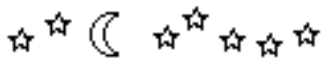
**MEPBM Games**
**presents**

# Middle-earth Play-By-Mail"
# Fourth Age, circa 1000



GAME # 141

## Once Upon a Time

Victory points : 1050
Victory Conditions :
To acquire 10 additional artifacts (12) of any alignment.
To hold in stores at game end the greatest amount of Mithril.
To see to the termination of Zimrathon by any means whatsoever.
To hold at game end the population center of Lagna Sa at 3706.
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 :
#09 New emissaries start at rank up to 40.
#10 New mages start at rank up to 40.
#24 Can learn lost conjure mounts spell.

| | |
|---|---|
| Game # | 141 |
| Player # | 23 |
| Turn # | 28 |
| Account | $ 0.00 |
| Free Turns | 0 |
| Security Code | 1848 |
| Special Service | YES |

Internet G141N23
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NONE
NONE
NONE

# Once Upon a Time

**(A Free People)**

## Season : Fall

### RELATIONS WITH OTHER NATIONS

| | | | | | |
|---|---|---|---|---|---|
| # 1 North Kingdom | : Hated | # 2 South Kingdom | : Disliked | # 3 Wise Council | : Tolerated |
| # 4 Acadians | : Neutral | # 5 Silent Assembly | : Friendly | # 6 Thorinar | : Neutral |
| # 7 Sapphic Enclave | : Neutral | # 8 Nameless | : Neutral | # 9 Ground Pounders | : Neutral |
| #10 Sundered | : Neutral | #11 Lohmai'gwaith | : Neutral | #12 Sheri-Urk | : Hated |
| #13 Red Witches | : Disliked | #14 Dark Feast | : Hated | #15 Twilight Hammer | : Hated |
| #16 Sh'iar Empire | : Hated | #17 Great Trollusk | : Hated | #18 Benîm an Pharazôn | : Disliked |
| #19 RhunLandChattelCo | : Hated | #20 Tribes of Angmar | : Hated | #21 Lands | : Tolerated |
| #22 Sing a Song | : Friendly | #24 Plane | : Friendly | #25 Alvernus | : Tolerated |

### POPULATION CENTERS

**Barad Carchoth** Location : @ 2123 in Mountains Climate is Cold

Size : Village Fortifications : None Loyalty : 54 Docks : None Hidden ? : No Sieged ? : No

| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
|---|---|---|---|---|---|---|---|---|
| Expected production | 0 | 77 | 53 | 0 | 0 | 0 | 0 | 600 |
| Current stores | 0 | 77 | 335 | 0 | 0 | 0 | 0 | - |

**Barad-dûr** Location : @ 3423 in Mountains Climate is Hot

Size : Village Fortifications : Tower Loyalty : 53 Docks : None Hidden ? : No Sieged ? : No

| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
|---|---|---|---|---|---|---|---|---|
| Expected production | 0 | 70 | 0 | 32 | 0 | 0 | 0 | 2000 |
| Current stores | 0 | 210 | 0 | 128 | 0 | 0 | 0 | - |

**Casa (Capital)** Location : @ 3712 in Shore/Plains Climate is Cool

Size : City Fortifications : Tower Loyalty : 94 Docks : Port Hidden ? : No Sieged ? : No

| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
|---|---|---|---|---|---|---|---|---|
| Expected production | 43 | 0 | 0 | 0 | 101 | 0 | 3 | 0 |
| Current stores | 0 | 0 | 0 | 0 | 202 | 1176 | 53 | - |

**Castello** Location : @ 4013 in Shore/Plains Climate is Cool

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 | 93 | 0 | 0 | 0 | 179 | 0 | 3 | 0 |
| Current stores | 0 | 0 | 0 | 0 | 358 | 0 | 42 | - |

**Farfaraway** Location : @ 3705 in Open Plains Climate is Cold

Size : Camp Fortifications : None Loyalty : 41 Docks : None Hidden ? : No Sieged ? : No

| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
|---|---|---|---|---|---|---|---|---|
| Expected production | 60 | 0 | 0 | 0 | 150 | 0 | 9 | 0 |
| Current stores | 0 | 0 | 0 | 0 | 300 | 0 | 198 | - |

**Fate** Location : @ 4128 in Mountains Climate is Cool

Size : Village Fortifications : Tower Loyalty : 52 Docks : None Hidden ? : No Sieged ? : No

| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
|---|---|---|---|---|---|---|---|---|
| Expected production | 0 | 0 | 80 | 8 | 0 | 0 | 0 | 1400 |
| Current stores | 0 | 0 | 130 | 32 | 0 | 0 | 0 | - |

**Fiaba** Location : @ 3421 in Mountains Climate is Cool

Size : Town Fortifications : None Loyalty : 45 Docks : None Hidden ? : No Sieged ? : No

| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
|---|---|---|---|---|---|---|---|---|
| Expected production | 0 | 156 | 60 | 18 | 0 | 0 | 0 | 0 |
| Current stores | 0 | 468 | 87 | 72 | 0 | 0 | 0 | - |

**Fortino** Location : @ 3806 in Hills & Rough Climate is Cold

Size : Camp Fortifications : Fort Loyalty : 31 Docks : None Hidden ? : No Sieged ? : No

| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
|---|---|---|---|---|---|---|---|---|
| Expected production | 0 | 0 | 0 | 0 | 102 | 72 | 0 | 720 |
| Current stores | 0 | 0 | 0 | 0 | 204 | 1920 | 0 | - |

