

**MEPBM Games**  
**presents**

# Middle-earth Play-By-Mail™

## Fourth Age, circa 1000



GAME # 141



### Once Upon a Time

Victory points : 1067

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 [ 1417 ] Once Upon a Time [ 1067 ] Sing a Song [ 1000 ]**

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.

Internet G141N23  
ANASTASIA GEMELLI 110894  
NONE  
NONE  
NONE

Game #	:	141
Player #	:	23
Turn #	:	17
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	6579
Special Service	:	YES

# Once Upon a Time

(A Free People)

Season : Spring

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Tolerated	# 2 South Kingdom	: Tolerated	# 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	: Disliked
#13 Red Witches	: Neutral	#14 Dark Feast	: Hated	#15 Twilight Hammer	: Disliked
#16 Sh'iar Empire	: Disliked	#17 Great Trollusk	: Neutral	#18 Bením an Pharazôn	: Neutral
#19 RhunLandChattelCo	: Disliked	#20 Tribes of Angmar	: Hated	#21 Lands	: Tolerated
#22 Sing a Song	: Friendly	#24 Plane	: Tolerated	#25 Alvernus	: Tolerated

## POPULATION CENTERS

**Campo** Location : @ 3713 in Shore/Plains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	230	0	0	0	582	0	13	0
Current stores	230	0	0	0	1746	0	13	-

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

Size : City	Fortifications : Tower	Loyalty : 86	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	43	0	0	0	303	1176	0	-

A small army bearing the banner of the Once Upon a Time under Lord Lupo is here.

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

Size : Major Town	Fortifications : Fort	Loyalty : 50	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	93	0	0	0	537	0	3	-

**Farfaraway** Location : @ 3705 in Open Plains 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	60	0	0	0	150	0	9	0
Current stores	60	0	0	0	450	0	9	-

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

Size : Town	Fortifications : None	Loyalty : 49	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	416	463	0	0	0	0	-

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

Size : Camp	Fortifications : Fort	Loyalty : 29	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	306	408	0	-

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

Size : Village	Fortifications : None	Loyalty : 42	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	822	198	0	0	0	0	-

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

Size : Major Town	Fortifications : Tower	Loyalty : 58	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	37	0	0	0	90	0	4	-

**Minas Ithil**

Location : @ 3124 in Mountains Climate is Cool

Size : Town	Fortifications : Tower	Loyalty : 56	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	228	0	24	0	0	0	1700
Current stores	0	456	0	39	0	0	0	-

**Montagna**

Location : @ 3322 in Mountains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 21	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	1394	474	0	0	0	0	-

**Neverending**

Location : @ 2711 in Mixed Forest Climate is Mild

Size : Major Town	Fortifications : None	Loyalty : 46	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	274	166	0	0
Current stores	1512	0	0	0	957	1600	230	-

A small army bearing the banner of the Once Upon a Time under Captain Cappuccetto Rosso is here.

**Pianura**

Location : @ 3811 in Open Plains Climate is Cool

Size : Town	Fortifications : Tower	Loyalty : 59	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	82	0	0	0	750	0	10	-

**Pioggia**

Location : @ 3821 in Mountains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 27	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	1240	647	0	0	0	0	-

**Ponte**

Location : @ 3711 in Shore/Plains Climate is Cool

Size : Town	Fortifications : Tower	Loyalty : 48	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	110	0	0	0	1584	0	5	-

**Prato**

Location : @ 4012 in Shore/Plains 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	186	0	0	0	634	0	6	0
Current stores	186	0	0	0	1902	0	6	-

**Pul Rug Na**

Location : @ 3906 in Open Plains Climate is Cold

Size : Town	Fortifications : None	Loyalty : 39	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	47	0	0	0	49	0	2	0
Current stores	47	0	0	0	147	0	2	-

**Ragnar Sa**

Location : @ 3807 in Hills &amp; Rough Climate is Cold

Size : Major Town	Fortifications : Tower	Loyalty : 64	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	259	0	0	0	170	0	-

**Sisska**

Location : @ 3506 in Hills &amp; Rough Climate is Cold

Size : Village	Fortifications : None	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	115	0	0	0	29	0	600
Current stores	0	633	0	0	0	279	0	-

**Spiaggia**

Location : @ 3430 in Mountains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 31	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	1612	454	0	0	0	0	-

**Terrano** Location : @ 3612 in Shore/Plains Climate is Cool  
 Size : Town Fortifications : Tower Loyalty : 60 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 96 0 0 0 1455 0 5 -

**Thiach** Location : @ 3708 in Open Plains Climate is Cool  
 Size : Village Fortifications : None Loyalty : 46 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 112 0 0 0 1104 0 8 -

## ARMIES AND NAVIES

**Army Commander : Captain Cappuccetto Rosso** Location : @ 2711 in Mixed Forest Climate is Mild  
 Army morale : 10 Warships : 0 Transports : 0 (3) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Northman horsemen w/battle axes 10 10 0 400 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 1 Low Supplies !!  
 War machines 0  
 The Major Town of Neverending flying the flag of the Once Upon a Time is here.

