

MEPBM Games
presents

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 143



Dustbighters

Victory points : 400
 Victory Conditions :
 To hold at game end the artifact: Durin's Armor/Shield #163.
 To hold at game end the population center of Osgiliath at 3024.
 To hold at game end the artifact: Ring of Stargazing #75.
 To terminate 10 characters by personal challenge or by assassination.
 To see to the termination of Elfhelm by any means whatsoever.

Top 3 Free Peoples :

Galadhrim [1000] Half-Orcs [942] Frost Men [725]

Special Nation Abilities :
 #06 Armies lose no morale for force march.
 #11 New agents start at rank up to 40.
 #12 New commanders start at rank up to 40.
 #24 Can learn lost conjure mounts spell.

Internet G143N04
 GENE CHIPMAN 110239
 NONE
 NONE
 NONE

Game #	:	143
Player #	:	4
Turn #	:	12
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	7095
Special Service	:	YES

Dustbighters

(A Free People)

Season : Winter

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Disliked	# 3 Frost Men	: Tolerated
# 5 Aerithryn	: Tolerated	# 6 Amestrians	: Tolerated	# 7 Faux Meddle Aarmy	: Tolerated
# 8 Twin Scorpions	: Tolerated	# 9 Rhosgobel	: Tolerated	#10 Half-Orcs	: Tolerated
#11 Galadhrim	: Tolerated	#12 Drib Le Chin	: Hated	#13 Ull Navala	: Hated
#14 Farrely	: Hated	#15 Nacth Strum	: Hated	#16 Shadowborn	: Disliked
#17 Heathen Kings	: Disliked	#18 Vampiric Order	: Disliked	#19 Scourge	: Hated
#20 Black Numenroans	: Hated	#21 Enlightned Shadow	: Disliked	#22 Fallen	: Disliked
#23 Amun-Musa	: Disliked	#24 Darokin	: Neutral	#25 Karamaikos	: Neutral

POPULATION CENTERS

Coimaas Location : @ 3113 in Mixed Forest Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 33	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	342	132	0	0
Current stores	0	0	0	0	0	0	0	-

Dry Rut Location : @ 3213 in Open Plains Climate is Cold

Size : Town	Fortifications : Tower	Loyalty : 22	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	41	0	0	0	117	0	2	0
Current stores	0	0	0	0	0	0	0	-

Drú Dôr Location : @ 3114 in Mixed Forest Climate is Cold

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	0	0	0	168	38	0	0
Current stores	0	0	0	0	0	0	0	-

Dunwedh Location : @ 4015 in Hills & Rough Climate is Cold

Size : Village	Fortifications : None	Loyalty : 18	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	144	0	0	0	0	2	660
Current stores	0	0	0	0	0	0	0	-

Eastpost Location : @ 3416 in Open Plains Climate is Cold

Size : Village	Fortifications : Tower	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	58	0	0	0	130	0	2	0
Current stores	0	0	0	0	0	0	0	-

Erkassë Location : @ 3817 in Open Plains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 28	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	60	0	0	0	218	0	7	0
Current stores	0	0	0	0	0	0	1	-

Mudflat Landing Location : @ 3112 in Shore/Plains Climate is Cold

Size : Major Town	Fortifications : None	Loyalty : 28	Docks : Port	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	12	0	0	0	36	0	4	0
Current stores	0	0	0	0	0	0	0	-

Mulumba Location : @ 2311 in Mountains Climate is Severe

Size : Village	Fortifications : None	Loyalty : 50	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	74	26	0	0	0	0	400
Current stores	0	166	106	0	0	0	0	-

Ochrefort (Capital) Location : @ 3214 in Open Plains Climate is Cold
 Size : Major Town Fortifications : Fort Loyalty : 95 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 24 0 0 0 50 0 1 0
 Current stores 0 0 0 0 0 0 536 -
 A small army bearing the banner of the Dustbighters under Lord Suri Sackstomper is here.