**Herëamon** Location : @ 2610 in Mixed Forest Climate is Cool

| Size : Camp | Fortifications : None | Loyalty : 38 | Docks : None | Hidden ? : No | Sieged ? : No |
|---|---|---|---|---|---|

| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
|---|---|---|---|---|---|---|---|---|
| Expected production | 0 | 0 | 160 | 0 | 776 | 88 | 0 | 0 |
| Current stores | 0 | 0 | 232 | 0 | 1552 | 561 | 0 | - |

**Isola che non** Location : @ 4215 in Mountains Climate is Cold

| Size : Village | Fortifications : None | Loyalty : 41 | Docks : None | Hidden ? : No | Sieged ? : No |
|---|---|---|---|---|---|

| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
|---|---|---|---|---|---|---|---|---|
| Expected production | 0 | 130 | 34 | 0 | 0 | 0 | 0 | 660 |
| Current stores | 0 | 390 | 55 | 0 | 0 | 0 | 0 | - |

**Lagna Sa** Location : @ 3706 in Open Plains Climate is Cold

| Size : Major Town | Fortifications : None | Loyalty : 48 | Docks : None | Hidden ? : No | Sieged ? : No |
|---|---|---|---|---|---|

| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
|---|---|---|---|---|---|---|---|---|
| Expected production | 37 | 0 | 0 | 0 | 30 | 0 | 4 | 0 |
| Current stores | 0 | 0 | 0 | 0 | 60 | 0 | 84 | - |

Foreign characters reported in the hex : **- Kank .**

***A small army bearing the banner of the Dark Feast under Lord Bogan is here.***

***An army bearing the banner of the Dark Feast under Captain Burnt is here.***

**Montagna** Location : @ 3322 in Mountains Climate is Cool

| Size : Camp | Fortifications : None | Loyalty : 18 | Docks : None | Hidden ? : No | Sieged ? : No |
|---|---|---|---|---|---|

| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
|---|---|---|---|---|---|---|---|---|
| Expected production | 0 | 270 | 100 | 10 | 0 | 0 | 0 | 0 |
| Current stores | 0 | 810 | 145 | 40 | 0 | 0 | 0 | - |

**Neverending** Location : @ 2711 in Mixed Forest Climate is Mild

| Size : City | Fortifications : Tower | Loyalty : 98 | Docks : None | Hidden ? : No | Sieged ? : No |
|---|---|---|---|---|---|

| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
|---|---|---|---|---|---|---|---|---|
| Expected production | 0 | 0 | 0 | 0 | 137 | 83 | 0 | 0 |
| Current stores | 1699 | 0 | 0 | 0 | 411 | 2451 | 640 | - |

An army bearing the banner of the Once Upon a Time under Lord Cappuccetto Rosso is here.

**Pianura** Location : @ 3811 in Open Plains Climate is Cool

| Size : Town | Fortifications : Tower | Loyalty : 57 | Docks : None | Hidden ? : No | Sieged ? : No |
|---|---|---|---|---|---|

| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
|---|---|---|---|---|---|---|---|---|
| Expected production | 82 | 0 | 0 | 0 | 250 | 0 | 10 | 0 |
| Current stores | 0 | 0 | 0 | 0 | 500 | 0 | 126 | - |

**Pioggia** Location : @ 3821 in Mountains Climate is Cool

| Size : Village | Fortifications : None | Loyalty : 28 | Docks : None | Hidden ? : No | Sieged ? : No |
|---|---|---|---|---|---|

| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
|---|---|---|---|---|---|---|---|---|
| Expected production | 0 | 200 | 112 | 24 | 0 | 0 | 0 | 0 |
| Current stores | 0 | 600 | 162 | 96 | 0 | 0 | 0 | - |

**Ponte** Location : @ 3711 in Shore/Plains Climate is Cool

| Size : Town | Fortifications : Tower | Loyalty : 46 | Docks : None | Hidden ? : No | Sieged ? : No |
|---|---|---|---|---|---|

| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
|---|---|---|---|---|---|---|---|---|
| Expected production | 110 | 0 | 0 | 0 | 528 | 0 | 5 | 0 |
| Current stores | 0 | 0 | 0 | 0 | 1056 | 0 | 60 | - |

**Prato** Location : @ 4012 in Shore/Plains Climate is Cool

| Size : Village | Fortifications : Tower | Loyalty : 47 | Docks : None | Hidden ? : No | Sieged ? : No |
|---|---|---|---|---|---|

| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
|---|---|---|---|---|---|---|---|---|
| Expected production | 186 | 0 | 0 | 0 | 634 | 0 | 6 | 0 |
| Current stores | 0 | 0 | 0 | 0 | 1268 | 0 | 78 | - |

**Ragnar Sa** Location : @ 3807 in Hills & Rough Climate is Cold

| Size : Major Town | Fortifications : Tower | Loyalty : 41 | Docks : None | Hidden ? : No | Sieged ? : No |
|---|---|---|---|---|---|

| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
|---|---|---|---|---|---|---|---|---|
| Expected production | 0 | 41 | 0 | 0 | 0 | 20 | 0 | 840 |
| Current stores | 0 | 123 | 0 | 0 | 0 | 594 | 0 | - |