**Army Commander : Regent Gatto** Location : @ 1602 in Hills & Rough Climate is Polar  
 Army morale : 19 Warships : 0 Transports : 0 (6) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Northman horsemen w/battle axes 42 11 2 852 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 0 Out of Food !!  
 War machines 0  
 The Camp of Frog Pond flying the flag of the Tribes of Angmar is here.  
 A large army bearing the banner of the Great Trollusk under Warlord Thorog is here.

**Army Commander : Lord Lupo** Location : @ 3712 in Shore/Plains Climate is Cool  
 Army morale : 74 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Northman horsemen w/battle axes 33 11 2 100 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 2 Low Supplies !!  
 War machines 0  
 Characters traveling with army : - Pinocchio - Volpe.  
 The City/Tower of Casa flying the flag of the Once Upon a Time is here.

## COMPANY COMMANDERS :

Veteran Azzurro Location : @ 1817 Traveling with him are : **Freddie Mercury - Madonna - Vasco.**  
 Veteran Muxes Location : @ 3423 Traveling with him are : Biancaneve.

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	13722	11549	4154	2933	228407	18121	1778
Purchase at market price/unit	3	4	6	15	2	3	10
Sell to market price/unit	2	3	4	10	1	2	7

**MISCELLANEOUS**

Maintenance Costs expected next turn are:		Totals for Nation:	Stores	Production
Armies/Navies :	8412	Leather	2608	1074
Pop Centers :	6750	Bronze	6832	1400
Characters :	30180	Steel	2236	386
		Mithril	39	96
Total :	45342	Food	11331	3658
		Timber	3633	287
Current Tax rate :	60%	Mounts	295	66
Revenue expected next turn :	55520 (+10178)			
Current Gold reserve :	16173			

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:

**Lady Gaga of the Sing a Song @ 1817**

Double agent Lady Gaga reports she was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Overview. 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.

**Madonna of the Sing a Song @ 1817**

Double agent Madonna reports she was ordered to execute a hostage. Bruturuk was executed.

Double agent Madonna reports she was ordered to steal the Gold. She was not able to steal Gold because Overview was of the same nation.

Double agent Madonna reports she moved with the company to 1817.

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Pectoral	Amulet	34	Yes	None	Increases Emissary Rank by 30.
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 a theft attempt involving Freddie Mercury at Overview.  
There are rumors of an encounter involving Broussard at 1005.*

## ENCOUNTER MESSAGES

**Report from the camp at 3430.**

The tremors which have occurred in the neighboring regions at first struck fear into the hearts of our citizens. Then, however, they began to rejoice that the founders had been wise enough not to build on a dormant volcano as it was evident that some others had done. Even though we tried to tell them that any of the mountains in the region could hide dormant volcanos, they refused to listen to us as usual and loyalty has increased accordingly.

## COMBAT MESSAGES

**Battle at 1501**

In the Polar climate of the Shore/Plains of 1501, a conflict took place in the early morning hours under an overcast sky.

At the head of a demoralized army rode **Regent 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
1214 Northman horsemen w/battle axes	wooden/bronze	none/leather	ragged ranks

The Major Town of Toad Suck flying the flag of the Tribes of Angmar is situated in the Shore/Plains here. It is fortified by a Tower, and it is under siege or attack.

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

The battle for Toad Suck 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.... Gatto's army survived the attack on the Major Town, but suffered some losses. Gatto appeared to have survived. The Major Town has been reduced to a Ruins. The Tower has not been affected. The Ruins of Toad Suck now flies no known flag.

