

**MEPBM Games**  
**presents**

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



GAME # 141



## Sundered

Victory points : 400  
 Victory Conditions :  
     To hold at game end the artifact: Elenrûth #20.  
     To hold at game end the artifact: Air-cleaver #35.  
     To hold at game end the artifact: Dawnsword #18.  
     To hold at game end the artifact: Sting #112.  
     To hold at game end the greatest amount of artifacts.

Top 3 Free Peoples :

**Sing a Song [ 1525 ]   Alvernus [ 1250 ]   Once Upon a Time [ 1142 ]**

Special Nation Abilities :  
     #10 New mages start at rank up to 40.  
     #14 All new troop recruits start at training 25.  
     #20 New armies start at morale 40.  
     #21 Hire new armies at no cost.

Internet G141N10  
 PHILIP SWIDERSKI 110670  
 NONE  
 NONE  
 NONE

Game # : 141  
 Player # : 10  
 Turn # : 19  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 6539  
 Special Service : YES

# Sundered

(A Free People)

Season : Spring

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Hated	# 2 South Kingdom	: Neutral	# 3 Wise Council	: Tolerated
# 4 Acadians	: Tolerated	# 5 Silent Assembly	: Tolerated	# 6 Thorinar	: Tolerated
# 7 Sapphic Enclave	: Tolerated	# 8 Nameless	: Tolerated	# 9 Ground Pounders	: Tolerated
#11 Lohmai'gwaith	: Friendly	#12 Sheri-Urk	: Hated	#13 Red Witches	: Hated
#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	: Tolerated
#23 Once Upon a Time	: Neutral	#24 Plane	: Neutral	#25 Alvernus	: Neutral

## POPULATION CENTERS

**Cataract Glen** Location : @ 2218 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 24	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	459	119	11	0
Current stores	238	0	0	0	0	0	0	-

**Forests Edge** Location : @ 2418 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 46	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	146	227	0	0
Current stores	0	0	0	0	163	907	0	-

**Herenya** Location : @ 2834 in Hills & Rough Climate is Warm

Size : Major Town	Fortifications : None	Loyalty : 32	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	80	0	0	316	0	0	1400
Current stores	0	634	0	0	1757	0	0	-

*A small army bearing the banner of the Plane under Commander Riadeegha is here.*  
*An army bearing the banner of the Plane under Regent Solusek Ro is here.*

**The Gathering (Capital)** Location : @ 2317 in Mixed Forest Climate is Mild

Size : Major Town	Fortifications : Fort	Loyalty : 60	Docks : None	Hidden ? : No	Sieged ? : YES			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	108	176	0	0
Current stores	0	0	0	0	0	176	0	-

*An army bearing the banner of the Lohmai'gwaith under Commander Otto is here.*

**Timber Town** Location : @ 2413 in Mixed Forest Climate is Warm

Size : Village	Fortifications : None	Loyalty : 14	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	952	96	8	0
Current stores	0	0	0	0	0	0	0	-

## ARMIES AND NAVIES

None

### COMPANY COMMANDERS :

Commander White Oak Location : @ 2915 Traveling with him are : Padfoot.

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	14405	462	0	3360	212984	36764	1347
Purchase at market price/unit	2	9	11	12	2	2	12
Sell to market price/unit	1	5	6	7	1	1	7

**MISCELLANEOUS**

Maintenance Costs expected next turn are:				Totals for Nation:	Stores	Production
Armies/Navies :	0			Leather	238	0
Pop Centers :	2000			Bronze	634	80
Characters :	17800			Steel	0	0
				Mithril	0	0
Total :	19800			Food	1920	1981
				Timber	1083	618
Current Tax rate :	70%			Mounts	0	19
Revenue expected next turn :	15400 (-4400)					
Current Gold reserve :	5469					

**Ships have been left anchored at the following locations:**

None

**You have the following double agents:**

**Sotida of the Lohmai'gwaith @ 2915**

Double agent Sotida reports she was ordered to guard the location. Aredol was guarded.