**Spiaggia** Location : @ 3430 in Mountains Climate is Cool
Size : Camp Fortifications : None Loyalty : 10 Docks : None Hidden ? : No Sieged ? : No

| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
|---|---|---|---|---|---|---|---|---|
| Expected production | 0 | 260 | 80 | 20 | 0 | 0 | 0 | 0 |
| Current stores | 0 | 780 | 116 | 80 | 0 | 0 | 0 | - |

**Tatamagouche** Location : @ 0811 in Mountains 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 | 152 | 96 | 8 | 0 | 0 | 0 | 0 |
| Current stores | 0 | 1064 | 96 | 94 | 0 | 0 | 0 | - |

**Terrano** Location : @ 3612 in Shore/Plains Climate is Cool
Size : Town Fortifications : Tower Loyalty : 54 Docks : Harbor Hidden ? : No Sieged ? : No

| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
|---|---|---|---|---|---|---|---|---|
| Expected production | 96 | 0 | 0 | 0 | 485 | 0 | 5 | 0 |
| Current stores | 0 | 0 | 0 | 0 | 970 | 0 | 60 | - |

**Thiach** Location : @ 3708 in Open Plains Climate is Cool
Size : Village Fortifications : None Loyalty : 24 Docks : None Hidden ? : No Sieged ? : No

| Surplus Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts | Gold |
|---|---|---|---|---|---|---|---|---|
| Expected production | 90 | 0 | 0 | 0 | 294 | 0 | 6 | 0 |
| Current stores | 0 | 0 | 0 | 0 | 588 | 0 | 80 | - |

## ARMIES AND NAVIES

**Army Commander : Lord Cappuccetto Rosso** Location : @ 2711 in Mixed Forest Climate is Mild
Army morale : 17 Warships : 0 Transports : 0 (4) Travel mode : Normal

| Troops | Training | Weapon | Armor | # Troops | Troop Type |
|---|---|---|---|---|---|
| Northman horsemen w/battle axes | 11 | 12 | 3 | 600 | Heavy Cavalry |

| Baggage Train | Leather | Bronze | Steel | Mithril |
|---|---|---|---|---|
| Weapons | - | 0 | 0 | 50 |
| Armor | 0 | 0 | 0 | 50 |
| Food | 0 | Out of Food !! | | |
| War machines | 0 | | | |

Characters traveling with army : - Solitaria.
The City/Tower of Neverending flying the flag of the Once Upon a Time is here.

**Army Commander : General Gatto** Location : @ 2209 in Hills & Rough Climate is Warm
Army morale : 12 Warships : 0 Transports : 0 (5) Travel mode : Normal

| Troops | Training | Weapon | Armor | # Troops | Troop Type |
|---|---|---|---|---|---|
| Northman horsemen w/battle axes | 31 | 17 | 11 | 632 | Heavy Cavalry |

| Baggage Train | Leather | Bronze | Steel | Mithril |
|---|---|---|---|---|
| Weapons | - | 0 | 0 | 0 |
| Armor | 0 | 0 | 0 | 0 |
| Food | 0 | Out of Food !! | | |
| War machines | 1 | | | |

Characters traveling with army : - Pinocchio.
**The Town/Fort of Imladris flying the flag of the Tribes of Angmar is here.**
**An army bearing the banner of the Tribes of Angmar under Regent Bigorik is here.**
**An army bearing the banner of the Tribes of Angmar under Captain Storlagu is here.**

**COMPANY COMMANDERS :**

Veteran Azzurro Location : @ 4432 Traveling with him are : **Freddie Mercury - Rallos Zek - Vasco**.
Veteran Muxes Location : @ 3122 Traveling with him are : **De Gregori** - Decoder.

## 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:**

| | |
|---|---|
| Armies/Navies | 7692 |
| Pop Centers | 7250 |
| Characters | 35200 |
| Total | 50142 |

Current Tax rate : 60%
Revenue expected next turn : 55720 (+5578)
Current Gold reserve : 0

**Totals for Nation:**

| | Stores | Production |
|---|---|---|
| Leather | 1699 | 797 |
| Bronze | 4522 | 1356 |
| Steel | 1358 | 775 |
| Mithril | 542 | 120 |
| Food | 7469 | 3666 |
| Timber | 6702 | 263 |
| Mounts | 1421 | 51 |

**No new characters available at this time**

**Ships have been left anchored at the following locations:**

2 warships at hex 3712
4 transports at hex 3712

**You have the following double agents:**

**Freddie Mercury of the Sing a Song @ 4432**
Double agent Freddie Mercury reports he was ordered to refuse all personal challenges.
Double agent Freddie Mercury reports he was ordered to steal the Gold. 5394 Gold was stolen at Uplink.
Double agent Freddie Mercury reports he moved with the company to 4432.

**Lady Gaga of the Sing a Song @ 2214**
Double agent Lady Gaga reports she was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Tall Peak. Current loyalty is perceived to be marginal.
Double agent Lady Gaga reports she was ordered to move the company. She accepted the company movement orders.

**Nightbreeze of the Sundered @ 2818**

**Qesset of the Lands @ 2339**
Double agent Qesset reports he was ordered to refuse all personal challenges.
Double agent Qesset reports he was ordered to assassinate a character. He was not able to assassinate the character because there is no (or no longer a) character with id "frogl".

