

**MEPBM Games**  
**presents**

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



GAME # 141



## Sapphic Enclave

Victory points : 550  
 Victory Conditions :  
   To hold at game end the artifact: Gurthdur #17.  
   To see to the termination of Guarmath by any means whatsoever.  
   To see to the termination of Valacar by any means whatsoever.  
   To hold in stores at game end the greatest amount of Mithril.  
   To terminate 10 characters by personal challenge or by assassination.

Top 3 Free Peoples :

**Alvernus [ 1383 ]   Once Upon a Time [ 1300 ]   Sing a Song [ 1275 ]**

Special Nation Abilities :  
   #10 New mages start at rank up to 40.  
   #14 All new troop recruits start at training 25.  
   #21 Hire new armies at no cost.  
   #24 Can learn lost conjure mounts spell.

Internet G141N07  
 RICHARD THOMAS 109334  
 NONE  
 NONE  
 NONE

Game #	:	141
Player #	:	7
Turn #	:	20
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	4293
Special Service	:	YES

# Sapphic Enclave

(A Free People)

Season : Summer

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Hated	# 3 Wise Council	: Tolerated
# 4 Acadians	: Tolerated	# 5 Silent Assembly	: Tolerated	# 6 Thorinar	: Tolerated
# 8 Nameless	: Tolerated	# 9 Ground Pounders	: Tolerated	#10 Sundered	: Tolerated
#11 Lohmai'gwaith	: Tolerated	#12 Sheri-Urk	: Disliked	#13 Red Witches	: Disliked
#14 Dark Feast	: Disliked	#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	: Disliked	#21 Lands	: Neutral	#22 Sing a Song	: Neutral
#23 Once Upon a Time	: Neutral	#24 Plane	: Neutral	#25 Alvernus	: Neutral

## POPULATION CENTERS

**Androth (Capital)** Location : @ 3328 in Mountains Climate is Mild

Size : City	Fortifications : Tower	Loyalty : 78	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	10	4	0	0	0	1500
Current stores	4496	0	0	4	0	0	1035	-

**Cúarthol** Location : @ 3228 in Mountains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 19	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	136	0	24	0	0	0	1100
Current stores	0	272	0	24	0	0	0	-

**Esgalduin** Location : @ 3428 in Open Plains Climate is Hot

Size : Village	Fortifications : Tower	Loyalty : 36	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	122	0	0	0	205	0	6	0
Current stores	244	0	0	0	205	0	42	-

**Galtran** Location : @ 3427 in Open Plains Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 39	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	192	0	0	0	536	0	16	0
Current stores	384	0	0	0	536	0	112	-

**Ninniach** Location : @ 3829 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	288	0	48	0	0	0	0	1120
Current stores	576	0	0	0	0	0	0	-

**Núath** Location : @ 3329 in Mountains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 38	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	88	0	8	0	0	0	1500
Current stores	0	176	0	8	0	0	0	-

**RF** Location : @ 3533 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : Tower	Loyalty : 5	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	96	0	0	0	8	1120
Current stores	0	0	0	0	0	0	48	-

**Thangor** Location : @ 3528 in Open Plains Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 19	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	232	0	0	0	312	0	8	0
Current stores	464	0	0	0	312	0	56	-

**Thara-pata** Location : @ 3730 in Mountains Climate is Mild  
 Size : Camp Fortifications : None Loyalty : 22 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 240 0 10 0 0 0 1000  
 Current stores 0 480 0 10 0 0 0 -

**Tudaninazul** Location : @ 3334 in Hills & Rough Climate is Hot  
 Size : Camp Fortifications : Tower Loyalty : 13 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 72 0 0 224 0 800  
 Current stores 0 0 0 0 0 1075 0 -

**Unulló** Location : @ 3629 in Hills & Rough Climate is Hot  
 Size : Camp Fortifications : None Loyalty : 21 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 112 0 0 0 200 0 0 1040  
 Current stores 224 0 0 0 200 0 0 -

**Voronwa** Location : @ 3527 in Open Plains Climate is Hot  
 Size : Camp Fortifications : None Loyalty : 30 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 240 0 0 0 528 0 24 0  
 Current stores 480 0 0 0 528 0 168 -

**Wilóke** Location : @ 3426 in Mountains Climate is Mild  
 Size : Town Fortifications : Tower Loyalty : 38 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 174 0 6 0 0 0 1200  
 Current stores 0 348 0 6 0 2000 0 -