Double agent Sotida reports she was ordered to cast a lore spell. She was not able to cast the spell. Continued efforts may succeed.

**You have the following hostages:**

**Myrmidones of the North Kingdom is held by Deadwood at 2418 - No Gold ransom demanded at this time.**

**You possess the following artifacts:**

Name of artifact	Item	#	Latent	Alignment	Known Powers
Dagger of Green Wisdom	Dagger	42	No	None	COMBAT - Increases damage by 500 points.
E Mere Vardo	Tome	45	Yes	Good	Increases Mage Rank by 15.
Orcruin	Sword	51	No	Good	COMBAT - Increases damage by 2250 points.
Moon-axe	Axe	65	No	None	COMBAT - Increases damage by 750 points.
Angbor	Gauntlet	121	Yes	None	Increases Command Rank by 15.
Sil-Maegil	Spear	135	No	Good	COMBAT - Increases damage by 750 points.
Staff of the Wanderer	Staff	155	Yes	Good	Increases Mage Rank by 15.

**You have hidden the following additional artifacts:**

None

## NATION MESSAGES

There are rumors of the fall of a Strategic Site.  
 There are rumors of the fall of a Strategic Site.  
 There are rumors of Gold being transported by caravan from Innuendo to Overview.  
 Herenya is now under our control.  
 Our populace reports that a season change is imminent!

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES



### Challenge from Fellstaff at 2120

In the Open Plains of 2120 a ritual duel began. A large circle was drawn in the town square. As the residents of Xanabos gathered around, Fellstaff, a healthy warrior stepped forth and called challenge. In answer, Cora Crimsoneye, a healthy robed mage stepped forth. Those watching calculated the odds at 2 to 1 in favor of the challenged. The fight began with Fellstaff taking the initiative. Fellstaff dodged and fought with physical weapons while Cora Crimsoneye launched magical attacks. Suddenly, Cora Crimsoneye slew Fellstaff with a spell of great power, but suffered light wounds.

### Battle at 2218

In the Mild climate of the Mixed Forest of 2218, a conflict took place in the early afternoon during a driving storm.

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
1500 Mixed Mannish footmen w/battle axes	wooden	none/leather	a mob

At the head of a calm army rode **Commander Fletcher** of the nation of the Sundered. 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
700 Wood Elf footsoldiers w/broadswords	wooden	leather/bronze	a mob

The Town of Cataract Glen flying the flag of the Sundered is situated in the Mixed Forest here. It is fortified by a Tower, and it is under siege or attack.

Suddenly, violent bolts of lightning crashed into and around the battleground. Unnaturally strong and driving rain caused Army Commanders to review their chosen tactics. Commander Fletcher changed tactics to standard battle formation.

Report from Fletcher.....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 Ivanosh, they charged our standard formation and hit us hard.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Huorns and Ents** walked majestically through the fearful ranks of their enemies, bringing death and fear to those that attempted to thwart their progress! **Deadwood** fought side by side with the troops and diverted many a

blade during the pitched battle with his glowing Spear.

Report from Fletcher.....Our foot soldiers fought around every bush and tree, always trying to push through the underbrush. The troops fought well, but they could have been better trained. They fought as if uninspired. However, we were overrun in less than a few hours.

After the battle.... Ivanosh's forces were destroyed/routed in the battle. Ivanosh appeared to have survived but suffers from grievous wounds. Fletcher's forces were destroyed/routed in the battle. Fletcher appeared to have survived but suffers from grievous wounds.

#### Battle at 2317

In the Mild climate of the Mixed Forest of 2317, a conflict took place in the early hours of the evening under an overcast sky.