**Shadow Walker of the Sundered @ 2527**

**Tartas Izain of the Lands @ 2339**
Double agent Tartas Izain reports he was ordered to refuse all personal challenges.
Double agent Tartas Izain reports he was ordered to assassinate a character. Ulduin was assassinated.

**Vasco of the Sing a Song @ 4432**
Double agent Vasco reports he was ordered to steal the Gold. 6351 Gold was stolen at Uplink.
Double agent Vasco reports he moved with the company to 4432.
Double agent Vasco reports he was ordered to scout the population center. A scout of the population center was attempted. Major Town named Vulcan - capital - owned by the RhunLandChattelCo - loyalty = 53. Production - Mounts: 30 - Gold: 1200 - Steel: 60. Stores - Steel: 200 - Timber: 3000 - Mounts: 62. Foreign armies present: None.

**You have the following hostages:**

None

**You possess the following artifacts:**

| Name of artifact | Item | # | Latent | Alignment | Known Powers |
|---|---|---|---|---|---|
| Axe of Braogha | Axe | 72 | No | None | COMBAT - Increases damage by 750 points. |
| Macirillë | Sword | 126 | 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 Madonna at 4312.***
***The loyalty was influenced/reduced at Fate .***
***The loyalty was influenced/reduced at Pul Rug Na.***
***The loyalty was influenced/reduced at Pul Rug Na.***
***Pul Rug Na is no longer under our control.***
***The fortifications were sabotaged at Lagna Sa.***
***There are rumors of a theft attempt involving Lynyrd Skynyrd at Karbûkan.***
***There are rumors of a theft attempt involving Carfe at Overview.***
***2625 Gold was stolen at Lagna Sa.***
***250 Gold was stolen at Pioggia.***
***5825 Gold was stolen at Lagna Sa.***

## ENCOUNTER MESSAGES

**Report from the camp at 3430.**

Loyalty in this population center has been lowered during the past two weeks as noxious gases and thunderclouds of black smoke have been seen erupting from the mountain peak near their location. The citizens are rapidly losing heart and many are talking about abandoning the location.

## COMBAT MESSAGES

**Battle at 2309**

In the Cold climate of the Mountains of 2309, a conflict took place about midday under a omen-filled sky.

At the head of a demoralized army rode **General Gatto** of the nation of the Once Upon a Time. 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 |
|---|---|---|---|
| 1575 Northman horsemen w/battle axes | wooden/bronze | leather/bronze | a mob |

At the head of a loud and exuberant army rode **Warlord Gothmog** of the nation of the Twilight Hammer. The mount on which he rode pranced mightily at the head of the battle lines. Behind him the forming ranks were filled with:

| Troops | Weapons | Armor | Formations |
|---|---|---|---|
| 998 Orc wolfriders w/maces | wooden/bronze | bronze/steel | a mob |

The Village of Cameth Brin flying the flag of the Twilight Hammer is situated in the Mountains here. It is fortified by a Fort.

Report from Gatto.....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.. Keep close ranks. Use standard formation. Like we practiced! As our troops deployed, a cheer went up as balls of light green light burst among the enemy, and they realized that the mages had already started the battle. The men glanced anxiously above as a few boulders and some flying debris struck among our troops.
Against the forces of Gothmog, they charged our standard formation and hit us hard.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Gatto** swung his glowing Axe above his head and laughed at those who would oppose him. **Pinocchio** stood off to one side making magical gestures and incanting arcane words. Suddenly, magical barriers sprung up around his comrades and prevented many a wound from occurring!

Report from Gatto.....Our cavalry were severely hampered by the mountainous terrain and the steep cliffs. The troops tried to fight well, but they needed much more training. They fought very poorly. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

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

General Gatto: 1 War machines

After the battle.... Gatto's forces were victorious in the battle, but suffered severe losses. Gatto appeared to have survived. Gothmog's forces were destroyed/routed in the battle. Gothmog appeared to have survived.

## 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..... |
|---|---|---|---|
| Azzurro | 690 | StlGold | |
| Azzurro | 820 | MovCmpy | 4432 |
| Biancaneve | 710 | PrenMgy | |
| Biancaneve | 810 | MovChar | 2709 |
| Briciolina | 710 | PrenMgy | |
| Briciolina | 330 | CstCjSp | 508 270 |
| Cacciatore | 315 | PrchCar | le 1250 |
| Cacciatore | 810 | MovChar | 2309 |

| | | | |
|---|---|---|---|
| Cappuccetto Rosso | 400 | HvCvlry | 500 ^ ^ |
| Cappuccetto Rosso | 330 | CstCjSp | 508 320 |
| Cenerentola | 525 | InfOthr | |
| Cenerentola | 585 | Uncover | |
| Cicala | 525 | InfOthr | |
| Cicala | 215 | RfsPers | |
| Dabadda | 520 | InfYour | |
| Dabadda | 810 | MovChar | 3807 |
| Decoder | 525 | InfOthr | |
| Decoder | 215 | RfsPers | |
| Gatto | 435 | ArmyMan | |
| Gatto | 850 | MovArmy | w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no |
| Gretel | 525 | InfOthr | |
| Gretel | 215 | RfsPers | |
| Lupo | 947 | NatTran | 2711 le 100 |
| Lupo | 185 | DnStNat | 15 |
| Muxes | 525 | InfOthr | |
| Muxes | 820 | MovCmpy | 3122 |
| Nonna | 525 | InfOthr | |
| Nonna | 585 | Uncover | |
| Piccola Vedetta | 215 | RfsPers | |
| Piccola Vedetta | 810 | MovChar | 4128 |
| Pinocchio | 940 | CstLoSp | 418 74 |
| Pinocchio | 225 | CstCbSp | 102 |
| Pollicino | 710 | PrenMgy | |
| Pollicino | 330 | CstCjSp | 508 375 |
| Robin Hood | 330 | CstCjSp | 508 330 |
| Robin Hood | 710 | PrenMgy | |
| Sabbiolina | 710 | PrenMgy | |
| Sabbiolina | 330 | CstCjSp | 508 365 |
| Solitaria | 430 | TrpsMan | hc |
| Solitaria | 870 | MovJoin | 2711 cappu |
| Volpe | 947 | NatTran | 2711 le 100 |
| Volpe | 948 | TranCar | 3712 1219 mo 500 |

