

MEPBM Games
presents

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 143



Half-Orcs

Victory points : 783
 Victory Conditions :
 To hold at game end the artifact: Talisman of Absorption #175.
 To hold at game end the artifact: Usriev #206.
 To hold at game end the artifact: Palantír of Osgiliath #166.
 To hold at game end the population center of Mudflat Landing at 3112.
 To hold in stores at game end the greatest amount of Mithril.

Top 3 Free Peoples :

Frost Men [1225] Aerithryn [1175] Rhosgobel [933]

Special Nation Abilities :

#11 New agents start at rank up to 40.
 #12 New commanders start at rank up to 40.
 #22 Uncover secrets at minimum 40 (all characters).
 #24 Can learn lost conjure mounts spell.

Internet G143N10
 ADAM WATERS 110093
 NONE
 NONE
 NONE

Game # : 143
 Player # : 10
 Turn # : 4
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 9610
 Special Service : YES

Half-Orcs

(A Free People)

Season : Summer

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Neutral	# 3 Frost Men	: Tolerated
# 4 Dustbighters	: Tolerated	# 5 Aerithryn	: Tolerated	# 6 Amestrians	: Tolerated
# 7 Faux Meddle Aarmy	: Tolerated	# 8 Twin Scorpions	: Tolerated	# 9 Rhosgobel	: Tolerated
#11 Galadhrim	: Tolerated	#12 Drib Le Chin	: Hated	#13 Ull Navala	: Hated
#14 Farrely	: Disliked	#15 Nacth Strum	: Disliked	#16 Shadowborn	: Hated
#17 Heathen Kings	: Disliked	#18 Vampiric Order	: Disliked	#19 Scourge	: Hated
#20 Black Numenroans	: Disliked	#21 Enlightned Shadow	: Neutral	#22 Fallen	: Neutral
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karamaikos	: Neutral

POPULATION CENTERS

Arex Location : @ 3321 in Mountains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 26	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	220	0	20	0	0	0	1100
Current stores	0	0	0	40	0	0	0	-

Bartrex Location : @ 3322 in Mountains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 24	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	230	60	0	0	0	0	1000
Current stores	0	0	120	0	0	0	0	-

Cagmolaga Location : @ 3013 in Mixed Forest Climate is Warm

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	0	0	0	1120	380	0	0
Current stores	0	0	0	0	1120	380	0	-

Cungabok Location : @ 3914 in Open Plains Climate is Mild

Size : Village	Fortifications : Tower	Loyalty : 58	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	94	0	0	0	634	0	14	0
Current stores	94	0	0	0	1902	0	0	-

Cuzdorf Location : @ 3816 in Open Plains Climate is Warm

Size : Camp	Fortifications : Tower	Loyalty : 34	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	390	0	0	0	1030	0	30	0
Current stores	390	0	0	0	3090	0	0	-

Dungortheb Location : @ 3711 in Shore/Plains Climate is Mild

Size : Town	Fortifications : None	Loyalty : 46	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	81	0	0	0	329	0	5	0
Current stores	81	0	0	0	987	0	0	-

Eastmoor Location : @ 3921 in Mountains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	220	150	10	0	0	0	0
Current stores	0	0	300	20	0	0	0	-

Eastwall Location : @ 4013 in Shore/Plains Climate is Mild

Size : Camp	Fortifications : Tower	Loyalty : 39	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	99	0	0	0	891	0	27	0
Current stores	99	0	0	0	2673	0	0	-

Normog Location : @ 3411 in Shore/Plains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 28 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 234 0 0 0 522 0 18 0
 Current stores 234 0 0 0 522 0 0 -

Sargortheb Location : @ 3712 in Shore/Plains Climate is Mild
 Size : Town Fortifications : None Loyalty : 37 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 81 0 0 0 270 0 11 0
 Current stores 81 0 0 0 810 0 0 -

Warholm Location : @ 3710 in Open Plains Climate is Mild
 Size : Major Town Fortifications : None Loyalty : 54 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 126 0 0 0 432 0 11 0
 Current stores 126 0 0 0 1296 0 0 -

Wojap City Location : @ 3612 in Shore/Plains Climate is Mild
 Size : Major Town Fortifications : Fort Loyalty : 43 Docks : Harbor Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 108 0 0 0 295 0 7 0
 Current stores 108 0 0 0 885 0 0 -

A small army bearing the banner of the Half-Orcs under Captain Kuzwar Blackboot is here.