## 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.....
Azzurro	690	StlGold	
Azzurro	820	MovCmpy	1817
Biancaneve	215	RfsPers	
Biancaneve	525	InfOthr	
Cappuccetto Rosso	770	HrArmy	400 hc ^ ^ 1
Cappuccetto Rosso	330	CstCjSp	508 500
Cenerentola	500	Double	kesha
Cenerentola	810	MovChar	2418
Cicala	525	InfOthr	
Cicala	215	RfsPers	
Decoder	550	ImprPop	
Decoder	810	MovChar	3423
Gatto	250	DstPop	ch
Gatto	860	ForcMar	e se ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Gretel	215	RfsPers	
Gretel	525	InfOthr	
Hansel	215	RfsPers	
Hansel	525	InfOthr	
Lupo	435	ArmyMan	
Lupo	948	TranCar	3712 4422 mo 1000
Muxes	525	InfOthr	
Muxes	820	MovCmpy	3423
Nonna	550	ImprPop	
Nonna	810	MovChar	2711
Piccola Vedetta	520	InfYour	
Piccola Vedetta	585	Uncover	
Pinocchio	185	DnStNat	12
Pinocchio	330	CstCjSp	508 500
Pollicino	940	CstLoSp	414 2209
Pollicino	810	MovChar	2711
Robin Hood	320	SellCar	ti 2250
Robin Hood	710	PrenMgy	
Rosso Malpelo	525	InfOthr	
Rosso Malpelo	585	Uncover	
Sabbiolina	710	PrenMgy	
Sabbiolina	330	CstCjSp	508 500
Volpe	330	CstCjSp	508 500
Volpe	325	NatSell	mi 100

Azzurro



Ranks : Command 18 Agent 69 Emissary 0 Mage 0  
 Health 100 Stealth 10 Challenge 55  
 Artifacts : None  
 Spells (+0) : None

Azzurro was located in the Mountains at 2214.

He was ordered to steal the Gold. 7507 Gold was stolen at Overview.

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

***He commands a company in the Open Plains at 1817. The City/Fort of Arrenhal flying the flag of the Sheri-Urk is here.***

Biancaneve



Ranks : Command 33 Agent 0 Emissary 86 (116) Mage 12  
 Health 100 Stealth 0 Challenge 69  
 Artifacts : #34 Pectoral  
 Spells (+0) : #402 Perceive Allegiance(73)

Biancaneve was located in the Mountains at 3124.

She was ordered to refuse all personal challenges.

She was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Minas Ithil. Minas Ithil is now under our control.

She moved with the company to 3423.

***She is traveling with Muxes in the Mountains at 3423. The Town/Tower of Barad-dûr flying the flag of the South Kingdom is here.***

Cappuccetto Rosso



Ranks : Command 49 Agent 0 Emissary 0 Mage 63  
 Health 100 Stealth 0 Challenge 90  
 Artifacts : #126 Macirillëv  
 Spells (+0) : #102 Barriers(95) #412 Research Artifact(100)  
 #418 Locate Artifact(67) #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. There were insufficient Mounts available to conjure. 315 Mounts were conjured.

She was ordered to hire an army. An army of 400 Heavy Cavalry with 1 Food was hired.

***She commands an army in the Mixed Forest at 2711. The Major Town of Neverending flying the flag of the Once Upon a Time is here.***



Cenerentola



Ranks : Command 24 Agent 0 Emissary 51 Mage 0  
 Health 100 Stealth 0 Challenge 31  
 Artifacts : None  
 Spells (+0) : None

Cenerentola was located in the Mountains at 2121.

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

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

*She is currently in the Mixed Forest at 2418. The Town/Tower of Forests Edge flying the flag of the Red Witches is here.*

Cicala



Ranks : Command 0 Agent 0 Emissary 67 Mage 0  
 Health 100 Stealth 0 Challenge 33  
 Artifacts : None  
 Spells (+0) : None

Cicala was located in the Mountains at 2214.

She was ordered to refuse all personal challenges.

She was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Overview. Current loyalty is perceived to be fair.

She moved with the company to 1817.

*She is traveling with Lady Gaga of the Sing a Song in the Open Plains at 1817. The City/Fort of Arrenhal flying the flag of the Sheri-Urk is here.*

Decoder



Ranks : Command 0 Agent 0 Emissary 63 Mage 0  
 Health 100 Stealth 0 Challenge 31  
 Artifacts : None  
 Spells (+0) : None

Decoder was located in the Mountains at 3421.

He was ordered to improve the population center size. Fiaba was improved to a Town.

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

*He is currently in the Mountains at 3423. The Town/Tower of Barad-dûr flying the flag of the South Kingdom is here.*

Gatto



Ranks : Command 68 Agent 0 Emissary 0 Mage 50  
 Health 100 Stealth 0 Challenge 95  
 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 Shore/Plains at 1501.