## Azzurro

Ranks : Command 18 Agent 88 Emissary 0 Mage 0
Health 100 Stealth 10 Challenge 70
Artifacts : None

Spells (+0) : None

Azzurro was located in the Hills & Rough at 3433.
He was ordered to steal the Gold. 8700 Gold was stolen at Uplink.
He was ordered to move the company. He accepted the company movement orders.
***He commands a company in the Hills & Rough at 4432. The Major Town of Vulcan flying the flag of the RhunLandChattelCo is here.***

## Biancaneve

Ranks : Command 0 Agent 0 Emissary 0 Mage 47
Health 100 Stealth 0 Challenge 47
Artifacts : None

Spells (+0) : #104 Resistances(71) #218 Wall of Wind(90) #308 Capital Return(61)
#412 Research Artifact(60)

Biancaneve was located in the Shore/Plains at 3712.
She was ordered to prentice magery. The prentice magery was successful and her Mage rank has been improved.
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.***

## Briciolina

Ranks : Command 0 Agent 0 Emissary 0 Mage 56
Health 100 Stealth 0 Challenge 56
Artifacts : None

Spells (+0) : #102 Barriers(75) #202 Call Fire(91) #302 Long Stride(86)
#408 Perceive Nationality(58) #508 Conjure Mounts(93)

Briciolina was located in the Shore/Plains at 3712.
She was ordered to cast a conjuring spell. Conjure Mounts was cast. 270 Mounts were conjured.
She was ordered to prentice magery. The prentice magery was successful and her Mage rank has been improved.
***She is currently in the Shore/Plains at 3712. The City/Tower of Casa flying the flag of the Once Upon a Time is here.***

## Cacciatore

Ranks : Command 0 Agent 0 Emissary 54 Mage 0
Health 100 Stealth 0 Challenge 27
Artifacts : None

Spells (+0) : None

Cacciatore was located in the Mixed Forest at 2711.
He was ordered to purchase from the caravans. 1250 Leather were bought for 2500 Gold.
He was ordered to move. He accepted the movement orders.
***He is currently in the Mountains at 2309. The Village/Fort of Cameth Brin flying the flag of the Twilight Hammer is here.***

## Cappuccetto Rosso

Ranks : Command 55 Agent 0 Emissary 0 Mage 64
Health 100 Stealth 0 Challenge 92
Artifacts : #126 Macirillë√
Spells (+0) : #102 Barriers(96) #412 Research Artifact(100)
#418 Locate Artifact(67) #502 Weakness(91) #508 Conjure Mounts(100)

Cappuccetto Rosso was located in the Mixed Forest at 2711.
She was ordered to cast a conjuring spell. Conjure Mounts was cast. 320 Mounts were conjured.
Lack of Food may have affected army movement.
Lack of Food restricted the army morale.
She was ordered to recruit some heavy cavalry. 500 Heavy Cavalry w/Wood weapons and No armor were recruited.
***She commands an army in the Mixed Forest at 2711. The City/Tower of Neverending flying the flag of the Once Upon a Time is here.***

## Cenerentola

Ranks : Command 24 Agent 0 Emissary 66 Mage 0
Health 100 Stealth 0 Challenge 39
Artifacts : None

Spells (+0) : None

Cenerentola was located in the Mountains at 0811.
She was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Tatamagouche. Tatamagouche is now under our control.
She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Silent Assembly seeks to hold the greatest amount of artifacts - uncovered that the nation of the Tribes of Angmar seeks to see to the termination of Foresii by any means whatsoever. - uncovered that the nation of the Acadians possesses Special Nation Ability #21.
The company commanded by Cenerentola has been disbanded because of minimum size requirements.
***She is currently in the Mountains at 0811. The Village of Tatamagouche flying the flag of the Once Upon a Time is here.***

## Cicala

Ranks : Command 0 Agent 0 Emissary 84 Mage 0
Health 100 Stealth 0 Challenge 42
Artifacts : None

Spells (+0) : None

Cicala was located in the Mountains at 1923.
She was ordered to refuse all personal challenges.
She was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Tall Peak. Current loyalty is perceived to be marginal.
She moved with the company to 2214.
***She is traveling with Lady Gaga of the Sing a Song in the Mountains at 2214. The Major Town of Overview flying the flag of the Sundered is here.***

## Dabadda

Ranks : Command 0 Agent 0 Emissary 48 Mage 0
Health 100 Stealth 0 Challenge 24
Artifacts : None

