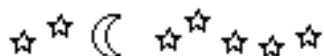


MEPBM Games
presents

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141



Once Upon a Time

Victory points : 925
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 [1358] Sing a Song [992] Once Upon a Time [925]

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 # : 30
Account : \$ 0.00
Free Turns : 0
Security Code : 1918
Special Service : YES

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 Bením 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-dûr Location : @ 3423 in Mountains Climate is Hot

Size : Village	Fortifications : Tower	Loyalty : 43	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	70	0	192	0	0	0	-

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

Size : City	Fortifications : Tower	Loyalty : 78	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	2086	0	0	0	131	1176	0	-

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

Size : Major Town	Fortifications : Fort	Loyalty : 38	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	233	0	48	-

Currahee Location : @ 2307 in Mountains Climate is Polar

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	0	13	0	2	0	0	0	420
Current stores	0	143	0	12	0	0	0	-

Durthang Location : @ 3122 in Mountains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 64	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	140	50	0	0	0	0	1100
Current stores	0	140	200	0	0	0	0	-

Farfaraway Location : @ 3705 in Open Plains Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 35	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	195	0	216	-

Fate Location : @ 4128 in Mountains Climate is Cool

Size : Village	Fortifications : Tower	Loyalty : 51	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	290	48	0	0	0	-

Fiaba Location : @ 3421 in Mountains Climate is Cool

Size : Town	Fortifications : None	Loyalty : 29	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	156	207	108	0	0	0	-

Fortino Location : @ 3806 in Hills & Rough Climate is Cold
 Size : Camp Fortifications : Fort Loyalty : 25 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 0 133 2064 0 -

Herëamon Location : @ 2610 in Mixed Forest 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 0 0 128 0 621 70 0 0
 Current stores 0 0 552 0 1009 737 0 -

Isola che non Location : @ 4215 in Mountains Climate is Cold
 Size : Village Fortifications : None Loyalty : 35 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 0 130 123 0 0 0 0 -

Montagna Location : @ 3322 in Mountains Climate is Cool
 Size : Camp Fortifications : None Loyalty : 11 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 0 270 345 60 0 0 0 -

Neverending Location : @ 2711 in Mixed Forest Climate is Mild
 Size : City Fortifications : Tower Loyalty : 83 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 1 276 0 0 0 2617 736 -
 A large army bearing the banner of the Once Upon a Time under Lord Cappuccetto Rosso is here.

Nuvole Bianche Location : @ 3721 in Mountains 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 0 290 0 20 0 0 0 1200
 Current stores 0 290 0 40 0 0 0 -
 Foreign characters reported in the hex : **Augustus**.

Pianura Location : @ 3811 in Open 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 82 0 0 0 250 0 10 0
 Current stores 164 0 0 0 325 0 146 -

Pioggia Location : @ 3821 in Mountains Climate is Cool
 Size : Village Fortifications : None Loyalty : 23 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 0 200 386 144 0 0 0 -

Ponte Location : @ 3711 in Shore/Plains Climate is Cool
 Size : Town Fortifications : Tower Loyalty : 39 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 0 686 0 70 -

Prato Location : @ 4012 in Shore/Plains Climate is Cool
 Size : Village Fortifications : Tower Loyalty : 41 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 0 824 0 90 -

Ragnar Sa Location : @ 3807 in Hills & Rough Climate is Cold
 Size : Major Town Fortifications : Tower Loyalty : 40 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 41 0 0 0 634 0 -

Spaggia Location : @ 3430 in Mountains Climate is Cool
 Size : Camp Fortifications : None Loyalty : 13 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 0 260 276 120 0 0 0 -

Tallunë Location : @ 4428 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 0 48 24 0 0 0 1500
 Current stores 0 0 240 24 0 0 0 -

Tatamagouche Location : @ 0811 in Mountains Climate is Cool
 Size : Village Fortifications : None Loyalty : 32 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 0 152 288 110 0 0 0 -
 Foreign characters reported in the hex : - **Arglebargle VI - Criknrog.**

Terrano Location : @ 3612 in Shore/Plains Climate is Cool
 Size : Town Fortifications : Tower Loyalty : 20 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 0 630 0 70 -