He was ordered to destroy the Major Town of Toad Suck. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced.

*He commands an army in the Hills & Rough at 1602. The Camp of Frog Pond flying the flag of the Tribes of Angmar is here.*

Gretel



Ranks : Command 0 Agent 0 Emissary 72 Mage 0  
 Health 100 Stealth 0 Challenge 36  
 Artifacts : None  
 Spells (+0) : None

Gretel was located in the Mountains at 2214.

She was ordered to refuse all personal challenges.

She was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Overview. Current loyalty is perceived to be fair.

She moved with the company to 1817.

*She is traveling with Lady Gaga of the Sing a Song in the Open Plains at 1817. The City/Fort of Arrenhal flying the flag of the Sheri-Urk is here.*

Hansel



Ranks : Command 0 Agent 0 Emissary 67 Mage 0  
 Health 100 Stealth 0 Challenge 33  
 Artifacts : None  
 Spells (+0) : None

Hansel was located in the Mountains at 2214.

He was ordered to refuse all personal challenges.

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

He moved with the company to 1817.

*He is traveling with Lady Gaga of the Sing a Song in the Open Plains at 1817. The City/Fort of Arrenhal flying the flag of the Sheri-Urk is here.*

Lupo



Ranks : Command 58 Agent 0 Emissary 44 Mage 0  
 Health 100 Stealth 0 Challenge 63  
 Artifacts : None  
 Spells (+0) : None

Lupo was located in the Shore/Plains at 3712.

He was ordered to put the army on maneuvers. The maneuvers for the army were completed.

He was ordered to transport by the caravans. The transport was changed because there was insufficient Mounts. 753 Mounts (+10%) transported from Casa to Purgatory.

***He commands an army 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 63 Mage 0  
 Health 100 Stealth 0 Challenge 33  
 Artifacts : None  
 Spells (+0) : None

Muxes was located in the Mountains at 3124.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Minas Ithil. Current loyalty is perceived to be marginal.

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

***He commands a company in the Mountains at 3423. The Town/Tower of Barad-dûr flying the flag of the South Kingdom is here.***

Nonna



Ranks : Command 0 Agent 0 Emissary 45 Mage 0  
 Health 100 Stealth 0 Challenge 22  
 Artifacts : None  
 Spells (+0) : None

Nonna was located in the Open Plains at 3708.

She was ordered to improve the population center size. Thiach was improved to a Village.

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

***She is currently in the Mixed Forest at 2711. The Major Town of Neverending flying the flag of the Once Upon a Time is here.***

Piccola Vedetta



Ranks : Command 0 Agent 0 Emissary 54 Mage 0  
 Health 100 Stealth 0 Challenge 27  
 Artifacts : None  
 Spells (+0) : None

Piccola Vedetta was located in the Hills & Rough at 3806.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Fortino.

She was ordered to uncover some secrets. Secrets uncovered - 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 Red Witches possesses Special Nation Ability #12.

***She is currently in the Hills & Rough at 3806. The Camp/Fort of Fortino flying the flag of the Once Upon a Time is here.***

Pinocchio



Ranks : Command 57 Agent 0 Emissary 0 Mage 55  
 Health 100 Stealth 0 Challenge 70  
 Artifacts : None

Spells (+0) : #102 Barriers(74) #412 Research Artifact(90)  
 #418 Locate Artifact(80) #508 Conjure Mounts(100)

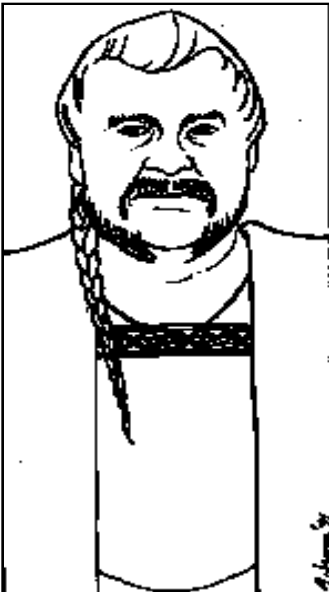
Pinocchio was located in the Shore/Plains at 3712.

He was ordered to downgrade our relations. Our relations with the Sheri-Urk were downgraded.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 275 Mounts were conjured.