## ARMIES AND NAVIES

**Army Commander : Captain Halbarad** Location : @ 3723 in Hills & Rough Climate is Hot  
 Army morale : 16 Warships : 0 Transports : 0 (4) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Mixed Elven horseriders w/broadswords 37 10 28 506 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 0 Out of Food !!  
 War machines 0  
**The Town/Tower of Ashpit flying the flag of the RhunLandChattelCo is here.**

**Army Commander : Commander Igbert** Location : @ 3529 in Hills & Rough Climate is Hot  
 Army morale : 34 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Mixed Elven horseriders w/broadswords 32 10 0 289 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 0 Out of Food !!  
 War machines 0  
**The un-owned Ruins of Tokeliant is here.**

## COMPANY COMMANDERS :

Veteran Glóredhel Location : @ 3723 Traveling with her are : Dervorin - Gallan - Otrane - Ulbar.

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	8991	35376	5268	2485	202781	18470	953
Purchase at market price/unit	4	3	6	18	2	3	14
Sell to market price/unit	2	2	4	11	1	2	9

**MISCELLANEOUS**

Maintenance Costs expected next turn are:		Totals for Nation:	Stores	Production
Armies/Navies :	4770	Leather	6868	1186
Pop Centers :	2500	Bronze	1276	638
Characters :	23360	Steel	0	226
		Mithril	52	52
Total :	30630	Food	1781	1781
		Timber	3075	224
Current Tax rate :	66%	Mounts	1461	62
Revenue expected next turn :	25230 (-5400)			
Current Gold reserve :	3075			

Ritual character terminations: 2

Ships have been left anchored at the following locations:

None

You have the following double agents:

**Hecate of the Lohmai'gwaith @ 2418**

Double agent Hecate reports she was ordered to steal the Gold. 201 Gold was stolen at Tad Eithel.  
Double agent Hecate reports she was ordered to move. She accepted the movement orders.

**Lavinia of the Lohmai'gwaith @ 2319**

Double agent Lavinia reports she was ordered to steal the Gold. She was not able to steal Gold because of tight security.

Double agent Lavinia reports she was ordered to move and join the army. She accepted the movement orders. She was not able to join the army because the target commander was not present.

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item #	Latent	Alignment	Known Powers
Cloak of the Heavens	Cloak 136	Yes	None	Increases Agent Rank by 10.

You have hidden the following additional artifacts:

None

## NATION MESSAGES

*There are rumors of an assassination attempt involving Vasco and Korsikhos.  
There are rumors of a public execution involving Tarja Turunen and Coronado.*

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES

### Battle at 3529

In the Hot climate of the Hills & Rough of 3529, a conflict took place in the early morning hours under an overcast sky.

At the head of a calm army rode **Regent Azrubín** of the nation of the Benîm an Pharazôn. 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
325 Mixed Mannish horsemen w/shortswords	wooden/bronze	bronze/steel	ragged ranks

At the head of a demoralized army rode **Commander Igbert** of the nation of the Sapphic Enclave. 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
600 Mixed Elven horseriders w/broadswords	wooden	none	a mob

The Camp of Tokeliant flying the flag of the Benîm an Pharazôn is situated in the Hills & Rough here.

Report from Igbert.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. The troops needed this encouragement because many feared that they would die in the battle. Finally the order was passed down the ranks.. Charge!! Charge!!  
Against the forces of Azrubín, they met our charge with their standard formation.

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

Report from Igbert.....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. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

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

The battle for Tokeliant 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.... Igbert's army survived the attack on the Camp, but suffered minor losses. Igbert appeared to have survived. The Camp has been reduced to a Ruins. The Ruins of Tokeliant 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.....
Dervorin	755	JnCmpy	glore
Dervorin	525	InfOthr	
Gallan	215	RfsPers	
Gallan	525	InfOthr	
Glóredhel	820	MovCmpy	3723
Glóredhel	690	StlGold	
Gorlim	810	MovChar	3328
Gorlim	710	PrenMgy	
Grieta	330	CstCjSp	508 500
Grieta	710	PrenMgy	
Halbarad	850	MovArmy	e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Halbarad	925	Recon	
Igbert	250	DstPop	ch
Igbert	215	RfsPers	
Marach	330	CstCjSp	508 500
Marach	710	PrenMgy	
Oruthan	615	Assass	azrub
Oruthan	215	RfsPers	
Otrane	215	RfsPers	
Otrane	525	InfOthr	
Ugbert	728	NamComm	Rufus m
Ugbert	325	NatSell	st 100
Ulbar	755	JnCmpy	glore
Ulbar	525	InfOthr	

Batby



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

Batby was located in an unknown location.

