

**MEPBM Games**  
**presents**

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



GAME # 141



## Once Upon a Time

Victory points : 1267  
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 [ 1317 ] Once Upon a Time [ 1267 ] Sing a Song [ 1025 ]**

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 # : 18  
Account : \$ 0.00  
Free Turns : 0  
Security Code : 6395  
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	: Disliked	#18 Bením an Pharazôn	: Disliked
#19 RhunLandChattelCo	: Disliked	#20 Tribes of Angmar	: Hated	#21 Lands	: Tolerated
#22 Sing a Song	: Friendly	#24 Plane	: Tolerated	#25 Alvernus	: Tolerated

## POPULATION CENTERS

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

Size : Village	Fortifications : Tower	Loyalty : 58	Docks : None	Hidden ? : No	Sieged ? : YES			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	70	0	32	0	0	0	2000
Current stores	0	106	0	48	0	0	0	-

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

Size : Village	Fortifications : None	Loyalty : 29	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	460	0	0	0	0	0	26	-

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

Size : City	Fortifications : Tower	Loyalty : 87	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	86	0	0	0	0	1176	558	-

A small army bearing the banner of the Once Upon a Time under Regent 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	186	0	0	0	0	0	6	-

**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	120	0	0	0	0	0	18	-

**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	572	523	18	0	0	0	-

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

Size : Camp	Fortifications : Fort	Loyalty : 30	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	0	480	0	-

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

Size : Village	Fortifications : None	Loyalty : 43	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	952	232	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 74 0 0 0 0 0 8 -

**Minas Ithil** Location : @ 3124 in Mountains Climate is Cool  
 Size : Town Fortifications : Tower Loyalty : 55 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 0 684 0 63 0 0 0 -

*An army bearing the banner of the South Kingdom under Commander Strulug is here.*

**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 1664 574 10 0 0 0 -

**Neverending** Location : @ 2711 in Mixed Forest Climate is Mild  
 Size : Major Town Fortifications : None Loyalty : 50 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 712 0 0 0 0 1766 455 -

*An 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 : 58 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 164 0 0 0 0 0 20 -

**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 1440 759 24 0 0 0 -

**Ponte** Location : @ 3711 in Shore/Plains Climate is Cool  
 Size : Town Fortifications : Tower Loyalty : 49 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 220 0 0 0 0 0 10 -

**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 372 0 0 0 0 0 12 -

**Pul Rug Na** Location : @ 3906 in Open Plains Climate is Cold  
 Size : Town Fortifications : None Loyalty : 38 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 94 0 0 0 0 0 4 -

**Ragnar Sa** Location : @ 3807 in Hills & Rough Climate is Cold  
 Size : Major Town Fortifications : Tower Loyalty : 65 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 0 300 0 0 0 190 0 -

**Sisska** Location : @ 3506 in Hills & 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 0 748 0 0 0 308 0 -

**Spiaggia** Location : @ 3430 in Mountains Climate is Cool  
 Size : Camp Fortifications : None Loyalty : 32 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 1872 534 20 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 192 0 0 0 0 0 10 -

**Thiach** Location : @ 3708 in Open Plains Climate is Cool  
 Size : Village Fortifications : None Loyalty : 45 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 202 0 0 0 0 0 14 -

## ARMIES AND NAVIES

**Army Commander : Captain Cappuccetto Rosso** Location : @ 2711 in Mixed Forest Climate is Mild  
 Army morale : 13 Warships : 0 Transports : 0 (6) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Northman horsemen w/battle axes 10 10 0 800 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 Lupo** Location : @ 3712 in Shore/Plains Climate is Cool  
 Army morale : 75 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Northman horsemen w/battle axes 34 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 : @ 2223 Traveling with him are : **Freddie Mercury - Madonna - Vasco.**  
 Veteran Muxes Location : @ 3221 Traveling with him are : Biancaneve - Decoder.

## MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	16202	22278	5159	0	236809	31430	1458
Purchase at market price/unit	2	2	5	92	2	2	11
Sell to market price/unit	1	1	2	49	1	1	6

**MISCELLANEOUS****Maintenance Costs expected next turn are:**

Armies/Navies :	5700
Pop Centers :	7250
Characters :	29560

Total :	42510
---------	-------

Current Tax rate :	60%
Revenue expected next turn :	55520 (+13010)
Current Gold reserve :	18340

**Totals for Nation:**

Leather	2882	1074
Bronze	8338	1470
Steel	2622	386
Mithril	183	128
Food	0	3658
Timber	3920	287
Mounts	1141	66

**Stores****Production****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 @ 2223**

Double agent Freddie Mercury reports he was ordered to assassinate a character. Griss was assassinated.  
Double agent Freddie Mercury reports he moved with the company to 2223.