Thiach Location : @ 3708 in Open Plains Climate is Cool
 Size : Village Fortifications : None Loyalty : 22 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 90 0 0 0 294 0 6 0
 Current stores 180 0 0 0 382 0 92 -

ARMIES AND NAVIES

Army Commander : Lord Cappuccetto Rosso Location : @ 2711 in Mixed Forest Climate is Mild
 Army morale : 19 Warships : 0 Transports : 0 (10) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Northman horsemen w/battle axes 13 11 9 1449 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 50
 Armor 0 0 50
 Food 192 Low Supplies !!
 War machines 0
 Characters traveling with army : - Pinocchio - Solitaria.
 The City/Tower of Neverending flying the flag of the Once Upon a Time is here.

COMPANY COMMANDERS :

Veteran Azzurro Location : @ 4433 Traveling with him are : **Freddie Mercury - Rallos Zek - Vasco.**
 Veteran Muxes Location : @ 3707 Traveling with him are : **De Gregori** - Decoder.

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	21920	33030	9703	2777	292476	29663	6627
Purchase at market price/unit	2	2	4	14	2	2	6
Sell to market price/unit	1	1	2	8	1	1	3

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

Armies/Navies :	8994
Pop Centers :	7250
Characters :	35200
Total :	51444
Current Tax rate :	60%
Revenue expected next turn :	60840 (+9396)
Current Gold reserve :	0

Totals for Nation:**Stores****Production**

Leather	3521	760
Bronze	2128	1722
Steel	2907	788
Mithril	858	166
Food	4548	3481
Timber	7228	245
Mounts	1468	47

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 @ 4433**

Double agent Freddie Mercury reports he was ordered to refuse all personal challenges.
Double agent Freddie Mercury reports he was ordered to sabotage the fortifications. The fortifications were sabotaged at Chandilar.

Katala of the Silent Assembly @ 2209

Double agent Katala reports she was ordered to refuse all personal challenges.
Double agent Katala reports she was ordered to assassinate a character. Bigorik was assassinated. Artifact(s) were discovered on the body of Bigorik.

Lady Gaga of the Sing a Song @ 2109

Double agent Lady Gaga reports she was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Currahee. Current loyalty is perceived to be fair.
Double agent Lady Gaga reports she was ordered to move the company. She accepted the company movement orders.

Nightbreeze of the Sundered @ 2818**Tartas Izain of the Lands @ 2730**

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. Athrazoc was assassinated.

Vasco of the Sing a Song @ 4433

Double agent Vasco reports he was ordered to refuse all personal challenges.
Double agent Vasco reports he was ordered to sabotage the fortifications. The fortifications were sabotaged at Chandilar.

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Staff of the Serpent	Staff	2	Yes	None	Increases Mage Rank by 15.
Maranya	Ring	84	Yes	None	Increases Mage Rank by 30.
Macirillë	Sword	126	No	None	COMBAT - Increases damage by 750 points.
Foam-light	Armor	211	Yes	None	Increases Command Rank by 15.

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of an armed conflict involving the Dark Feast at 3706.
 There are rumors of the fall of a Strategic Site.
 The loyalty was influenced/reduced at Currahee.
 The loyalty was influenced/reduced at Tatamagouche.
 There are rumors of a theft attempt involving Arassuil at Sumar.
 There are rumors of a theft attempt involving Harband at Overview.
 418 Gold was stolen at Barad-dûr.
 There are rumors of Gold being transported by caravan from Annúminas to Bogue Chitto.

ENCOUNTER MESSAGES

Report from the camp at 3122.

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 2123

In the Cold climate of the Mountains of 2123, a conflict took place in the early morning hours under an overcast sky.

At the head of a calm army rode **Lord Ivanosh** of the nation of the Red Witches. The mount on which he rode moved calmly to the front of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
800 Mixed Mannish footmen w/battle axes	wooden/bronze	leather/bronze	a mob

The Village of Barad Carchoth flying the flag of the Once Upon a Time is situated in the Mountains here.

