	1612	-

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

Size : Camp	Fortifications : None	Loyalty : 23	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	440	45	0	-

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

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	371	90	0	0
Current stores	0	0	0	0	821	90	0	-

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

Size : Camp	Fortifications : None	Loyalty : 28	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	0	0	0	0	348	138	0	-

**ARMIES AND NAVIES**

**Army Commander : Captain Herubrand** Location : @ 2309 in Mountains Climate is Cold  
 Army morale : 22 Warships : 0 Transports : 0 (8) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Woodman footmen w/battle axes 19 10 0 2000 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 Village/Fort of Cameth Brin flying the flag of the Twilight Hammer is here.**

**COMPANY COMMANDERS :**

None

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	32018	24426	12828	2504	315616	31303	5928
Purchase at market price/unit	2	2	4	19	2	2	6
Sell to market price/unit	1	1	2	9	1	1	3

**MISCELLANEOUS**

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 8000	Leather	0	81
Pop Centers : 0	Bronze	117	13
Characters : 15620	Steel	638	66
	Mithril	8	2
Total : 23620	Food	2715	1178
	Timber	377	377
Current Tax rate : 60%	Mounts	1612	0
Revenue expected next turn : 13092 (-10528)			
Current Gold reserve : 11491			

**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:**

None

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

None

## NATION MESSAGES

*The loyalty was influenced/reduced at Currahee.*  
*The loyalty was influenced/reduced at Currahee.*  
*There are rumors of a theft attempt involving Reacher at Pioggia.*

## ENCOUNTER MESSAGES

### Encounter for Aragost at 1424

Aragost crossed the mountains and was intent on making camp when a great noise erupted from a cave entrance hitherto unnoticed some ways down the slope. As she ventured nearer to find out the source of the disturbance, she slowly and quietly entered the darkness of the cave and followed it into the bowels of the mountain. Finally, she came around a corner and viewed a large smoking being gnawing on the remains of a very dead Cave Troll. As she watched, the being grimaced in apparent agony and cried out "This was too easy!! Give me something else to kill!!"

ATTACK the being  
State your ALLEGIANCE  
ASK why the being is angry  
Stand STILL and don't move for an hour  
Say \_\_\_\_\_ (only one word)  
FLEE

How will Aragost 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](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	1424
Arassuil	690	StlGold	
Arassuil	810	MovChar	1605
Artamir	690	StlGold	
Artamir	810	MovChar	1519
Arutha	525	InfOthr	
Arutha	810	MovChar	2114
Borondir	690	StlGold	
Borondir	810	MovChar	1623
Durbaran	300	ChTaxRt	60
Durbaran	947	NatTran	2307 le 100
Gorath	810	MovChar	2709
Gorath	900	FindArt	84
Herubrand	430	TrpsMan	hi
Herubrand	850	MovArmy	w w ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Katala	610	GrdChar	kesha
Katala	215	RfsPers	
Ragnir	690	StlGold	
Ragnir	810	MovChar	3929
Ulgundó	948	TranCar	2307 1219 le 1000
Ulgundó	605	GrdLoc	

Aragost



Ranks : Command 0 Agent 63 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 47  
 Artifacts : None  
 Spells (+0) : None

Aragost was located in the Hills & Rough at 1324.

She was ordered to steal the Gold. 592 Gold was stolen at Shoreline.

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

She had a special encounter. See Encounter Messages.

***She is currently in the Mountains at 1424. The Town of Tall Rock flying the flag of the Twilight Hammer is here.***

Arassuil



Ranks : Command 0 Agent 63 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 47  
 Artifacts : None  
 Spells (+0) : None

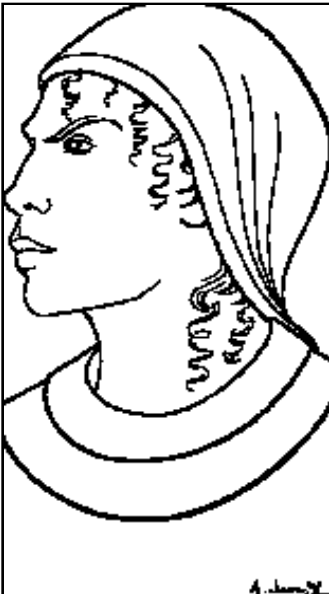
Arassuil was located in the Open Plains at 1309.