***He is traveling with Lupo in the Shore/Plains at 3712. The City/Tower of Casa flying the flag of the Once Upon a Time is here.***

Pollicino



Ranks : Command 0 Agent 0 Emissary 0 Mage 62  
 Health 100 Stealth 0 Challenge 62  
 Artifacts : None

Spells (+0) : #102 Barriers(86) #218 Wall of Wind(66) #308 Capital Return(94)  
 #414 Scry Hex(84) #506 Curses(42) #508 Conjure Mounts(91)

Pollicino was located in the Mixed Forest at 2713.

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

He was ordered to cast a lore spell. Scry Hex - Terrain is Hills & Rough. Climate is Warm. A Town named Imladris is here and fortified with a Fort and Imladris is owned by the Tribes of Angmar and the hex has production of - Leather: 380 Gold: 1000 Mounts: 20 . Foreign forces present: - Camerone of the Tribes of Angmar.

***He is currently in the Mixed Forest at 2711. The Major Town of Neverending flying the flag of the Once Upon a Time is here.***

Robin Hood



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

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

Robin Hood was located in the Shore/Plains at 3712.

He was ordered to sell to the caravans. 2250 Timber were sold for 11250 Gold.

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.*

Rosso Malpelo



Ranks : Command 0 Agent 0 Emissary 59 Mage 0  
 Health 100 Stealth 0 Challenge 29  
 Artifacts : None

Spells (+0) : None

Rosso Malpelo was located in the Mountains at 2117.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Ardinaak. Current loyalty is perceived to be marginal.

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Silent Assembly seeks to hold the artifact: a Sword, #44. - uncovered that the nation of the Sundered possesses Special Nation Ability #1.

*He is currently in the Mountains at 2117. The Camp of Ardinaak flying the flag of the Sheri-Urk is here.*

Sabbiolina



Ranks : Command 0 Agent 0 Emissary 0 Mage 58  
 Health 100 Stealth 0 Challenge 58  
 Artifacts : None

Spells (+0) : #102 Barriers(90) #214 Call Winds(69) #302 Long Stride(84)  
 #413 Scry Population Center(88) #508 Conjure Mounts(100)

Sabbiolina was located in the Shore/Plains at 3712.

She was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 285 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.*

Volpe



Ranks : Command 55 Agent 0 Emissary 0 Mage 53  
 Health 100 Stealth 0 Challenge 68  
 Artifacts : None

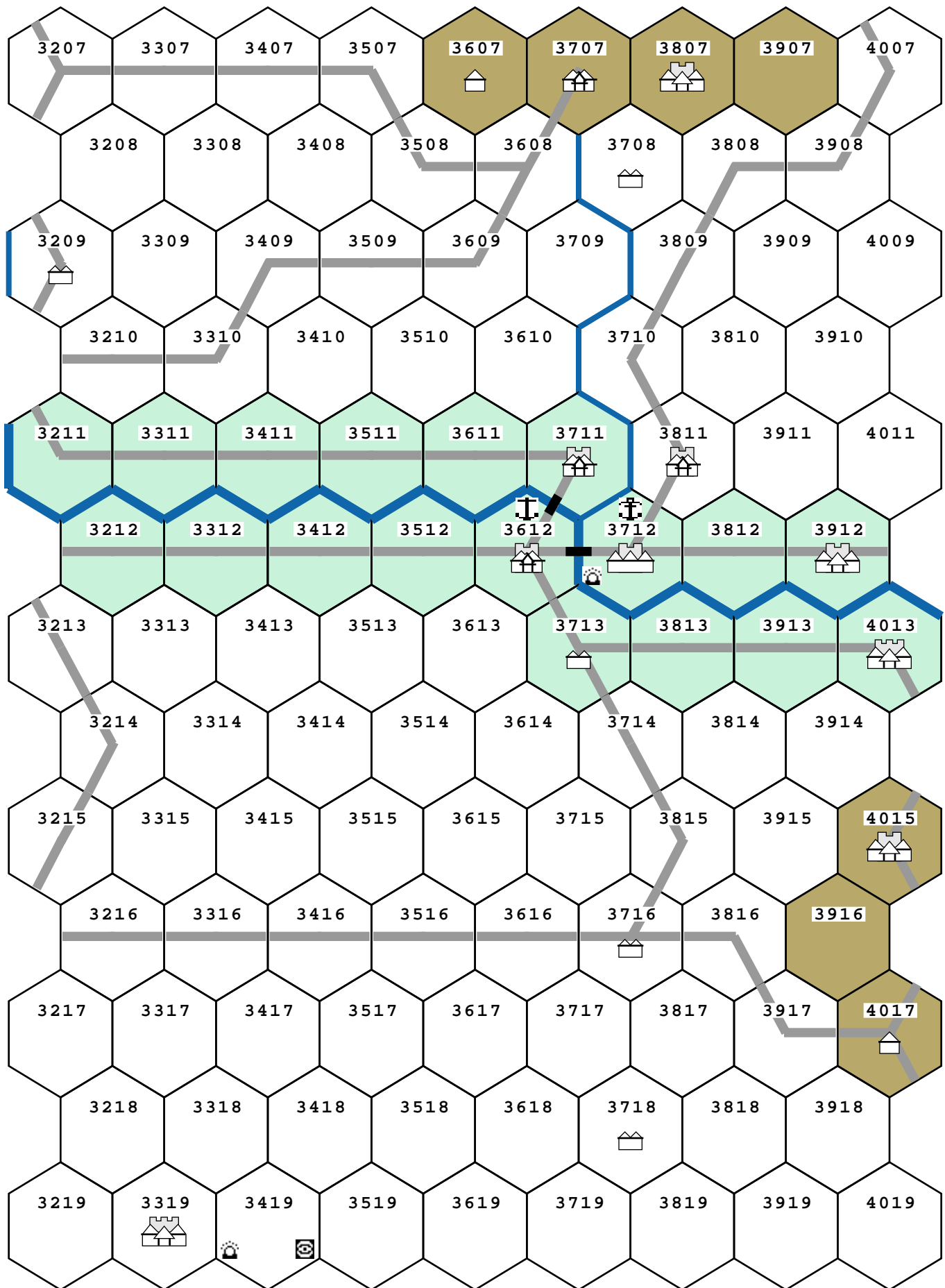
Spells (+0) : #102 Barriers(86) #404 Perceive Relations(92) #414 Scry Hex(86)  
 #508 Conjure Mounts(82)