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

The battle for Barad Carchoth 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.... Ivanosh's army survived the attack on the Village, but suffered minor losses. Ivanosh appeared to have survived. The Village has been reduced to a Camp. The Camp has been under siege/attack this turn. The Camp now flies the flag of the Red Witches.

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	215	RfsPers	
Azzurro	615	Assass	praet
Biancaneve	810	MovChar	3712
Biancaneve	940	CstLoSp	412 3
Briciolina	710	PrenMgy	
Briciolina	330	CstCjSp	508 500
Cacciatore	550	ImprPop	
Cacciatore	810	MovChar	2212
Cappuccetto Rosso	210	IssPers	mogha
Cappuccetto Rosso	400	HvCvlyr	500 ^ br
Cenerentola	525	InfOthr	
Cenerentola	810	MovChar	1319
Cicala	525	InfOthr	
Cicala	585	Uncover	
Dabadda	500	Double	kank
Dabadda	215	RfsPers	
Decoder	525	InfOthr	
Decoder	585	Uncover	
Gretel	525	InfOthr	
Gretel	585	Uncover	
Lupo	942	MvTnMap	^
Lupo	948	TranCar	3712 2709 mo 2000
Muxes	525	InfOthr	
Muxes	820	MovCmpy	3707
Nonna	520	InfYour	
Nonna	585	Uncover	
Piccola Vedetta	525	InfOthr	
Piccola Vedetta	810	MovChar	4332
Pinocchio	870	MovJoin	2711 cappu
Pinocchio	940	CstLoSp	418 34
Pollicino	710	PrenMgy	
Pollicino	330	CstCjSp	508 500
Robin Hood	710	PrenMgy	
Robin Hood	330	CstCjSp	508 500
Sabbiolina	710	PrenMgy	
Sabbiolina	330	CstCjSp	508 500
Solitaria	500	Double	mogha
Solitaria	340	TrPo2Ar	200
Volpe	710	PrenMgy	
Volpe	330	CstCjSp	508 500

Azzurro



Ranks : Command 18 (33) Agent 92 Emissary 0 Mage 0
 Health 100 Stealth 10 Challenge 77
 Artifacts : #211 Foam-light
 Spells (+0) : None

Azzurro was located in the Hills & Rough at 4433.

He was ordered to refuse all personal challenges.

He was ordered to assassinate a character. Praetor was assassinated.

He commands a company in the Hills & Rough at 4433. The City of Chandilar flying the flag of the Sh'iar Empire is here.

Biancaneve



Ranks : Command 0 Agent 0 Emissary 0 Mage 47 (92)
 Health 100 Stealth 0 Challenge 92
 Artifacts : #2 Staff of the Serpent #84 Maranya
 Spells(+45) : #104 Resistances(71) #218 Wall of Wind(90) #308 Capital Return(61)
 #412 Research Artifact(61)

Biancaneve was located in the Mixed Forest at 2709.

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

She was ordered to cast a lore spell. Research Artifact - Night-piercer #3 is a Bow - allegiance: None - increases combat damage by 500 pts and possession of the artifact can allow casting of the spell Perceive Relations.

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.

Briciolina



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

Spells (+0) : #102 Barriers(75) #202 Call Fire(91) #302 Long Stride(86)
 #408 Perceive Nationality(58) #508 Conjure Mounts(95)

Briciolina 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.

Cacciatore



Ranks : Command 0 Agent 0 Emissary 60 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : None

Cacciatore was located in the Mixed Forest at 2610.

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

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

He is currently in the Mountains at 2212. The Major Town/Tower of Moria flying the flag of the Dark Feast is here.

Cappuccetto Rosso



Ranks : Command 57 Agent 0 Emissary 0 Mage 64
 Health 100 Stealth 0 Challenge 93
 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 challenge Moghai to personal combat.

She challenged Moghai to personal combat, but was refused. She gained personal honor.

She was ordered to recruit some heavy cavalry. The troop recruitment was changed because of insufficient leather. 349 Heavy Cavalry w/Wood weapons and Bronze 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 68 Mage 0
 Health 100 Stealth 0 Challenge 40
 Artifacts : None
 Spells (+0) : None

Cenerentola was located in the Mountains at 0812.