He was ordered to steal the Gold. 4950 Gold was stolen at Sumar.

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

***He is currently in the Open Plains at 1605. The Major Town/Tower of Lizard Lick flying the flag of the Tribes of Angmar is here.***

Artamir



Ranks : Command 0 Agent 52 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 39  
 Artifacts : None  
 Spells (+0) : None

Artamir was located in the Hills & Rough at 1918.

She was ordered to steal the Gold. 360 Gold was stolen at Charne.

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

She has encountered the entrance to an obscure trail which can be investigated.

***She is currently in the Open Plains at 1519.***

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 Mixed Forest at 1517.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Dar Mors. Current loyalty is perceived to be fair.

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

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

Borondir



Ranks : Command 0 Agent 63 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 47  
 Artifacts : None  
 Spells (+0) : None

Borondir was located in the Mountains at 1523.

She was ordered to steal the Gold. 1833 Gold was stolen at Deep Cove.

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

***She is currently in the Mountains at 1623. The City/Tower of Ogremound flying the flag of the Twilight Hammer 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 change the tax rate. The tax rate was changed to 60. Loyalty has been affected.

She was ordered to have the nation transport by the caravans. 1006 Leather (+10%) transported to Currahee.

***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 2418.

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

He was ordered to find an artifact. An artifact search was attempted. No artifact was found at 2709. Continued efforts may succeed.

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

Herubrand was located in the Mountains at 2409.

Lack of Food may have affected army movement.

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

She was ordered to move the army. She accepted the army movement orders. Movement was stopped by non-(friendly/tolerant) fortifications.

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

Katala



Ranks : Command 0 Agent 84 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 63  
 Artifacts : None  
 Spells (+0) : None

Katala was located in the Mountains at 2309.

She was ordered to refuse all personal challenges.

She was ordered to guard a character. Kesha was guarded.

*She is currently in the Mountains at 2309. The Village/Fort of Cameth Brin flying the flag of the Twilight Hammer 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 56 Emissary 0 Mage 0  
 Health 70 Stealth 0 Challenge 42  
 Artifacts : None

Spells (+0) : None

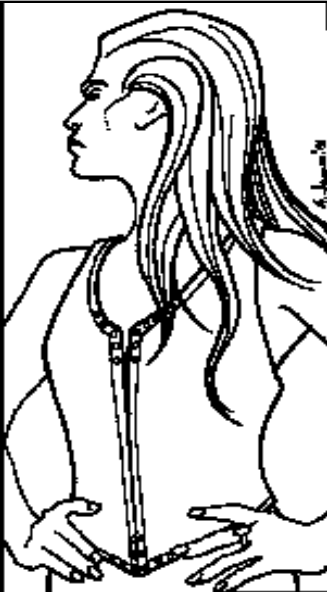
Ragnir was located in the Mountains at 3122.

She was ordered to steal the Gold. 495 Gold was stolen at Durthang.

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

***She is currently in the Mountains at 3929. The Camp of Swollen Toe 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 guard the location. Currahee was guarded.

She was ordered to transport by the caravans. The transport was changed because there was insufficient Leather. 915 Leather (+10%) transported from Currahee to Dannedhir.

***She is currently in the Mountains at 2307. The Major Town of Currahee flying the flag of the Silent Assembly is here.***