Passwater Location : @ 3212 in Shore/Plains Climate is Cold
 Size : Town Fortifications : Tower Loyalty : 21 Docks : Harbor Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 58 0 0 0 70 0 2 0
 Current stores 0 0 0 0 0 0 0 -

Sawmill Location : @ 3111 in Shore/Plains Climate is Cold
 Size : Village Fortifications : Tower Loyalty : 24 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 58 0 0 0 142 0 5 0
 Current stores 0 0 0 0 0 0 0 -

Short Stand Location : @ 3116 in Open Plains Climate is Cold
 Size : Camp Fortifications : Tower Loyalty : 26 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 75 0 0 0 312 0 3 0
 Current stores 0 0 0 0 0 0 0 -

Tyarretta Location : @ 3017 in Open Plains Climate is Cold
 Size : Camp Fortifications : None Loyalty : 22 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 93 0 0 0 273 0 9 0
 Current stores 0 0 0 0 0 0 1 -

West Ditch Location : @ 3012 in Open Plains Climate is Cold
 Size : Village Fortifications : Tower Loyalty : 51 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 82 0 0 0 202 0 5 0
 Current stores 0 0 0 0 0 0 1 -

ARMIES AND NAVIES

Army Commander : Warlord Dain Ironrod Location : @ 3320 in Open Plains Climate is Hot
 Army morale : 80 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Dwarven ponyriders w/war hammers 45 11 1 274 Heavy Cavalry
 Dwarven ponyriders w/battle axes 88 60 60 7 Light Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 563 Low Supplies !!
 War machines 4

Army Commander : Lord Suri Sackstomper Location : @ 3214 in Open Plains Climate is Cold
 Army morale : 44 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Dwarven ponyriders w/war hammers 18 10 0 400 Heavy Cavalry
 Dwarven ponyriders w/battle axes 68 60 60 100 Light Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 1 Low Supplies !!
 War machines 0
 Characters traveling with army : - Dernwyn - Falin Blackeye - Uri the Wright.
 The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	26119	32632	9363	2074	246066	24962	13851
Purchase at market price/unit	3	3	4	20	2	3	4
Sell to market price/unit	1	1	2	11	1	1	2

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

Armies/Navies : 4965
 Pop Centers : 4750
 Characters : 19320
 Total : 29035

Current Tax rate : 60%
 Revenue expected next turn : 26560 (-2475)
 Current Gold reserve : 26

Totals for Nation:

Leather 0 561
 Bronze 166 218
 Steel 106 26
 Mithril 0 0
 Food 0 2060
 Timber 0 170
 Mounts 539 42

Stores**Production****Ritual character terminations: 0****Ships have been left anchored at the following locations:**

4 warships at hex 3112
 8 transports at hex 3112

You have the following double agents:

None

You have the following hostages:

Sul Hjorn of the Ull Navala is held by Frami at 2912 - No Gold ransom demanded at this time.
 Ugusin Ordu of the Scourge is held by Frami at 2912 - No Gold ransom demanded at this time.

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Robes of the Orc Priests	Robes	6	Yes	Evil	Increases Command Rank by 10.
Flails of Horselaying	Flail	185	No	Evil	COMBAT - Increases damage by 500 points.

You have hidden the following additional artifacts:

None

NATION MESSAGES

*There are rumors of an assassination attempt involving Tsimafey Dranchuk and Nobel.
There are rumors of a theft attempt involving Rulart at An Ballyfad.
Our populace reports that the deadline for allegiance change has passed!*

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 2912

In the Cold climate of the Mixed Forest of 2912, a conflict took place in the early hours of the evening during a driving storm.

