

**MEPBM Games**  
**presents**

# Middle-earth Play-By-Mail™

## Fourth Age, circa 1000



GAME # 143



### Half-Orcs

Victory points : 1025  
 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 [ 1275 ]   Aerithryn [ 1150 ]   Half-Orcs [ 1025 ]**

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 # : 3  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 9979  
 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	: Disliked	#13 Ull Navala	: Hated
#14 Farrely	: Disliked	#15 Nacth Strum	: Disliked	#16 Shadowborn	: Disliked
#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 : 28	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	220	0	20	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	230	60	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	0	0	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	0	0	0	0	1268	0	14	-

**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	0	0	0	0	2060	0	30	-

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

Size : Town	Fortifications : None	Loyalty : 48	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	0	0	0	0	658	0	5	-

**Eastmoor** Location : @ 3921 in Mountains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 39	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	220	150	10	0	0	0	-

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

Size : Camp	Fortifications : Tower	Loyalty : 40	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	0	0	0	0	1782	0	27	-

**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 0 0 0 0 0 0 0 -

**Sargortheb** Location : @ 3712 in Shore/Plains Climate is Mild  
 Size : Town Fortifications : None Loyalty : 38 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 0 0 0 0 540 0 11 -

**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 0 0 0 0 864 0 11 -

**Woja City** Location : @ 3612 in Shore/Plains Climate is Mild  
 Size : Major Town Fortifications : Fort Loyalty : 45 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 0 0 0 0 590 0 0 -

**Yaargle (Capital)** Location : @ 3913 in Shore/Plains Climate is Mild  
 Size : Major Town Fortifications : Fort Loyalty : 75 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 1777 0 0 0 684 0 0 -

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

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 : 30 Warships : 0 Transports : 0 (5) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Mixed Mannish horsemen w/lances 10 10 0 626 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 319 Low Supplies !!  
 War machines 0

An army bearing the banner of the Ull Navala under Captain Regvuld is here.

An army bearing the banner of the Ull Navala under Commander Ringvel is here.

**Army Commander : Captain Kuzwar Blackboot** Location : @ 3913 in Shore/Plains Climate is Mild  
 Army morale : 45 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 0  
 Food 51 Low Supplies !!  
 War machines 12

The Major Town/Fort of Yaargle flying the flag of the Half-Orcs is here.

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

**Army Commander : Captain Morzug Bloodaxe** Location : @ 4220 in Open Plains Climate is Hot  
 Army morale : 35 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Mixed Mannish horsemen w/lances 30 23 17 163 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 1443  
 War machines 0  
**An army bearing the banner of the Ull Navala under Commander Asbjorn is here.**

**Army Commander : Captain Nox the Impailer** Location : @ 3913 in Shore/Plains Climate is Mild  
 Army morale : 33 Warships : 0 Transports : 0 (3) Travel mode : Evasive  
 Troops Training Weapon Armor # Troops Troop Type  
 Mixed Mannish horsemen w/lances 10 10 0 329 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  
 The Major Town/Fort of Yaargle flying the flag of the Half-Orcs is here.  
 A small army bearing the banner of the Half-Orcs under Captain Kuzwar Blackboot is here.

#### COMPANY COMMANDERS :

None

#### MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	19351	10192	2925	141	44670	11582	1933
Purchase at market price/unit	3	4	6	77	2	4	10
Sell to market price/unit	2	3	4	51	1	3	7

#### MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 7908	Leather	1777	1303
Pop Centers : 4250	Bronze	670	670
Characters : 13380	Steel	210	210
	Mithril	30	30
Total : 25538	Food	8446	5865
	Timber	0	380
Current Tax rate : 73%	Mounts	98	134
Revenue expected next turn : 27650 (+2112)			
Current Gold reserve : 20684			

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 an armed conflict involving the Nacth Strum and the Faux Meddle Aarmy at 3335.*

## ENCOUNTER MESSAGES

**Report from the camp at 3921.**

The tremors which have occurred in the neighboring regions at first struck fear into the hearts of our citizens. Then, however, they began to rejoice that the founders had been wise enough not to build on a dormant volcano as it was evident that some others had done. Even though we tried to tell them that any of the mountains in the region could hide dormant volcanos, they refused to listen to us as usual and loyalty has increased accordingly.