Spells (+0) : None

Dabadda was located in the Open Plains at 3705.
She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Farfaraway.
She was ordered to move. She accepted the movement orders.
***She is currently in the Hills & Rough at 3807. The Major Town/Tower of Ragnar Sa flying the flag of the Once Upon a Time is here.***

## Decoder

Ranks : Command 0 Agent 0 Emissary 76 Mage 0
Health 100 Stealth 0 Challenge 38
Artifacts : None

Spells (+0) : None

Decoder was located in the Mountains at 2123.
He was ordered to refuse all personal challenges.
He was ordered to influence their population center loyalty. He was not able to influence/reduce the population center loyalty because Barad Carchoth was of the same nation.
He moved with the company to 3122.
***He is traveling with Muxes in the Mountains at 3122. The Camp of Durthang flying the flag of the Red Witches is here.***

Gatto

Ranks : Command 83 Agent 0 Emissary 0 Mage 50
Health 100 Stealth 0 Challenge 110
Artifacts : #72 Axe of Braogha√
Spells (+0) : #102 Barriers(100) #416 Reveal Production(89)
#420 Reveal Character(72) #508 Conjure Mounts(71)

Gatto was located in the Mountains at 2309.
Lack of Food may have affected army movement.
Lack of Food restricted the army morale.
He was ordered to put the army on maneuvers. The maneuvers for the army were completed.
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.***

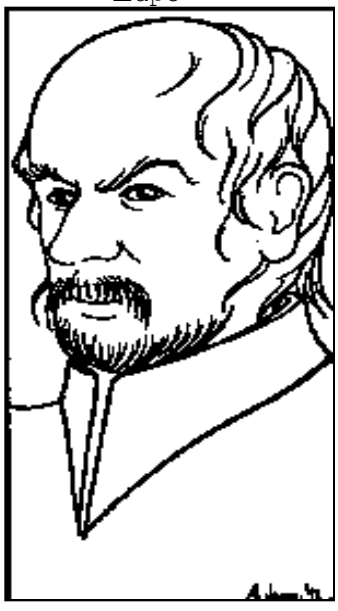
Gretel

Ranks : Command 0 Agent 0 Emissary 87 Mage 0
Health 100 Stealth 0 Challenge 43
Artifacts : None

Spells (+0) : None

Gretel was located in the Mountains at 1923.
She was ordered to refuse all personal challenges.
She was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Tall Peak. Current loyalty is perceived to be fair.
She moved with the company to 2214.
***She is traveling with Lady Gaga of the Sing a Song in the Mountains at 2214. The Major Town of Overview flying the flag of the Sundered is here.***

Lupo



Ranks : Command 68 Agent 0 Emissary 44 Mage 0
Health 100 Stealth 0 Challenge 73
Artifacts : None

Spells (+0) : None

Lupo was located in the Shore/Plains at 3712.
He was ordered to downgrade our relations. Our relations with the Twilight Hammer were downgraded.
He was ordered to have the nation transport by the caravans. No Leather was available to transport to Neverending.
***He is currently in the Shore/Plains at 3712. The City/Tower of Casa flying the flag of the Once Upon a Time is here.***

## Muxes

Ranks : Command 10 Agent 0 Emissary 82 Mage 0
Health 100 Stealth 0 Challenge 43
Artifacts : None

Spells (+0) : None

Muxes was located in the Mountains at 2123.
He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Barad Carchoth. Barad Carchoth is now under our control.
He was ordered to move the company. He accepted the company movement orders.
***He commands a company in the Mountains at 3122. The Camp of Durthang flying the flag of the Red Witches is here.***

## Nonna

Ranks : Command 0 Agent 0 Emissary 60 Mage 0
Health 100 Stealth 0 Challenge 30
Artifacts : None

Spells (+0) : None

Nonna was located in the Mountains at 3721.
She was ordered to influence their population center loyalty. She was not able to influence/reduce the population center loyalty because the populace was not influenced. Current loyalty is perceived to be marginal. Continued efforts may succeed.
She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Thorinar has collapsed and is no longer active - uncovered that the nation of the Nameless has collapsed and is no longer active - uncovered that the nation of the RhunLandChattelCo seeks to hold the artifact: a Boots, #143. - uncovered that the nation of the Tribes of Angmar possesses Special Nation Ability #29. It was also uncovered that the RhunLandChattelCo capital is at 4432.
***She is currently in the Mountains at 3721. The Camp of Nuvole Bianche flying the flag of the RhunLandChattelCo is here.***

## Piccola Vedetta

Ranks : Command 0 Agent 0 Emissary 61 Mage 0
Health 100 Stealth 0 Challenge 30
Artifacts : None

Spells (+0) : None

Piccola Vedetta was located in the Hills & Rough at 3922.
She was ordered to refuse all personal challenges.
She was ordered to move. She accepted the movement orders.
***She is currently in the Mountains at 4128. The Village/Tower of Fate flying the flag of the Once Upon a Time is here.***

## Pinocchio

Ranks : Command 76 Agent 0 Emissary 0 Mage 58
Health 95 Stealth 0 Challenge 90
Artifacts : None

Spells (+0) : #102 Barriers(75) #412 Research Artifact(90)
#418 Locate Artifact(85) #508 Conjure Mounts(100)