Batby could not escape from being held hostage.

**He is currently being held hostage. Location unknown. No Gold ransom demanded at this time.**

Dervorin



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

Dervorin was located in the Mountains at 3530.

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

She was ordered to join a company. She joined the company commanded by Glóredhel.

She moved with the company to 3723.

**She is traveling with Glóredhel in the Hills & Rough at 3723. The Town/Tower of Ashpit flying the flag of the RhunLandChattelCo is here.**

Gallan



Ranks : Command 0 Agent 0 Emissary 69 Mage 0  
 Health 100 Stealth 0 Challenge 34  
 Artifacts : None  
 Spells (+0) : None

Gallan was located in the Mountains at 3530.

She was ordered to refuse all personal challenges.

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

She moved with the company to 3723.

**She is traveling with Glóredhel in the Hills & Rough at 3723. The Town/Tower of Ashpit flying the flag of the RhunLandChattelCo is here.**

Glóredhel



Ranks : Command 10 Agent 60 Emissary 0 Mage 15  
 Health 60 Stealth 0 Challenge 51  
 Artifacts : None  
 Spells (+0) : #302 Long Stride(49)

Glóredhel was located in the Mountains at 3530.

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

She was ordered to move the company. She accepted the company movement orders.  
*She commands a company in the Hills & Rough at 3723. The Town/Tower of Ashpit flying the flag of the RhunLandChattelCo is here.*

Gorlim



Ranks : Command 59 Agent 0 Emissary 0 Mage 38  
 Health 100 Stealth 0 Challenge 68  
 Artifacts : None  
 Spells (+0) : #4 Major Heal(85) #302 Long Stride(96) #412 Research Artifact(59)

Gorlim was located in the Mountains at 3228.

She was ordered to prentice magery. The prentice magery was successful and her Mage rank has been improved.

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

*She is currently in the Mountains at 3328. The City/Tower of Androth flying the flag of the Sapphic Enclave is here.*

Grieta



Ranks : Command 0 Agent 0 Emissary 0 Mage 52  
 Health 100 Stealth 0 Challenge 52  
 Artifacts : None  
 Spells (+0) : #104 Resistances(85) #214 Call Winds(88) #308 Capital Return(63)  
 #414 Scry Hex(72) #508 Conjure Mounts(85)

Grieta was located in the Mountains at 3328.

She was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 250 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 Mountains at 3328. The City/Tower of Androth flying the flag of the Sapphic Enclave is here.*



Halbarad



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

Halbarad was located in the Desert Wastes at 3623.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

She was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: None. See report below.

*She commands an army in the Hills & Rough at 3723. The Town/Tower of Ashpit flying the flag of the RhunLandChattelCo is here.*

Haleth



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

Haleth was located in an unknown location.

Haleth escaped from being held hostage to 3723.

*She is currently in the Hills & Rough at 3723. The Town/Tower of Ashpit flying the flag of the RhunLandChattelCo is here.*

Igbert



Ranks : Command 39 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 39  
 Artifacts : None  
 Spells (+0) : None

Igbert was located in the Hills & Rough at 3529.

He was ordered to refuse all personal challenges.

He was ordered to destroy the Camp of Tokeliant. See Combat Messages.

He captured Neburcha during combat.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

Neburcha escaped from being held hostage.

*He commands an army in the Hills & Rough at 3529. The un-owned Ruins of Tokeliant is here.*

Marach



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

Spells (+0) : #102 Barriers(94) #210 Words of Calm(84) #302 Long Stride(100)  
 #406 Divine Army(80) #508 Conjure Mounts(84)

Marach was located in the Mountains at 3328.

She was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 310 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 Mountains at 3328. The City/Tower of Androth flying the flag of the Sapphic Enclave is here.***

Nienor



Ranks : Command 0 Agent 0 Emissary 83 Mage 60  
 Health 100 Stealth 0 Challenge 70  
 Artifacts : None

Spells (+0) : #412 Research Artifact(94) #413 Scry Population Center(96)  
 #415 Scry Area(83) #418 Locate Artifact(95) #428 Locate Artifact True(69)  
 #508 Conjure Mounts(84)

Nienor was located in an unknown location.