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 move. She accepted the movement orders.

She is currently in the Shore/Plains at 1319. The Village of Barad Pelendur flying the flag of the Great Trollusk is here.

Cicala



Ranks : Command 0 Agent 0 Emissary 85 Mage 0
 Health 100 Stealth 0 Challenge 42
 Artifacts : None
 Spells (+0) : None

Cicala was located in the Mountains at 2307.

She was ordered to influence their population center loyalty. She was not able to influence/reduce the population center loyalty because Currahee was of the same nation.

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Lohmai'gwaith seeks to hold the artifact: a Bow, #22. - uncovered that the nation of the Nameless possesses Special Nation Ability #21.

She moved with the company to 2109.

She is traveling with Lady Gaga of the Sing a Song in the Mixed Forest at 2109. The Village/Tower of Barstow flying the flag of the North Kingdom is here.

Dabadda



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

Dabadda was located in the Hills & Rough at 3807.

She was ordered to refuse all personal challenges.

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.

Dabadda was assassinated.

Decoder



Ranks : Command 0 Agent 0 Emissary 80 Mage 0
 Health 100 Stealth 0 Challenge 40
 Artifacts : None
 Spells (+0) : None

Decoder was located in the Shore/Plains at 3713.

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

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Dark Feast seeks to hold the artifact: a Ring, #164. - uncovered that the nation of the Wise Council possesses Special Nation Ability #21. It was also uncovered that the Dark Feast capital is at 2927.

He moved with the company to 3707.

He is traveling with Muxes in the Hills & Rough at 3707. The Town of Trannel flying the flag of the Dark Feast is here.

Gatto



Ranks : Command 83 Agent 0 Emissary 0 Mage 50
 Health 100 Stealth 0 Challenge 95
 Artifacts : None
 Spells (+0) : #102 Barriers(100) #416 Reveal Production(89)
 #420 Reveal Character(72) #508 Conjure Mounts(71)

Gatto was located in an unknown location.

Gatto escaped from being held hostage to 2209.

He is currently 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 89 Mage 0
 Health 100 Stealth 0 Challenge 44
 Artifacts : None
 Spells (+0) : None

Gretel was located in the Mountains at 2307.

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

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 Sheri-Urk seeks to hold the population center of Tempakhor at 2122 - uncovered that the nation of the South Kingdom seeks to hold the population center of Hornburg at 2121. - uncovered that the nation of the Acadians possesses Special Nation Ability #9.

She moved with the company to 2109.

She is traveling with Lady Gaga of the Sing a Song in the Mixed Forest at 2109. The Village/Tower of Barstow flying the flag of the North Kingdom 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 move the turn map. He was not able to move the turn map because the direction was invalid.

He was ordered to transport by the caravans. The transport was changed because there was insufficient Mounts. 1449 Mounts (+10%) transported from Casa to Galadbrynd.

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 84 Mage 0
 Health 100 Stealth 0 Challenge 44
 Artifacts : None
 Spells (+0) : None

Muxes was located in the Shore/Plains at 3713.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Campo. 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 Hills & Rough at 3707. The Town of Trannel flying the flag of the Dark Feast is here.

Nonna



Ranks : Command 0 Agent 0 Emissary 66 Mage 0
 Health 100 Stealth 0 Challenge 33
 Artifacts : None
 Spells (+0) : None

Nonna was located in the Mountains at 3430.

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

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Acadians has collapsed and is no longer active - uncovered that the nation of the Ground Pounders seeks to hold the artifact: a Bow, #62 - uncovered that the nation of the Twilight Hammer seeks to hold the artifact: a Ring, #164. - uncovered that the nation of the Sing a Song possesses Special Nation Ability #1.

She is currently in the Mountains at 3430. The Camp of Spiaggia flying the flag of the Once Upon a Time is here.

Piccola Vedetta



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

Piccola Vedetta was located in the Mountains at 4428.

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

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

She is currently in the Hills & Rough at 4332. The Camp/Tower of Tal Sh'iar flying the flag of the Sh'iar Empire is here.