V antur

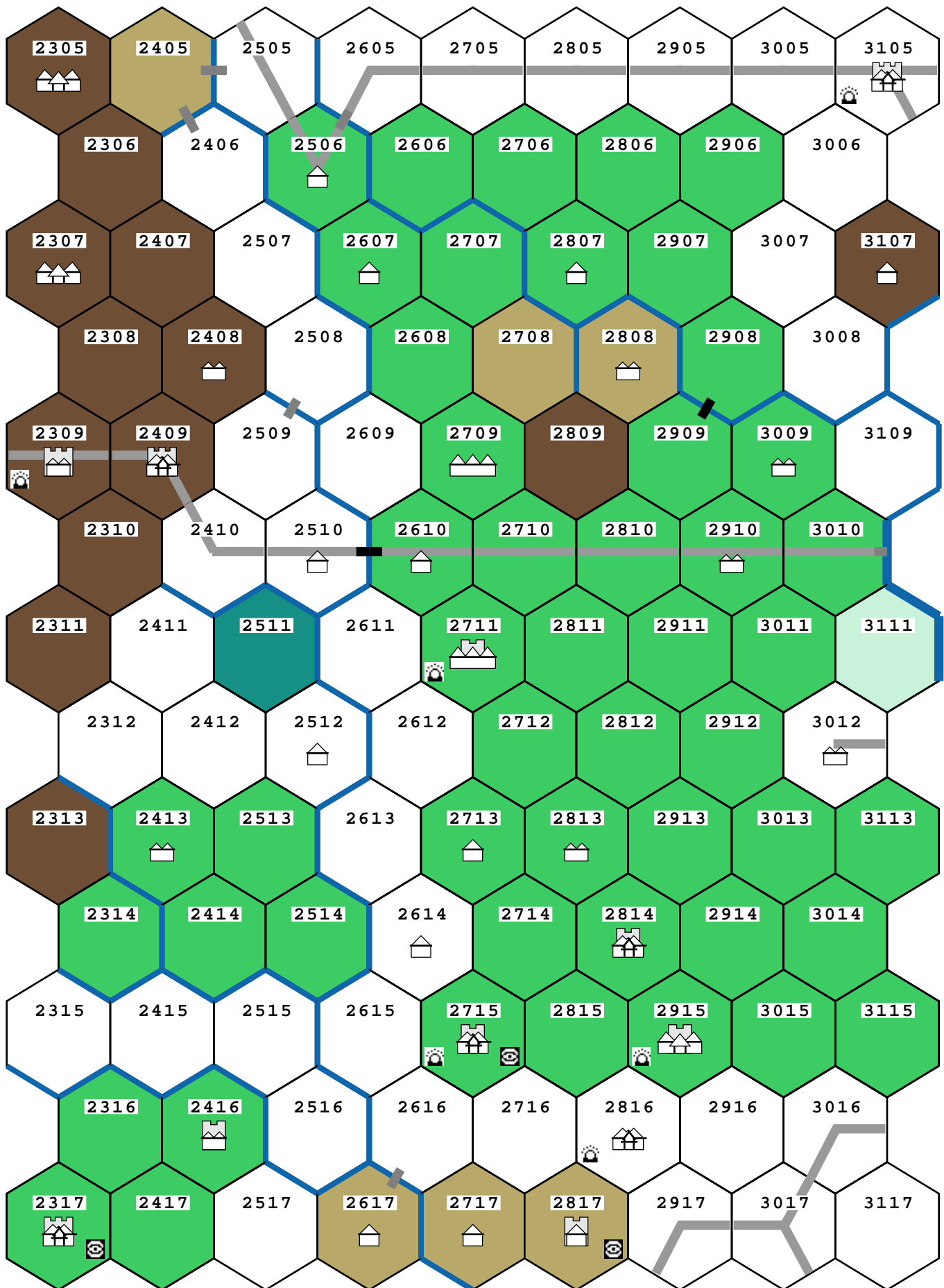


Ranks	:	Command 40	Agent 0	Emissary 0	Mage 0
		Health 100	Stealth 0	Challenge 40	
Artifacts	:	None			
Spells (+0)	:	None			

Věantur was located in 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.*



---

---

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

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

**Borondir (ID: boron) @ 1623 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) @ 2309 Command**

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

**Katala (ID: katal) @ 2309 Agent**

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

## Ragnir (ID: ragni) @ 3929 Agent

Order      ->    #        Code            Type       

Order      ->    #        Code            Type       

Required

## Information

Required

## Information

## Ulgundó (ID: ulgun) @ 2307 Agent

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

Order      ->   #       Code                    Type       

Required

## Information

Required

## Information