Yaargle (Capital) Location : @ 3913 in Shore/Plains Climate is Mild
 Size : Major Town Fortifications : Fort Loyalty : 74 Docks : Port Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 90 0 0 0 342 0 11 0
 Current stores 1067 1218 0 0 1026 0 241 -

An army bearing the banner of the Half-Orcs under Captain Nox the Impailer is here.

ARMIES AND NAVIES

Army Commander : Captain Dunga Location : @ 4017 in Hills & Rough Climate is Warm
 Army morale : 33 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Mannish horsemen w/lances 15 10 0 295 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0

Army Commander : Captain Kuzwar Blackboot Location : @ 3612 in Shore/Plains Climate is Mild
 Army morale : 48 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Plainsman horsemen w/broadswords 40 40 40 100 Light Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 51 Low Supplies !!
 War machines 12
 The Major Town/Fort of Wojap City flying the flag of the Half-Orcs is here.

Army Commander : Captain Nox the Impailer Location : @ 3913 in Shore/Plains Climate is Mild
 Army morale : 36 Warships : 0 Transports : 0 (6) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Mannish horsemen w/lances 10 10 0 729 Heavy Cavalry
 Plainsman horsemen w/broadswords 40 40 40 100 Light Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 74 Low Supplies !!
 War machines 0

Characters traveling with army : - Morzug Bloodaxe.
 The Major Town/Fort of Yaargle flying the flag of the Half-Orcs is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	17296	12929	1515	1734	85009	13810	1466
Purchase at market price/unit	3	4	8	24	2	4	13
Sell to market price/unit	2	3	5	17	1	3	9

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 7344	Leather	2280	1303
Pop Centers : 4250	Bronze	1218	670
Characters : 13640	Steel	420	210
	Mithril	60	30
Total : 25234	Food	14311	5865
	Timber	380	380
Current Tax rate : 73%	Mounts	241	134
Revenue expected next turn : 27650 (+2416)			
Current Gold reserve : 28565			

No new characters available at this time

Ships have been left anchored at the following locations:

8 warships at hex 3913
 4 transports at hex 3913

You have the following double agents:

None

You have the following hostages:

None

You possess the following artifacts:

None

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of a personal challenge involving Maelstrom and Herubrand at 3334.
 There are rumors of an armed conflict involving the Ull Navala at 4017.
 236 Gold was stolen at Eastmoor.
 195 Gold was stolen at Eastmoor.
 There are rumors of a theft attempt involving Tartas Izain at Darthir.
 There are rumors of Gold being transported by caravan from Central to Liore.
 5000 Gold was transported from the North Kingdom to Yaargle.
 Our populace reports that a season change is imminent!

ENCOUNTER MESSAGES

None

COMBAT MESSAGES**Battle at 4220**

In the Hot climate of the Open Plains of 4220, a conflict took place in the early hours of the evening under an overcast sky.

At the head of a rebellious army rode **Captain Morzug Bloodaxe** of the nation of the Half-Orcs. 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
163 Mixed Mannish horsemen w/lances	wooden/bronze	leather/bronze	ragged ranks

At the head of a demoralized army rode **Commander Asbjorn** of the nation of the Ull Navala. 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
500 Mixed Mannish footmen w/battle axes	wooden	none	a mob

Report from Morzug Bloodaxe.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. Some of the troops needed this encouragement but others were checking the readiness of their weapons. Finally the order was passed down the ranks.. Keep close ranks. Use standard formation. Like we practiced!
Against the forces of Asbjorn, they had laid an ambush, but our standard formation adjusted.

After the battle had joined in earnest, heroes made their presence known all over the battlefield.

Report from Morzug Bloodaxe.....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. The troops fought well, but they could have been better trained. They fought as if uninspired. Although we fought hard, and although the battle lasted many days, we were defeated..

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

Commander Asbjorn: 476 Food

After the battle.... Morzug Bloodaxe's forces were destroyed/routed in the battle. Morzug Bloodaxe appeared to have survived. Asbjorn's forces were victorious in the battle, but suffered some losses. Asbjorn appeared to have survived.

Battle at 4017

In the Warm climate of the Hills & Rough of 4017, a conflict took place in the early morning hours during a driving storm.

At the head of a demoralized army rode **Captain Regvuld** of the nation of the Ull Navala. 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
400 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a rebellious army rode **Captain Dunga** of the nation of the Half-Orcs. 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
626 Mixed Mannish horsemen w/lances	wooden	none	a mob

At the head of a demoralized army rode **Commander Ringvel** of the nation of the Ull Navala. 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
400 Mixed Mannish footmen w/battle axes	wooden	none	a mob

Report from Dunga.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. Some of the troops needed this encouragement but others were checking the readiness of their weapons. Finally the order was heard coursing through the ranks.. Keep close ranks. Use standard formation. Like we practiced!