Pinocchio was located in the Mountains at 2309.
He was ordered to cast a combat spell. Barriers was cast.
He moved with the army to 2209.
He was ordered to cast a lore spell. Locate Artifact - artifact #74, a Belt, is possessed by Elio at or near 4432. He suffered a loss of health due to casting two spells.
***He is traveling with Gatto in the Hills & Rough at 2209. The Town/Fort of Imladris flying the flag of the Tribes of Angmar is here.***

## Pollicino

Ranks : Command 0 Agent 0 Emissary 0 Mage 76
Health 100 Stealth 0 Challenge 76
Artifacts : None

Spells (+0) : #102 Barriers(87) #218 Wall of Wind(66) #308 Capital Return(94)
#314 Teleport(82) #414 Scry Hex(84) #506 Curses(42) #508 Conjure Mounts(100)

Pollicino was located in the Mixed Forest at 2711.
He was ordered to cast a conjuring spell. Conjure Mounts was cast. 375 Mounts were conjured.
He was ordered to prentice magery. The prentice magery was successful and his Mage rank has been improved.
***He is currently in the Mixed Forest at 2711. The City/Tower of Neverending flying the flag of the Once Upon a Time is here.***

## Robin Hood

Ranks : Command 0 Agent 0 Emissary 0 Mage 68
Health 100 Stealth 0 Challenge 68
Artifacts : None

Spells (+0) : #102 Barriers(93) #214 Call Winds(78) #308 Capital Return(80)
#402 Perceive Allegiance(68) #508 Conjure Mounts(89)

Robin Hood was located in the Shore/Plains at 3712.
He was ordered to cast a conjuring spell. Conjure Mounts was cast. 330 Mounts were conjured.
He was ordered to prentice magery. The prentice magery was successful and his Mage rank has been improved.
***He is currently in the Shore/Plains at 3712. The City/Tower of Casa flying the flag of the Once Upon a Time is here.***

Sabbiolina

Ranks : Command 0 Agent 0 Emissary 0 Mage 74
Health 63 Stealth 0 Challenge 74
Artifacts : None

Spells (+0) : #102 Barriers(90) #214 Call Winds(69) #302 Long Stride(85)
#413 Scry Population Center(89) #508 Conjure Mounts(100)

Sabbiolina was located in the Mixed Forest at 2711.
She was ordered to cast a conjuring spell. Conjure Mounts was cast. 365 Mounts were conjured.
She was ordered to prentice magery. The prentice magery was successful and her Mage rank has been improved.
***She is currently in the Mixed Forest at 2711. The City/Tower of Neverending flying the flag of the Once Upon a Time is here.***

Solitaria

Ranks : Command 28 Agent 14 Emissary 21 Mage 0
Health 98 Stealth 0 Challenge 33
Artifacts : None

Spells (+0) : None

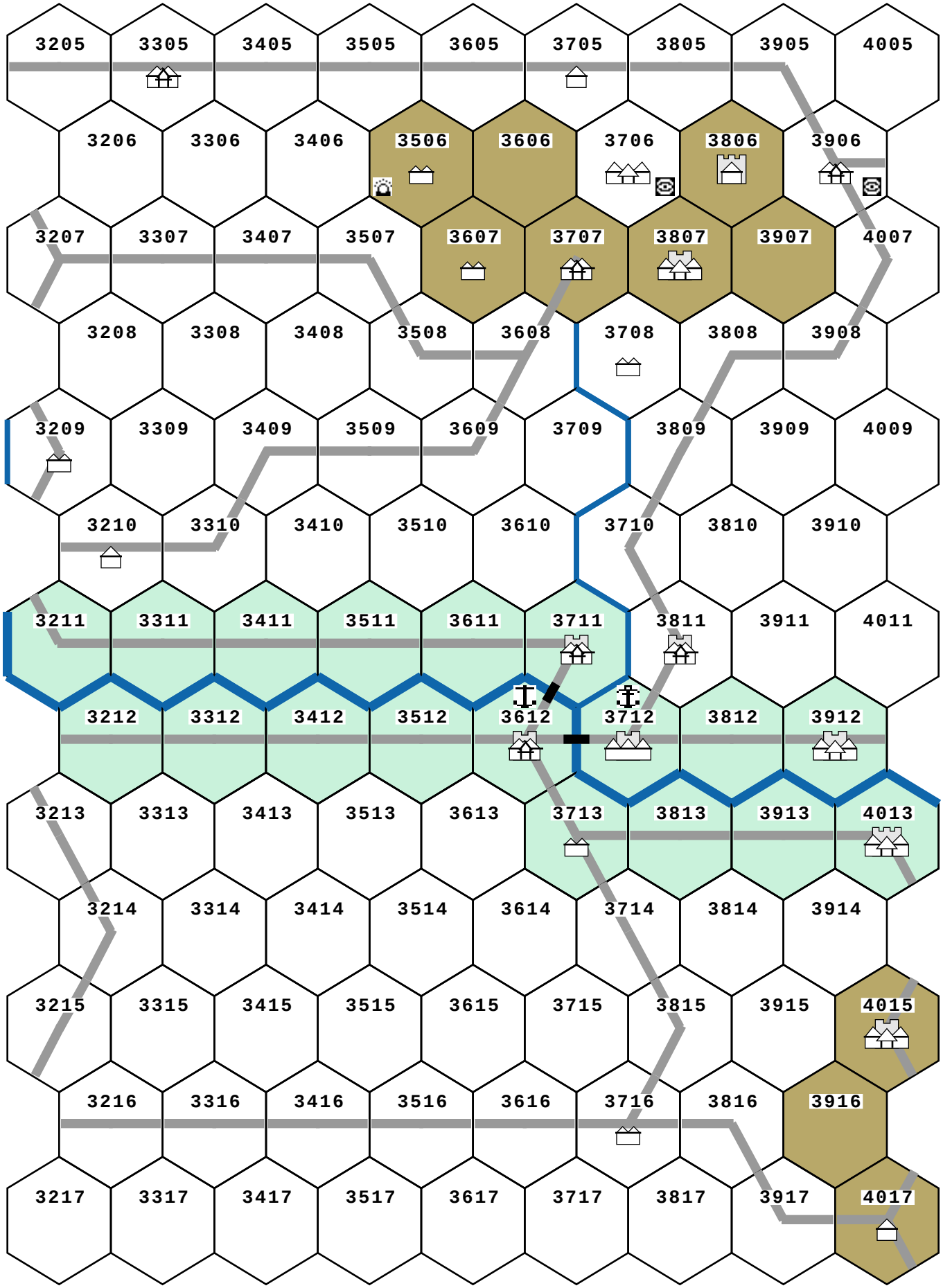
Solitaria was located in the Mountains at 2309.
She was ordered to put some troops on maneuvers. The maneuvers for the Heavy Cavalry were completed.
She moved with the army to 2209.
She was ordered to move and join the army. She accepted the movement orders. She joined the army commanded by Cappuccetto Rosso.
***She is traveling with Cappuccetto Rosso in the Mixed Forest at 2711. The City/Tower of Neverending flying the flag of the Once Upon a Time is here.***