At the head of a calm army rode **Captain Lindon** of the nation of the Sundered. 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
500 Wood Elf footsoldiers w/broadswords	bronze/steel	bronze/steel	a mob

At the head of a highly energetic army rode **Commander Nerya Rubyhair** of the nation of the Red Witches. The mount on which she rode cantered anxiously along the side of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
348 Mixed Mannish horsemen w/shortswords	wooden	bronze/steel	a mob
1863 Mixed Mannish footmen w/battle axes	wooden	none/leather	a mob
207 Lesser Mannish footmen w/spears	wooden	none	a mob
276 Lesser Mannish archers w/short bows	arrows	none	a mob

The Major Town of The Gathering flying the flag of the Sundered is situated in the Mixed Forest here. It is fortified by a Fort, and it is under siege or attack.

Report from Lindon.....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 given by the blare of the bugles.. Charge!! Charge!!

Against the forces of Nerya Rubyhair, they met our charge with one of their own.

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

**Dwaithohir Eagles** screamed out of the sky to attack and carry away those of the enemy who were not quick enough to evade their savage onslaught! **Willow** rode among the troops with her glowing Sword, exhorting them to do their best and daring the enemy to meet her.

Report from Lindon.....Our foot soldiers fought around every bush and tree, always trying to push through the underbrush. The troops fought well, but they could have been better trained. They fought as if uninspired. However, we were overrun in less than a few hours.

After the battle.... Lindon's forces were destroyed/routed in the battle. Lindon appeared to have survived. Nerya Rubyhair's forces were victorious in the battle, but suffered severe losses. Nerya Rubyhair appeared to have survived but suffers from light wounds.

The battle for The Gathering was brutal! The attacking forces fought for glory but the defenders fought for their lives! The battle was in doubt until the very last man fell.

After the attack on the population center.... Nerya Rubyhair's army was destroyed/routed in the attack on the Major Town. Nerya Rubyhair was killed. The Major Town has not been damaged. The Fort has not been affected. The Major Town has been under siege/attack this turn. The Major Town now flies the flag of the Sundered.

#### Battle at 2120

In the Mild climate of the Open Plains of 2120, a conflict took place in the early morning hours in a dense and oppressive fog.

At the head of a calm army rode **Regent Hamishar** 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
840 Mixed Mannish horsemen w/shortswords	wooden	bronze	a mob

At the head of a calm army rode **Commander Tuonikhos** 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
400 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a calm army rode **Commander Samael** 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
400 Mixed Mannish footmen w/battle axes	wooden	none	a mob
400 Mannish slaves w/shortswords	bronze	leather	a mob

The Town of Xanabos flying the flag of the Sundered is situated in the Open Plains here. It is fortified by a Tower, and it is under siege or attack.

After the battle.... Hamishar's forces found no enemy armies to fight. Tuonikhos's forces found no enemy armies to fight. Samael's forces found no enemy armies to fight.

The battle for Xanabos 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.... Hamishar's army survived the attack on the Town, but suffered some losses. Hamishar appeared to have survived. The Town has been reduced to a Village. The Tower has not been affected. The Village has been under siege/attack this turn. The Village 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](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.....
Bluster	215	RfsPers	
Bluster	810	MovChar	2834
Cedar	325	NatSell	fo 100
Cedar	810	MovChar	2214
Cierra	525	InfOthr	
Cierra	810	MovChar	2413
Deadwood	210	IssPers	ivano
Deadwood	810	MovChar	2418
Fellstaff	210	IssPers	cora
Fellstaff	810	MovChar	2214
Fletcher	215	RfsPers	
Fletcher	240	Defend	ch
Iron Wood	810	MovChar	2214
Iron Wood	925	Recon	
Lindon	325	NatSell	ti 100
Lindon	240	Defend	ch
Nightbreeze	610	GrdChar	willo
Nightbreeze	810	MovChar	2214
Padfoot	215	RfsPers	
Padfoot	690	StlGold	
Plum Crazy	525	InfOthr	
Plum Crazy	585	Uncover	
Shadow Walker	610	GrdChar	kesha
Shadow Walker	810	MovChar	2214
White Oak	820	MovCmpy	2915
White Oak	690	StlGold	
Willow	210	IssPers	nerya
Willow	325	NatSell	mo 100
Windsong	525	InfOthr	
Windsong	810	MovChar	2214

Bluster



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

Bluster was located in the Hills & Rough at 3434.