Pinocchio



Ranks : Command 76 Agent 0 Emissary 0 Mage 58
 Health 100 Stealth 0 Challenge 90
 Artifacts : None

Spells (+0) : #102 Barriers(77) #412 Research Artifact(90)
 #418 Locate Artifact(86) #508 Conjure Mounts(100)

Pinocchio was located in the Hills & Rough at 2209.

He was ordered to move and join the army. He accepted the movement orders. He joined the army commanded by Cappuccetto Rosso.

He was ordered to cast a lore spell. Locate Artifact - Pectoral #34 is possessed by Ulgerik at or near 4429.

He 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.

Pollicino



Ranks : Command 0 Agent 0 Emissary 0 Mage 78
 Health 100 Stealth 0 Challenge 78
 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. There were insufficient Mounts available to conjure. 385 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 72
 Health 100 Stealth 0 Challenge 72
 Artifacts : None

Spells (+0) : #102 Barriers(93) #214 Call Winds(78) #308 Capital Return(80)
 #402 Perceive Allegiance(68) #508 Conjure Mounts(91)

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

He was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 350 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 75
 Health 91 Stealth 0 Challenge 75
 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. There were insufficient Mounts available to conjure. 370 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 30 Agent 14 Emissary 21 Mage 0
 Health 100 Stealth 0 Challenge 35
 Artifacts : None

Spells (+0) : None

Solitaria was located in the Mixed Forest at 2711.

She was ordered to transfer some Food from the population center to the army. The Food transfer was changed because of insufficient Food. 192 Food was transferred.

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 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 57
 Health 100 Stealth 0 Challenge 78
 Artifacts : None

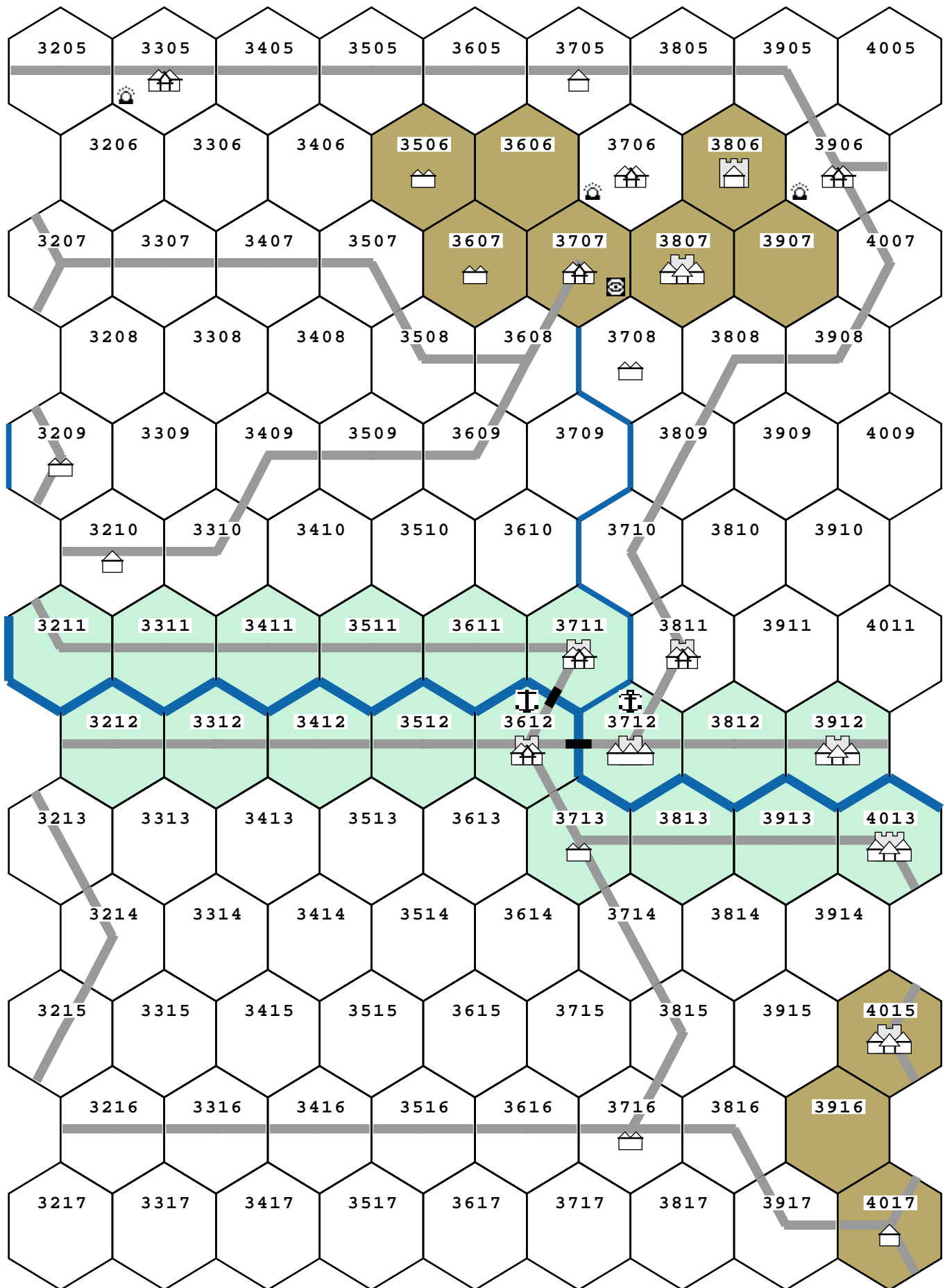
Spells (+0) : #102 Barriers(86) #404 Perceive Relations(92) #414 Scry Hex(86)
 #508 Conjure Mounts(86)