Against the forces of Regvuld, our standard formation adjusted as they veered off and hit our flank.

Against the forces of Ringvel, our standard formation adjusted as they veered off and hit our flank.

After the battle had joined in earnest, heroes made their presence known all over the battlefield.

Report from Dunga.....Our cavalry rode swiftly around and over the small hills and attacked the enemy savagely. The troops fought well, but they could have been better trained. They fought as if uninspired. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

After the battle.... Regvuld's forces were destroyed/routed in the battle. Regvuld appeared to have survived. Dunga's forces were victorious in the battle, but suffered severe losses. Dunga appeared to have survived. Ringvel's forces were destroyed/routed in the battle. Ringvel appeared to have survived but suffers from serious wounds.

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.....
Dunga	215	RfsPers	
Dunga	840	Stand	nw
Emok	555	CreCmp	^
Emok	810	MovChar	3921
Feardach	555	CreCmp	^
Feardach	810	MovChar	3913
Furmug	555	CreCmp	^
Furmug	810	MovChar	3013
Grummsh	610	GrdChar	nox t
Grummsh	185	DnStNat	16
Kuzwar Blackboot	850	MovArmy	w w nw ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Kuzwar Blackboot	185	DnStNat	12
Morzug Bloodaxe	870	MovJoin	3913 nox t

Morzug Bloodaxe	947	NatTran	3913	br	100
Nox the Impailer	400	HvCvlyr	400	^ ^	
Nox the Impailer	947	NatTran	3913	mo	100
Okmok	690	StlGold			
Okmok	810	MovChar	3929		
Orsma	690	StlGold			
Orsma	810	MovChar	3933		
Tholmok the Drunk	330	CstCjSp	508	215	
Tholmok the Drunk	710	PrenMgy			
Ufgamuk theBloody	330	CstCjSp	508	215	
Ufgamuk theBloody	710	PrenMgy			

Dunga



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

Dunga was located in the Hills & Rough at 4017.

He was ordered to refuse all personal challenges.

He was challenged by Jorhun to personal combat, but refused. Jorhun gained personal honor.

He captured Jorhun during combat.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

Jorhun escaped from being held hostage.

He was ordered to stand and defend. He accepted the stand and defend orders.

He commands an army in the Hills & Rough at 4017.

Emok



Ranks : Command 0 Agent 0 Emissary 57 Mage 0
 Health 100 Stealth 0 Challenge 28
 Artifacts : None
 Spells (+0) : None

Emok was located in the Hills & Rough at 2922.

He was ordered to create a camp. He was not able to create the camp because a population center already exists.

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

He is currently in the Mountains at 3921. The Camp of Eastmoor flying the flag of the Half-Orcs is here.

Feardach



Ranks : Command 10 Agent 0 Emissary 65 Mage 20
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : #4 Major Heal(73) #508 Conjure Mounts(50)

Feardach was located in the Hills & Rough at 3907.

He was ordered to create a camp. He was not able to complete the creation of the camp because there was insufficient populace. Continued efforts may succeed.

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

He is currently in the Shore/Plains at 3913. The Major Town/Fort of Yaargle flying the flag of the Half-Orcs is here.

Furmug



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

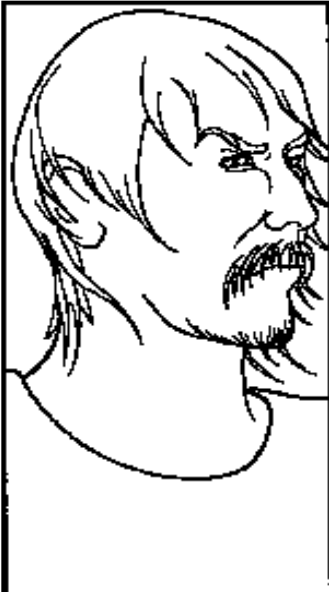
Furmug was located in the Hills & Rough at 2919.

He was ordered to create a camp. He was not able to complete the creation of the camp because there was insufficient populace. Continued efforts may succeed.

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

He is currently in the Mixed Forest at 3013. The Camp of Cagmolaga flying the flag of the Half-Orcs is here.

Grumsh



Ranks : Command 40 Agent 56 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 52
 Artifacts : None
 Spells (+0) : None

Grumsh was located in the Shore/Plains at 3913.

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

He was ordered to guard a character. Nox the Impailer was guarded.

He is currently in the Shore/Plains at 3913. The Major Town/Fort of Yaargle flying the flag of the Half-Orcs is here.