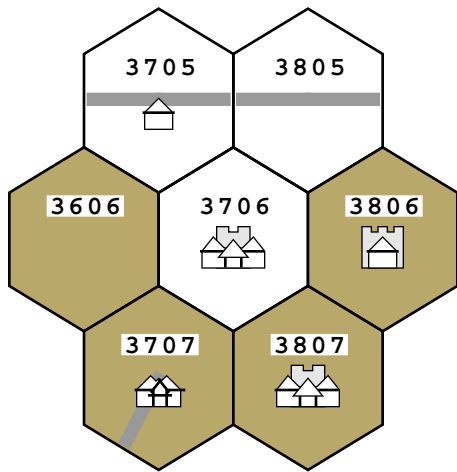
Volpe was located in the Shore/Plains at 3712.

He was ordered to have the nation sell to the caravans. 154 Mithril were sold for 8470 Gold.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 265 Mounts were conjured.

*He is traveling with Lupo in the Shore/Plains at 3712. The City/Tower of Casa flying the flag of the Once Upon a Time is here.*



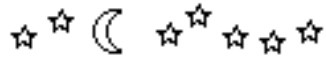




**MEPBM Games**  
**Middle-earth Play-By-Mail™**  
**Fourth Age, circa 1000**

Once Upon a Time

**URNSHEET**



Game # 141



ANASTASIA GEMELLI 110894  
 NONE  
 NONE  
 NONE

Game # : 141  
 Player # : 23  
 Turn # : 18  
 Security # : 6579

**Return this turnsheet before JUNE 2 2013**

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Daytime Phone #: \_\_\_\_\_

**Azzurro (ID: azzur) @ 1817 Command Agent**

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

**Biancaneve (ID: bianc) @ 3423 Command Emissary Mage**

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

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

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

**Cenerentola (ID: cener) @ 2418 Command Emissary**

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

**Cicala (ID: cical) @ 1817 Emissary**

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

**Decoder (ID: decod) @ 3423 Emissary**

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

**Gatto (ID: gatto) @ 1602 Command Mage**

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

**Gretel (ID: grete) @ 1817 Emissary**

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

**Hansel (ID: hanse) @ 1817 Emissary**

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

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

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

**Muxes (ID: muxes) @ 3423 Command Emissary**

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

**Nonna (ID: nonna) @ 2711 Emissary**

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

**Piccola Vedetta (ID: picco) @ 3806 Emissary**

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

**Pinocchio (ID: pinoc) @ 3712 Command Mage**

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

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

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

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

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

**Rosso Malpelo (ID: rosso) @ 2117 Emissary**

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

**Sabbiolina (ID: sabbi) @ 3712 Mage**

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

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

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