Volpe

Ranks : Command 64 Agent 0 Emissary 0 Mage 56
Health 100 Stealth 0 Challenge 78
Artifacts : None

Spells (+0) : #102 Barriers(86) #404 Perceive Relations(92) #414 Scry Hex(86)
#508 Conjure Mounts(85)

Volpe was located in the Shore/Plains at 3712.
He was ordered to have the nation transport by the caravans. 1449 Leather (+10%) transported to Neverending.
He was ordered to transport by the caravans. 500 Mounts (+10%) transported from Casa to Dannedhir.
***He is currently in the Shore/Plains at 3712. The City/Tower of Casa flying the flag of the Once Upon a Time is here.***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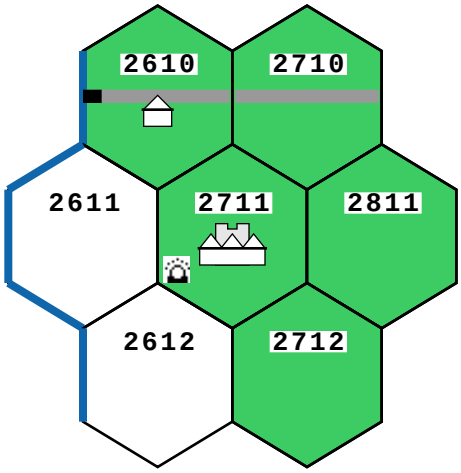
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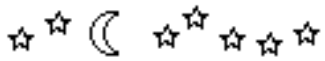
# MEPBM Games

## Middle-earth Play-By-Mail™
## Fourth Age, circa 1000

Once Upon a Time

# TURNSHEET



Game # 141

ANASTASIA GEMELLI 110894
NONE
NONE
NONE

Game # : 141
Player # : 23
Turn # : 29
Security # : 1848

## Return this turnsheet before NOVEMBER 3 2013

**To MEPBM, 340 North Rd, Cardiff, CF14 3BP, Wales**
**Tel: +44 (0) 29 20913359 Fax: +44 (0) 29 20625532**

**Daytime Phone #:**_____

### Azzurro (ID: azzur) @ 4432 Command Agent

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### Biancaneve (ID: bianc) @ 2709 Mage

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### Briciolina (ID: brici) @ 3712 Mage

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

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**Cacciatore (ID: cacci) @ 2309 Emissary**

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**Cappuccetto Rosso (ID: cappu) @ 2711 Command Mage**

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**Cenerentola (ID: cener) @ 0811 Command Emissary**

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**Cicala (ID: cical) @ 2214 Emissary**

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**Dabadda (ID: dabad) @ 3807 Emissary**

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**Decoder (ID: decod) @ 3122 Emissary**

Order -> # _____ Code _____ Type _____

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Order -> # _____ Code _____ Type _____

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**Gatto (ID: gatto) @ 2209 Command Mage**

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

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**Gretel (ID: grete) @ 2214 Emissary**

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

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**Lupo (ID: lupo ) @ 3712 Command Emissary**

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**Muxes (ID: muxes) @ 3122 Command Emissary**

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**Nonna (ID: nonna) @ 3721 Emissary**

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**Piccola Vedetta (ID: picco) @ 4128 Emissary**

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**Pinocchio (ID: pinoc) @ 2209 Command Mage**

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**Pollicino (ID: polli) @ 2711 Mage**

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

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**Robin Hood (ID: robin) @ 3712 Mage**

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

Required _____ Required _____

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**Sabbiolina (ID: sabbi) @ 2711 Mage**

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

Required _____ Required _____

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**Solitaria (ID: solit) @ 2711 Command Agent Emissary**

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

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**Volpe (ID: volpe) @ 3712 Command Mage**

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

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