**Lady Gaga of the Sing a Song @ 2114**

Double agent Lady Gaga reports she was ordered to refuse all personal challenges.  
Double agent Lady Gaga reports she was ordered to move the company. She accepted the company movement orders.

**Vasco of the Sing a Song @ 2223**

Double agent Vasco reports he was ordered to assassinate a character. Borlachymog was assassinated.  
Double agent Vasco reports he moved with the company to 2223.

**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 Nazrog at Cataract Glen.*  
*There are rumors of a theft attempt involving Padrey at Ashpit.*

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES



### Challenge from Gatto at 1602

In the Hills & Rough of 1602 a ritual duel began. A large circle was drawn in the parade grounds outside of the camp. As two armies stood watching tensely, Gatto, a healthy warrior stepped forth and called challenge. In his hands was borne the glowing Axe called Axe of Braogha. In answer, Thorog, a healthy warrior stepped forth. Those watching calculated the odds at roughly even. The fight began in earnest. Onlookers gasped as the warriors cut and slashed at each other. Driving blows and skillful thrusts followed each other in a flurry of activity. Finally, Thorog fell to a savage barrage of blows by Gatto. Gatto was noted to have suffered no wounds in the fight.

### Battle at 1602

In the Polar climate of the Hills & Rough of 1602, a conflict took place in the hours of late morning in a dense and oppressive fog.

At the head of a rebellious army rode **Warlord 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 moved with trepidation to the center of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
852 Northman horsemen w/battle axes	wooden/bronze	none/leather	ragged ranks

At the head of a demoralized army rode **Commander Moghai** of the nation of the Great Trollusk. The mount on which he rode stood cautiously at the rear of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1774 Mixed Mannish horsemen w/shortswords	wooden/bronze	bronze/steel	a mob

The Camp of Frog Pond flying the flag of the Tribes of Angmar is situated in the Hills & Rough here.

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 given by the blare of the bugles.. Keep close ranks. Use standard formation. Like we practiced!

Against the forces of Moghai, they attempted to surround our standard formation.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Gatto** burst forth with a blood curdling yell and rushed to meet whatever foes would face his glowing Axe.

Report from Gatto.....Our cavalry rode swiftly around and over the small hills and attacked the enemy savagely. The troops tried to fight well, but they needed much more training. They fought very poorly. However, we were overrun in less than a few hours.

After the battle.... Gatto's forces were destroyed/routed in the battle. Gatto appeared to have survived. Moghai's forces were victorious in the battle, but suffered some losses. Moghai 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](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	615	Assass	xafwe
Azzurro	820	MovCmpy	2223
Biancaneve	525	InfOthr	
Biancaneve	215	RfsPers	
Cappuccetto Rosso	330	CstCjSp	508 500
Cappuccetto Rosso	400	HvCvlyr	400 ^ ^
Cenerentola	525	InfOthr	
Cenerentola	585	Uncover	
Cicala	500	Double	fredd
Cicala	215	RfsPers	
Decoder	755	JnCmpy	muxes
Decoder	525	InfOthr	
Gatto	210	IssPers	thoro
Gatto	810	MovChar	2410
Gretel	500	Double	madon
Gretel	215	RfsPers	
Hansel	500	Double	vasco
Hansel	215	RfsPers	
Lupo	435	ArmyMan	
Lupo	948	TranCar	3712 2317 go 20000
Muxes	525	InfOthr	
Muxes	820	MovCmpy	3221
Nonna	520	InfYour	
Nonna	585	Uncover	
Piccola Vedetta	550	ImprPop	
Piccola Vedetta	810	MovChar	3705
Pinocchio	185	DnStNat	17
Pinocchio	325	NatSell	fo 100
Pollicino	710	PrenMgy	
Pollicino	330	CstCjSp	508 500
Robin Hood	710	PrenMgy	
Robin Hood	705	RsrchSp	508
Rosso Malpelo	525	InfOthr	
Rosso Malpelo	810	MovChar	2418
Sabbiolina	710	PrenMgy	
Sabbiolina	330	CstCjSp	508 500
Volpe	185	DnStNat	18
Volpe	330	CstCjSp	508 500

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 Open Plains at 1817.