He was ordered to refuse all personal challenges.

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

*He is currently in the Hills & Rough at 2834. The Major Town of Herenya flying the flag of the Sundered is here.*

Cedar



Ranks : Command 30 Agent 0 Emissary 0 Mage 0  
 Health 13 Stealth 0 Challenge 30  
 Artifacts : None  
 Spells (+0) : None

Cedar was located in the Mixed Forest at 2317.

Cedar was wounded during combat.

He was ordered to have the nation sell to the caravans. 1411 Food were sold for 1411 Gold.

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

*He is currently in the Mountains at 2214. The Major Town of Overview flying the flag of the Sing a Song is here.*

Changling



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

Changling was located in an unknown location.

Changling could not escape from being held hostage.

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



Cierra



Ranks : Command 0 Agent 0 Emissary 71 Mage 0  
 Health 100 Stealth 0 Challenge 35  
 Artifacts : None  
 Spells (+0) : None

Cierra 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. Forests Edge is now under our control.

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

***She is currently in the Mixed Forest at 2413. The Village of Timber Town flying the flag of the Sundered is here.***

Deadwood



Ranks : Command 48 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 63  
 Artifacts : #135 Sil-Maegil  
 Spells (+0) : None

Deadwood was located in the Mixed Forest at 2218.

He was ordered to challenge Ivanosh to personal combat.

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

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 Sundered is here.***

Fellstaff



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

Fellstaff was located in the Open Plains at 2120.

He was ordered to challenge Cora Crimsoneye to personal combat. See Combat Messages.

He was ordered to move. He was not permitted orders because he has died.

Fletcher



Ranks : Command 30 Agent 0 Emissary 0 Mage 0  
 Health 35 Stealth 0 Challenge 30  
 Artifacts : None  
 Spells (+0) : None

Fletcher was located in the Mixed Forest at 2218.

He was ordered to refuse all personal challenges.

He was ordered to have his army defend against all of his enemies. See Combat Messages.

Huorns and Ents has left the army.

Fletcher was wounded during combat.

*He is currently in the Mixed Forest at 2218. The Town/Tower of Cataract Glen flying the flag of the Sundered is here.*

Iron Wood



Ranks : Command 59 (74) Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 84  
 Artifacts : #42 Dagger of Green Wisdom\ #121 Angbor  
 Spells (+0) : None

Iron Wood was located in the Open Plains at 1920.

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

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

*He is currently in the Mountains at 2214. The Major Town of Overview flying the flag of the Sing a Song is here.*

Lindon



Ranks : Command 42 Agent 0 Emissary 0 Mage 40  
 Health 100 Stealth 0 Challenge 52  
 Artifacts : None

Spells (+0) : #104 Resistances(77) #108 Blessings(70) #414 Scry Hex(95)  
 #415 Scry Area(91)

Lindon was located in the Mixed Forest at 2317.

He was ordered to have his army defend against all of his enemies. See Combat Messages.

Dwaithohir Eagles has left the army.

He was ordered to have the nation sell to the caravans. 430 Timber were sold for 430 Gold.

*He is currently in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.*

Nightbreeze



Ranks : Command 0 Agent 68 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 51  
 Artifacts : None  
 Spells (+0) : None

Nightbreeze was located in the Mixed Forest at 2317.

She was ordered to guard a character. Willow was guarded.

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

***She is currently in the Mountains at 2214. The Major Town of Overview flying the flag of the Sing a Song is here.***

Padfoot



Ranks : Command 0 Agent 44 Emissary 0 Mage 0  
 Health 100 Stealth 21 Challenge 33  
 Artifacts : None  
 Spells (+0) : None

Padfoot was located in the Mountains at 2022.

She was ordered to refuse all personal challenges.

She was ordered to steal the Gold. 1422 Gold was stolen at Barad Lagrim.