At the head of a rebellious army rode **Captain Frami** of the nation of the Dustbighters. 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
400 Dwarven ponyriders w/war hammers	wooden	none	a mob
600 Dwarven footsoldiers w/war hammers	wooden	none	a mob

At the head of a rebellious army rode **Captain Zerbert** of the nation of the Drib Le Chin. 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
283 Mixed Mannish footmen w/battle axes	wooden	none	a mob

Report from Frami.....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 Zerbert, 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 Frami.....Our cavalry were severely hindered by the dense woods in accomplishing their objectives. 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. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

After the battle.... Frami's forces were victorious in the battle, but suffered minor losses. Frami appeared to have survived but suffers from serious wounds. Zerbert's forces were destroyed/routed in the battle. Zerbert appeared to have survived but suffers from grievous 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.....
Brand	810	MovChar	2912
Brand	930	ScoChar	
Bumbur Snotbeard	330	CstCjSp	508 ^
Bumbur Snotbeard	325	NatSell	le 100
Dain Ironrod	315	PrchCar	fo 925
Dain Ironrod	860	ForcMar	sw se sw sw ^ ^ ^ ^ ^ ^ ^ ^ no
Dernwyn	185	DnStNat	21
Dernwyn	325	NatSell	br 100
Drami	520	InfYour	
Drami	810	MovChar	3113
Falin Blackeye	185	DnStNat	22
Falin Blackeye	325	NatSell	fo 100
Floin	525	InfOthr	
Floin	810	MovChar	2213
Frami	775	DsbArmy	
Frami	230	AttEnemy	ch
Groin	525	InfOthr	
Groin	810	MovChar	3011
Malantur	690	StlGold	
Malantur	920	ScoPop	
Suri Sackstomper	435	ArmyMan	
Suri Sackstomper	325	NatSell	ti 100
Targon	690	StlGold	
Targon	920	ScoPop	
Uri the Wright	330	CstCjSp	508 ^
Uri the Wright	325	NatSell	mo 96

Angbor



Ranks : Command 0 Agent 53 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Angbor was located in an unknown location.
 Angbor escaped from being held hostage to 2616.
He is currently in the Open Plains at 2616.

Brand



Ranks : Command 0 Agent 69 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 51
 Artifacts : None
 Spells (+0) : None

Brand was located in the Shore/Plains at 3111.
 He was ordered to move. He accepted the movement orders.
 He was ordered to scout for any characters. A scout for characters was attempted.
 Found: Regent Kyriavari - Free Peoples. One or more reports may be incorrect. Nothing else was reported at this time.
He is currently in the Mixed Forest at 2912.

Bumbur Snotbeard



Ranks : Command 0 Agent 0 Emissary 0 Mage 52
 Health 100 Stealth 0 Challenge 52
 Artifacts : None
 Spells (+0) : #412 Research Artifact(72) #413 Scry Population Center(81)
 #415 Scry Area(56) #508 Conjure Mounts(83)

Bumbur Snotbeard was located in the Open Plains at 3214.
 He was ordered to have the nation sell to the caravans. 2802 Leather were sold for 2802 Gold.
 He was ordered to cast a conjuring spell. Conjure Mounts was cast. 260 Mounts were conjured.
He is currently in the Open Plains at 3214. The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.

Dain Ironrod



Ranks : Command 77 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 77
 Artifacts : #6 Robes of the Orc Priests #185 Flails of Horseslaying
 Spells (+0) : None

Dain Ironrod was located in the Open Plains at 3416.

He was ordered to purchase from the caravans. 925 Food were bought for 1850 Gold.

He was ordered to force march the army. He accepted the forced march orders.

He commands an army in the Open Plains at 3320.

Dernwyn



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

Dernwyn was located in the Open Plains at 3214.

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

He was ordered to have the nation sell to the caravans. 768 Bronze were sold for 768 Gold.

He is traveling with Suri Sackstomper in the Open Plains at 3214. The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.

Drami



Ranks : Command 0 Agent 0 Emissary 67 Mage 30
 Health 100 Stealth 0 Challenge 40
 Artifacts : None
 Spells (+0) : #302 Long Stride(75) #412 Research Artifact(94)
 #508 Conjure Mounts(100)

Drami was located in the Open Plains at 3214.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Ochrefort.

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

He is currently in the Mixed Forest at 3113. The Camp of Coimaas flying the flag of the Dustbighters is here.

Falin Blackeye



Ranks : Command 47 Agent 13 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 49
 Artifacts : None
 Spells (+0) : None

Falin Blackeye was located in the Open Plains at 3214.

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

He was ordered to have the nation sell to the caravans. 4120 Food were sold for 4120 Gold.