He was ordered to assassinate a character. He was not able to assassinate the character because of tight security.

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

***He commands a company in the Hills & Rough at 2223. The City/Tower of Zaragost flying the flag of the Red Witches is here.***

Biancaneve



Ranks : Command 33 Agent 0 Emissary 88 (118) Mage 12  
 Health 100 Stealth 0 Challenge 70  
 Artifacts : #34 Pectoral  
 Spells (+0) : #402 Perceive Allegiance(73)

Biancaneve was located in the Mountains at 3423.

She was ordered to refuse all personal challenges.

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

She moved with the company to 3221.

***She is traveling with Muxes in the Mountains at 3221. The Town/Tower of Morannon flying the flag of the Ground Pounders 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 recruit some heavy cavalry. 400 Heavy Cavalry w/Wood weapons and No armor were recruited.

***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 53 Mage 0  
 Health 100 Stealth 0 Challenge 32  
 Artifacts : None  
 Spells (+0) : None

Cenerentola was located in the Mixed Forest at 2418.

She was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Forests Edge. Current loyalty is perceived to be marginal.

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the North Kingdom seeks to hold the population center of Hellgate at 2409. - uncovered that the nation of the Sing a Song possesses Special Nation Ability #24. ***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 70 Mage 0  
 Health 100 Stealth 0 Challenge 35  
 Artifacts : None  
 Spells (+0) : None

Cicala was located in the Open Plains at 1817.

She was ordered to refuse all personal challenges.

She was ordered to recruit a double agent. Freddie Mercury is now our double agent.

She moved with the company to 2114.

***She is traveling with Lady Gaga of the Sing a Song in the Mountains at 2114. The Major Town of Khiranos flying the flag of the Dark Feast 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 3423.

He was ordered to influence their population center loyalty. He was not able to influence/reduce the population center loyalty because Barad-dûr was of the same nation.

He was ordered to join a company. He joined the company commanded by Muxes.

He moved with the company to 3221.

***He is traveling with Muxes in the Mountains at 3221. The Town/Tower of Morannon flying the flag of the Ground Pounders is here.***

Gatto



Ranks : Command 71 Agent 0 Emissary 0 Mage 50  
 Health 100 Stealth 0 Challenge 98  
 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 Hills & Rough at 1602.

He was ordered to challenge Thorog to personal combat. See Combat Messages.

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

**He is currently in the Open Plains at 2410.**

Gretel



Ranks : Command 0 Agent 0 Emissary 74 Mage 0  
 Health 100 Stealth 0 Challenge 37  
 Artifacts : None  
 Spells (+0) : None

Gretel was located in the Open Plains at 1817.

She was ordered to refuse all personal challenges.

She was ordered to recruit a double agent. Madonna is now our double agent.

She moved with the company to 2114.

**She is traveling with Lady Gaga of the Sing a Song in the Mountains at 2114. The Major Town of Khiranos flying the flag of the Dark Feast is here.**

Hansel



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

Hansel was located in the Open Plains at 1817.

He was ordered to refuse all personal challenges.

He was ordered to recruit a double agent. Vasco is now our double agent.

Hansel was assassinated.

Lupo



Ranks : Command 60 Agent 0 Emissary 44 Mage 0  
 Health 100 Stealth 0 Challenge 65  
 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. 20000 Gold (+10%) transported from Casa .

*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 67 Mage 0  
 Health 100 Stealth 0 Challenge 35  
 Artifacts : None  
 Spells (+0) : None

Muxes was located in the Mountains at 3423.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Barad-dûr. Current loyalty is perceived to be rebellious.

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

*He commands a company in the Mountains at 3221. The Town/Tower of Morannon flying the flag of the Ground Pounders is here.*

Nonna



Ranks : Command 0 Agent 0 Emissary 48 Mage 0  
 Health 100 Stealth 0 Challenge 24  
 Artifacts : None  
 Spells (+0) : None

Nonna was located in the Mixed Forest at 2711.

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

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the South Kingdom seeks to see to the termination of Valacar by any means whatsoever. - uncovered that the nation of the South Kingdom possesses Special Nation Ability #21.