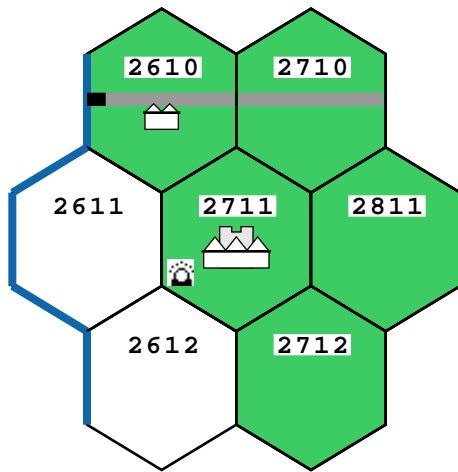
Volpe was located in the Shore/Plains at 3712.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 280 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.

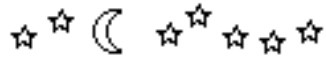




MEPBM Games
Middle-earth Play-By-Mail™
Fourth Age, circa 1000

Once Upon a Time

URNSHEET



Game # 141



ANASTASIA GEMELLI 110894
 NONE
 NONE
 NONE

Game # : 141
 Player # : 23
 Turn # : 31
 Security # : 1918

Return this turnsheet before DECEMBER 1 2013

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Daytime Phone #: _____

Azzurro (ID: azzur) @ 4433 Command Agent

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

Biancaneve (ID: bianc) @ 3712 Mage

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

Briciolina (ID: brici) @ 3712 Mage

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

Cacciatore (ID: cacci) @ 2212 Emissary

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

Cappuccetto Rosso (ID: cappu) @ 2711 Command Mage

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

Cenerentola (ID: cener) @ 1319 Command Emissary

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

Cicala (ID: cical) @ 2109 Emissary

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

Decoder (ID: decod) @ 3707 **Emissary**

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

Gatto (ID: gatto) @ 2209 Command Mage

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

Gretel (ID: grete) @ 2109 Emissary

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

Lupo (ID: lupu) @ 3712 Command Emissary

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

Muxes (ID: muxes) @ 3707 Command Emissary

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

Nonna (ID: nonna) @ 3430 Emissary

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

Piccola Vedetta (ID: picco) @ 4332 Emissary

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

Pinocchio (ID: pinoc) @ 2711 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			_____				
			_____								_____				

Sabbiolina (ID: sabbi) @ 2711 Mage

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

Solitaria (ID: solit) @ 2711 Command Agent Emissary

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			_____				
			_____								_____				