Nienor could not escape from being held hostage.

***She is currently being held hostage. Location unknown. No Gold ransom demanded at this time.***

Oruthan



Ranks : Command 33 Agent 73 (83) Emissary 0 Mage 42  
 Health 100 Stealth 0 Challenge 80  
 Artifacts : #136 Cloak of the Heavens  
 Spells (+0) : #104 Resistances(86) #412 Research Artifact(99)  
 #418 Locate Artifact(55) #508 Conjure Mounts(91)

Oruthan was located in the Hills & Rough at 3529.

She was ordered to refuse all personal challenges.

She was ordered to assassinate a character. Azrubín was assassinated.

***She is currently in the Hills & Rough at 3529. The un-owned Ruins of Tokeliant is here.***

Otrane



Ranks : Command 0 Agent 0 Emissary 81 Mage 0  
 Health 100 Stealth 0 Challenge 40  
 Artifacts : None  
 Spells (+0) : None

Otrane was located in the Mountains at 3530.

She was ordered to refuse all personal challenges.

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

She moved with the company to 3723.

*She is traveling with Glóredhel in the Hills & Rough at 3723. The Town/Tower of Ashpit flying the flag of the RhunLandChattelCo is here.*

Rufus



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

*He is currently in the Mountains at 3328. The City/Tower of Androth flying the flag of the Sapphic Enclave is here.*

Ugbert



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

Ugbert was located in the Mountains at 3328.

He was ordered to have the nation sell to the caravans. 904 Steel were sold for 5424 Gold.

He was ordered to name a new commander. A new commander named Rufus was available.

*He is currently in the Mountains at 3328. The City/Tower of Androth flying the flag of the Sapphic Enclave is here.*

Ulbar



Ranks : Command 0 Agent 0 Emissary 69 Mage 15  
 Health 100 Stealth 0 Challenge 37  
 Artifacts : None  
 Spells (+0) : #416 Reveal Production(99)

Ulbar was located in the Mountains at 3530.

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

She was ordered to join a company. She joined the company commanded by Glóredhel.

She moved with the company to 3723.

*She is traveling with Glóredhel in the Hills & Rough at 3723. The Town/Tower of Ashpit flying the flag of the RhunLandChattelCo is here.*