He is traveling with Suri Sackstomper in the Open Plains at 3214. The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.

Floin



Ranks : Command 0 Agent 0 Emissary 75 Mage 0
 Health 100 Stealth 0 Challenge 37
 Artifacts : None
 Spells (+0) : None

Floin was located in the Mountains at 2311.

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

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

He is currently in the Mountains at 2213. The Camp of Lámina flying the flag of the Drib Le Chin is here.

Frami



Ranks : Command 48 Agent 45 Emissary 0 Mage 0
 Health 61 Stealth 0 Challenge 56
 Artifacts : None
 Spells (+0) : None

Frami was located in the Mixed Forest at 2912.

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

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to disband the army.

The army commanded by Frami has been disbanded as ordered.

He is currently in the Mixed Forest at 2912.

Groin



Ranks : Command 0 Agent 0 Emissary 75 Mage 0
 Health 100 Stealth 0 Challenge 37
 Artifacts : None
 Spells (+0) : None

Groin was located in the Mountains at 2311.

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

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

He is currently in the Mixed Forest at 3011. The Camp of Yáressê flying the flag of the Drib Le Chin is here.

Malantur



Ranks : Command 0 Agent 61 Emissary 0 Mage 0
 Health 43 Stealth 0 Challenge 45
 Artifacts : None
 Spells (+0) : None

Malantur was located in the Mountains at 2212.

He was ordered to steal the Gold. He was not able to steal Gold because of tight security. He was injured by local militia while performing his theft mission.

He was ordered to scout the population center. A scout of the population center was attempted. Village named Moria - owned by the North Kingdom - fortified with a Tower - loyalty = 45. Production - Bronze: 220 - Gold: 1600 - Mithril: 30. Stores - Bronze: 70 - Mithril: 20.

He is currently in the Mountains at 2212. The Village/Tower of Moria flying the flag of the North Kingdom is here.

Suri Sackstomper



Ranks : Command 55 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 55
 Artifacts : None
 Spells (+0) : None

Suri Sackstomper was located in the Open Plains at 3214.

She was ordered to have the nation sell to the caravans. 455 Timber were sold for 455 Gold.

She was ordered to put the army on maneuvers. The maneuvers for the army were completed.

She commands an army in the Open Plains at 3214. The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.

Targon



Ranks : Command 0 Agent 67 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 50
 Artifacts : None
 Spells (+0) : None

Targon was located in the Mixed Forest at 2715.

She was ordered to steal the Gold. No Gold was found in the treasury at Amon Lanc.

She was ordered to scout the population center. A scout of the population center was attempted. Village named Amon Lanc - owned by the Drib Le Chin - fortified with a Tower - loyalty = 50. Production - Food: 1430 - Timber: 370. Stores - Food: 199 - Timber: 444.

She is currently in the Mixed Forest at 2715. The Village/Tower of Amon Lanc flying the flag of the Drib Le Chin is here.

Uri the Wright



Ranks : Command 29 Agent 0 Emissary 0 Mage 49
 Health 100 Stealth 0 Challenge 56
 Artifacts : None