*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 improve the population center size. She was not able to complete the improvement of the population center size because the populace did not support it. Continued efforts may succeed.

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

*She is currently in the Open Plains at 3705. The Camp of Farfaraway flying the flag of the Once Upon a Time is here.*

Pinocchio



Ranks : Command 60 Agent 0 Emissary 0 Mage 55  
 Health 100 Stealth 0 Challenge 73  
 Artifacts : None

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

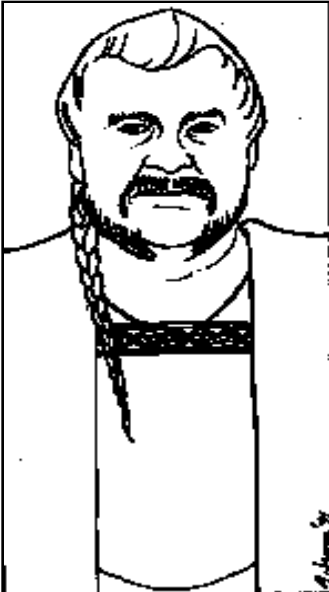
Pinocchio was located in the Shore/Plains at 3712.

He was ordered to downgrade our relations. Our relations with the Great Trollusk were downgraded.

He was ordered to have the nation sell to the caravans. 14989 Food were sold for 14989 Gold.

*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 64  
 Health 100 Stealth 0 Challenge 64  
 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(92)

Pollicino was located in the Mixed Forest at 2711.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 310 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 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 47  
 Health 100 Stealth 0 Challenge 47  
 Artifacts : None

Spells (+0) : #102 Barriers(93) #214 Call Winds(78) #308 Capital Return(80)  
 #402 Perceive Allegiance(68) #508 Conjure Mounts(81)

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

He was ordered to research a spell. Conjure Mounts #508 was successfully researched.

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 62 Mage 0  
 Health 100 Stealth 0 Challenge 31  
 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 move. He accepted the movement orders.

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

Sabbiolina



Ranks : Command 0 Agent 0 Emissary 0 Mage 61  
 Health 100 Stealth 0 Challenge 61  
 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. 290 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 56 Agent 0 Emissary 0 Mage 53  
 Health 100 Stealth 0 Challenge 69  
 Artifacts : None

Spells (+0) : #102 Barriers(86) #404 Perceive Relations(92) #414 Scry Hex(86)  
 #508 Conjure Mounts(83)

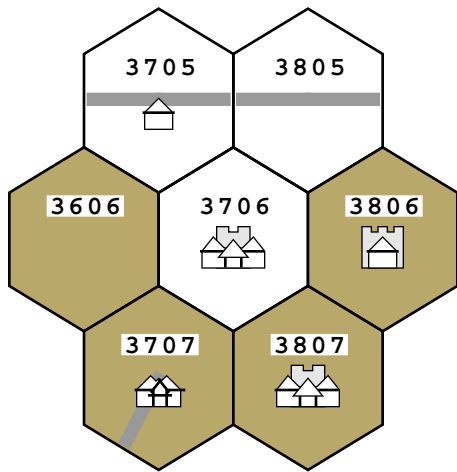
Volpe was located in the Shore/Plains at 3712.

He was ordered to downgrade our relations. Our relations with the Benîm an Pharazôn were downgraded.

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.*



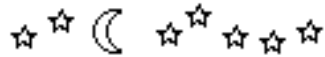




**MEPBM Games**  
**Middle-earth Play-By-Mail™**  
**Fourth Age, circa 1000**

Once Upon a Time

**URNSHEET**



Game # 141



ANASTASIA GEMELLI 110894  
 NONE  
 NONE  
 NONE

Game # : 141  
 Player # : 23  
 Turn # : 19  
 Security # : 6395

**Return this turnsheet before JUNE 16 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) @ 2223 Command Agent**

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

**Biancaneve (ID: bianc) @ 3221 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) @ 2114 Emissary**

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

**Decoder (ID: decod) @ 3221 Emissary**

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

**Gatto (ID: gatto) @ 2410 Command Mage**

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

**Gretel (ID: grete) @ 2114 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) @ 3221 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) @ 3705 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) @ 2418 Emissary

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

Required

---

Information

Required

---

Information

## Sabbiolina (ID: sabbi) @ 3712 Mage

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

Required

---

Information

Required	
----------	--

---

Information

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

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

Required

---

Information

Required	
----------	--

---

Information