Valandil

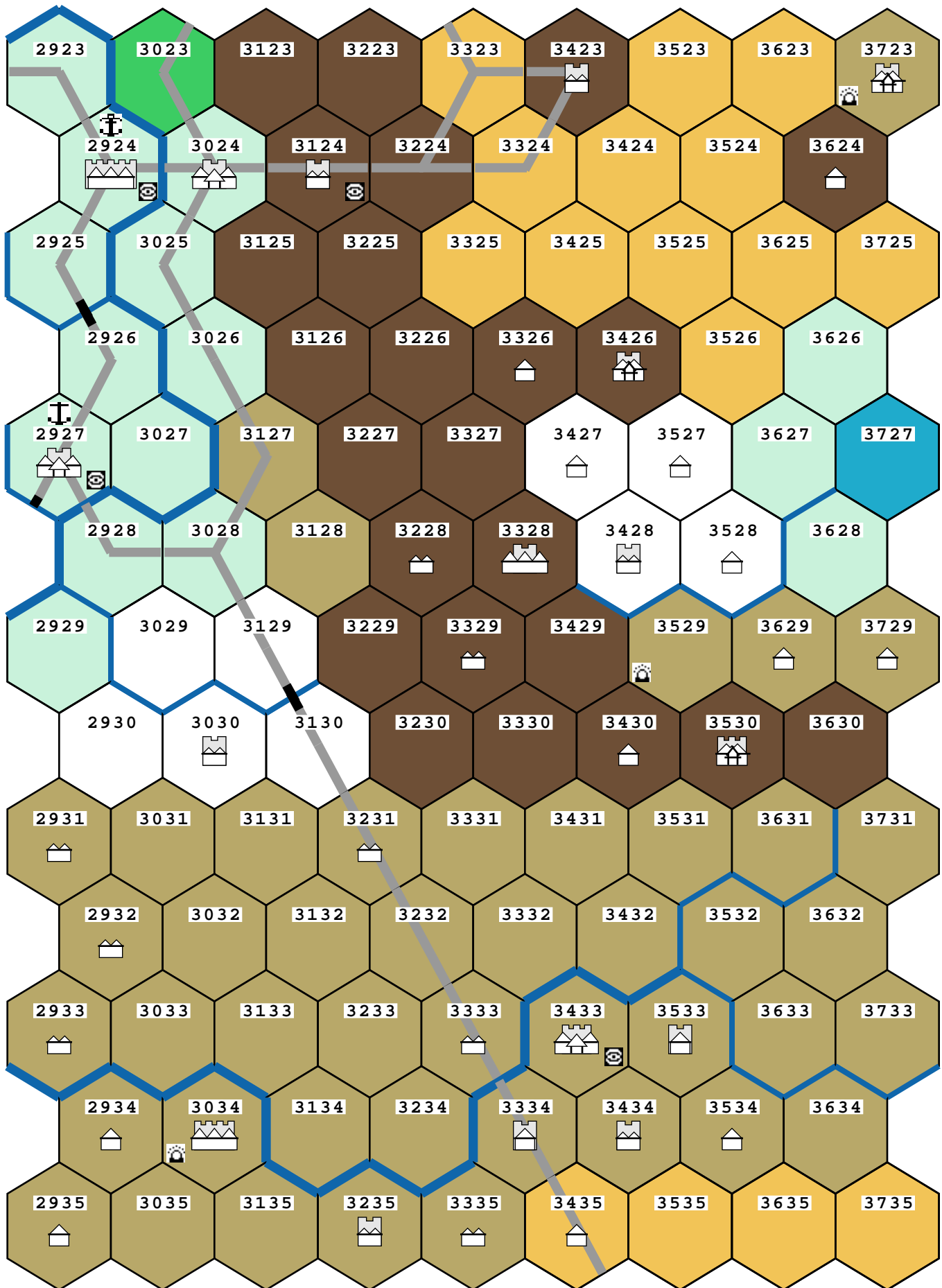


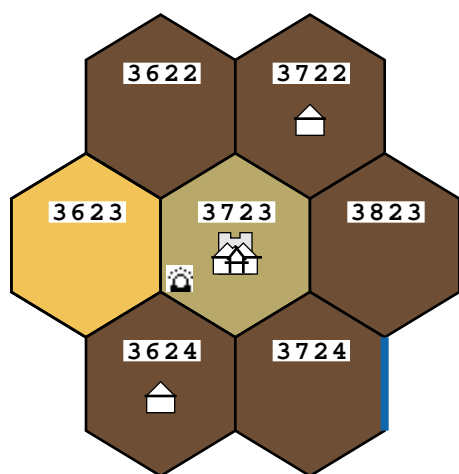
Ranks : Command 57 Agent 0 Emissary 0 Mage 0  
 Health 98 Stealth 0 Challenge 57  
 Artifacts : None  
 Spells (+0) : None

Valandil was located in an unknown location.

Valandil escaped from being held hostage to 3529.

*She is currently in the Hills & Rough at 3529. The un-owned Ruins of Tokeliant is here.*







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Game #      : 141
Player #    : 7
Turn #      : 21
Security #  : 4293
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**Return this turnsheet before JULY 14 2013**

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

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

**Dervorin** (ID: dervo) @ 3723 Emissary

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

Gallan (ID: galla) @ 3723 Emissary

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

Glóredhel (ID: glore) @ 3723 Command Agent Mage

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

**Gorlim (ID: gorli) @ 3328 Command Mage**

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

**Grieta (ID: griet) @ 3328 Mage**

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

**Halbarad (ID: halba) @ 3723 Command**

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

**Haleth (ID: halet) @ 3723 Command**

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

**Igbert (ID: igber) @ 3529 Command**

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

**Marach (ID: marac) @ 3328 Mage**

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



**Oruthan (ID: oruth) @ 3529 Command Agent Mage**

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

**Otrane (ID: otran) @ 3723 Emissary**

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

**Rufus (ID: rufus) @ 3328 Command**

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

**Ugbert (ID: ugber) @ 3328 Command**

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

**Ulbar (ID: ulbar) @ 3723 Emissary Mage**

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

**Valandil (ID: valan) @ 3529 Command**

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