She moved with the company to 2915.

***She is traveling with White Oak in the Mixed Forest at 2915. The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.***

Plum Crazy



Ranks : Command 0 Agent 0 Emissary 73 Mage 0  
 Health 100 Stealth 0 Challenge 36  
 Artifacts : None  
 Spells (+0) : None

Plum Crazy was located in the Mixed Forest at 2418.

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

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Lands seeks to terminate 10 characters by personal challenge or by assassination - uncovered that the nation of the Sh'iar Empire seeks to hold the population center of Ku-Band at 3335. - uncovered that the nation of the Great Trollusk possesses Special Nation Ability #13.

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

Shadow Walker



Ranks : Command 0 Agent 59 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 44  
 Artifacts : None  
 Spells (+0) : None

Shadow Walker was located in the Mixed Forest at 2416.

He was ordered to guard a character. Kesha was guarded.

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

*He is currently in the Mountains at 2214. The Major Town of Overview flying the flag of the Sing a Song is here.*

White Oak



Ranks : Command 30 Agent 46 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 41  
 Artifacts : None  
 Spells (+0) : None

White Oak was located in the Mountains at 2022.

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

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

*He commands a company in the Mixed Forest at 2915. The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.*

Willow



Ranks : Command 0 Agent 0 Emissary 0 Mage 60 (90)  
 Health 100+ Stealth 0 Challenge 135  
 Artifacts : #45 E Mere Vardo #51 Orcruin #65 Moon-axe  
 #155 Staff of the Wanderer  
 Spells(+30) : #308 Capital Return(96) #402 Perceive Allegiance(100)  
 #412 Research Artifact(90) #418 Locate Artifact(91) #422 Perceive Power(90)  
 #428 Locate Artifact True(78)

Willow was located in the Mixed Forest at 2317.

She was ordered to challenge Nerya Rubyhair to personal combat.

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

She was ordered to have the nation sell to the caravans. 57 Mounts were sold for 342 Gold.

*She is currently in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.*

Windsong



Ranks : Command 0 Agent 0 Emissary 67 Mage 30

Health 100 Stealth 0 Challenge 40

Artifacts : None

Spells (+0) : #4 Major Heal(73) #6 Greater Heal(82) #308 Capital Return(73)

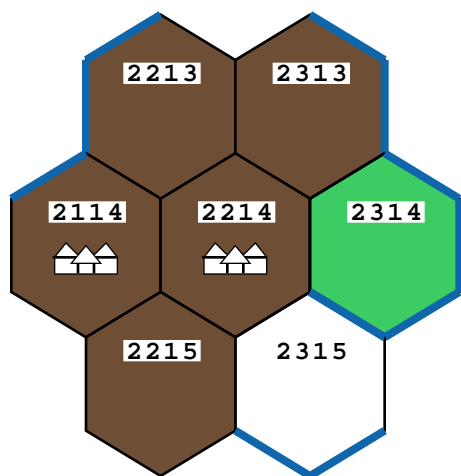
Windsong was located in the Hills & Rough at 2617.

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 normal. Continued efforts may succeed.

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

*She is currently in the Mountains at 2214. The Major Town of Overview flying the flag of the Sing a Song is here.*





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



**Deadwood (ID: deadw) @ 2418 Command**

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

**Fletcher (ID: fletc) @ 2218 Command**

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

**Iron Wood (ID: iron ) @ 2214 Command**

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

**Lindon (ID: lindo) @ 2317 Command Mage**

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

**Nightbreeze (ID: night) @ 2214 Agent**

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

**Padfoot (ID: padfo) @ 2915 Agent**

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

**Plum Crazy (ID: plum ) @ 2418 Emissary**

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

**Shadow Walker (ID: shado) @ 2214 Agent**

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

**White Oak (ID: white) @ 2915 Command Agent**

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

**Willow (ID: willo) @ 2317 Mage**

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

**Windsong (ID: winds) @ 2214 Emissary Mage**

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