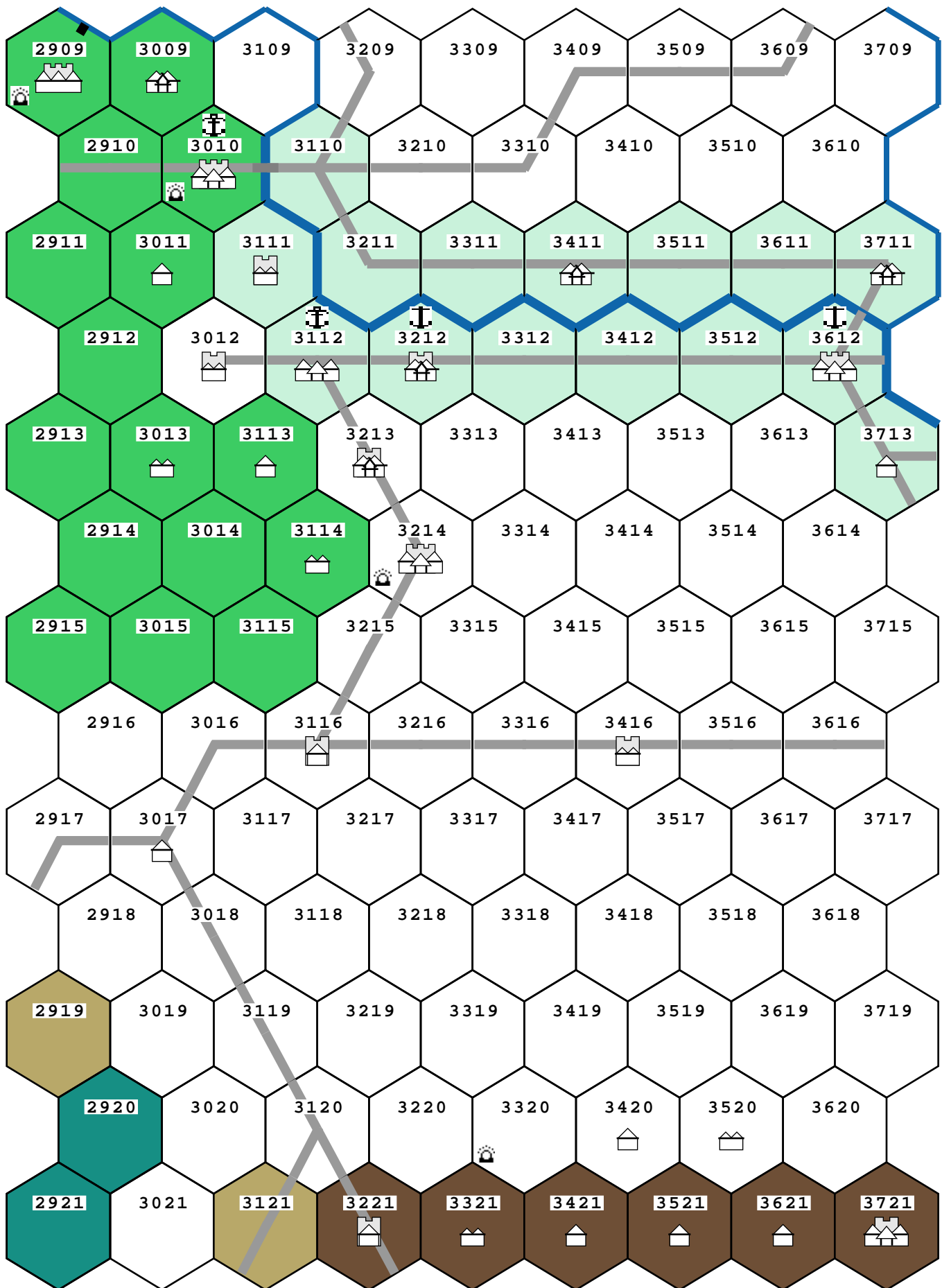
Spells (+0) : #412 Research Artifact(90) #418 Locate Artifact(73)
 #428 Locate Artifact True(66) #508 Conjure Mounts(86)

Uri the Wright was located in the Open Plains at 3214.

He was ordered to have the nation sell to the caravans. 842 Mounts were sold for 2526 Gold.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 245 Mounts were conjured.

He is traveling with Suri Sackstomper in the Open Plains at 3214. The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.



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Dain Ironrod (ID: dain) @ 3320 Command

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

Dernwyn (ID: dernw) @ 3214 Command

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

Drami (ID: drami) @ 3113 Emissary Mage

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

Falin Blackeye (ID: falin) @ 3214 Command Agent

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

Floin (ID: floin) @ 2213 Emissary

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

Frami (ID: frami) @ 2912 Command Agent

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

Groin (ID: groin) @ 3011 Emissary

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

Malantur (ID: malan) @ 2212 Agent

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

Suri Sackstomper (ID: suri) @ 3214 Command

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

Targon (ID: targo) @ 2715 Agent

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

Uri the Wright (ID: uri t) @ 3214 Command Mage

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