Kuzwar Blackboot



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

Kuzwar Blackboot was located in the Shore/Plains at 3913.

He was ordered to downgrade our relations. Our relations with the Drib Le Chin were downgraded.

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

He commands an army in the Shore/Plains at 3612. The Major Town/Fort of Wojap City flying the flag of the Half-Orcs is here.

Morzug Bloodaxe



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

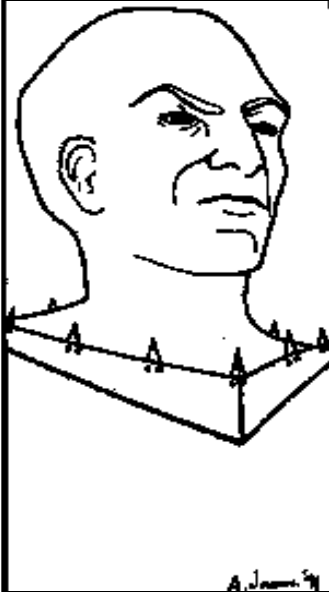
Morzug Bloodaxe was located in the Open Plains at 4220.

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

He was ordered to have the nation transport by the caravans. 1218 Bronze (+10%) transported to Yaargle.

He is traveling with Nox the Impailer in the Shore/Plains at 3913. The Major Town/Fort of Yaargle flying the flag of the Half-Orcs is here.

Nox the Impailer



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

Nox the Impailer was located in the Shore/Plains at 3913.

He was ordered to recruit some heavy cavalry. 400 Heavy Cavalry w/Wood weapons and No armor were recruited.

He was ordered to have the nation transport by the caravans. 200 Mounts (+10%) transported to Yaargle.

He commands an army in the Shore/Plains at 3913. The Major Town/Fort of Yaargle flying the flag of the Half-Orcs is here.

Okmok



Ranks : Command 0 Agent 42 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 31
 Artifacts : None
 Spells (+0) : None

Okmok was located in the Open Plains at 4120.

He was ordered to steal the Gold. He was not able to steal Gold because of tight security.

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

He is currently in the Mountains at 3929. The Camp of Arched Tombs flying the flag of the Shadowborn is here.

Orsma



Ranks : Command 0 Agent 58 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 43
 Artifacts : None
 Spells (+0) : None

Orsma was located in the Hills & Rough at 4426.

He was ordered to steal the Gold. 1200 Gold was stolen at Beacon Hill.

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

He is currently in the Hills & Rough at 3933. The Major Town/Fort of Undercrypt flying the flag of the Shadowborn is here.

Tholmok the Drunk



Ranks : Command 10 Agent 0 Emissary 0 Mage 46
 Health 100 Stealth 0 Challenge 48
 Artifacts : None

Spells (+0) : #413 Scry Population Center(66) #415 Scry Area(78)
 #416 Reveal Production(86) #508 Conjure Mounts(69)

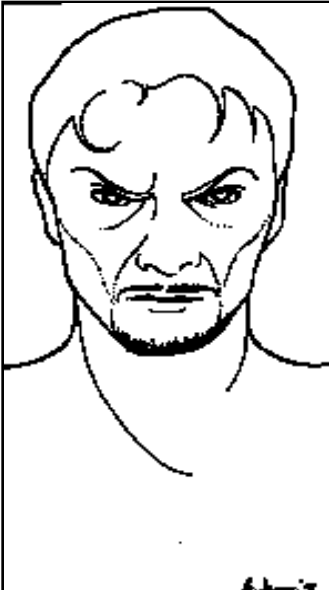
Tholmok the Drunk was located in the Shore/Plains at 3913.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 215 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 3913. The Major Town/Fort of Yaargle flying the flag of the Half-Orcs is here.

Ufgamuk theBloody



Ranks : Command 10 Agent 0 Emissary 0 Mage 45
 Health 100 Stealth 0 Challenge 47
 Artifacts : None

Spells (+0) : #414 Scry Hex(81) #415 Scry Area(57) #416 Reveal Production(79)
 #508 Conjure Mounts(83)

Ufgamuk theBloody was located in the Shore/Plains at 3913.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 215 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 3913. The Major Town/Fort of Yaargle flying the flag of the Half-Orcs is here.

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

Furmug (ID: furmu) @ 3013 Emissary

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

Grumsh (ID: grumm) @ 3913 Command Agent

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

Kuzwar Blackboot (ID: kuzwa) @ 3612 Command

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

Morzug Bloodaxe (ID: morzu) @ 3913 Command

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

Nox the Impailer (ID: nox t) @ 3913 Command

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

Okmok (ID: okmok) @ 3929 Agent

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