## COMBAT MESSAGES

**Battle at 4220**

In the Hot climate of the Open Plains of 4220, a conflict took place in the early morning hours during a driving storm.

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
506 Mixed Mannish horsemen w/lances	wooden/bronze	leather/bronze	ragged ranks

At the head of a calm army rode **Regent Dain Ironrod** of the nation of the Dustbighters. 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
423 Dwarven ponyriders w/war hammers	wooden/bronze	leather/bronze	ragged ranks
141 Dwarven ponyriders w/battle axes	steel	steel	solid ranks

At the head of a highly energetic army rode **Lord Subotei** of the nation of the Scourge. The mount on which he rode cantered anxiously along the side of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
800 Mixed Mannish horsemen w/shortswords	bronze	leather/bronze	ragged ranks

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 given by the blare of the

bugles.. Surround them. Attack from all sides!  
Against the forces of Subotei, they charged but we quickly surrounded them.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Ugusin Ordu** stood off to one side making magical gestures and incanting arcane words. Suddenly, many of her comrades felt their armor grow tougher and more resistant to the blows of their enemies.

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

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

Captain Morzug Bloodaxe: 658 Food

Regent Dain Ironrod: 933 Food

After the battle.... Morzug Bloodaxe's forces were victorious in the battle, but suffered severe losses. Morzug Bloodaxe appeared to have survived. Dain Ironrod's forces were victorious in the battle, but suffered severe losses. Dain Ironrod appeared to have survived. Subotei's forces were destroyed/routed in the battle. Subotei 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](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.....
Dunga	185	DnStNat	19
Dunga	850	MovArmy	e se sw se w w se e ^ ^ ^ ^ ^ ^ no
Emok	555	CreCmp	Normog
Emok	810	MovChar	2922
Feardach	555	CreCmp	Cagmolaga
Feardach	810	MovChar	3907
Furmug	555	CreCmp	Bortagop
Furmug	810	MovChar	2919
Grummsh	185	DnStNat	13
Grummsh	610	GrdChar	tholm
Kuzwar Blackboot	400	HvCvlry	400 ^ ^
Kuzwar Blackboot	765	SplArmy	dunga 800 ^ ^ ^ ^ ^
Morzug Bloodaxe	215	RfsPers	
Morzug Bloodaxe	230	AttEnmy	su
Nox the Impailer	400	HvCvlry	329 ^ ^

Nox the Impailer	850	MovArmy	se e e ^ ^ ^ ^ ^ ^ ^ ^ ev
Okmok	610	GrdChar	ufgam
Okmok	810	MovChar	4120
Orsma	690	StlGold	
Orsma	810	MovChar	4426
Tholmok the Drunk	330	CstCjSp	508 200
Tholmok the Drunk	710	PrenMgy	
Ufgamuk theBloody	330	CstCjSp	508 215
Ufgamuk theBloody	947	NatTran	3913 1e 100

Dunga



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

Dunga was located in the Shore/Plains at 3913.

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

He was ordered to move the army. He accepted the army movement 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 Shore/Plains at 3411.

He was ordered to create a camp. A camp named Normog was created.

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

***He is currently in the Hills & Rough at 2922.***

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 Mixed Forest at 3013.

He was ordered to create a camp. A camp named Cagmolaga was created.

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

***He is currently in the Hills & Rough at 3907.***



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 4017.

He was ordered to create a camp. He was not able to create the camp because 4017 was occupied by an enemy army(ies).

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

**He is currently in the Hills & Rough at 2919.**

Grummsh



Ranks : Command 40 Agent 53 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 49  
 Artifacts : None  
 Spells (+0) : None

Grummsh was located in the Shore/Plains at 3913.

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

He was ordered to guard a character. Tholmok the Drunk 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 recruit some heavy cavalry. The troop recruitment was changed because of insufficient mounts. 226 Heavy Cavalry w/Wood weapons and No armor were recruited.

He was ordered to split the army. The army split was changed because there were insufficient troops. The army was split. 319 Food was transferred.

**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.**

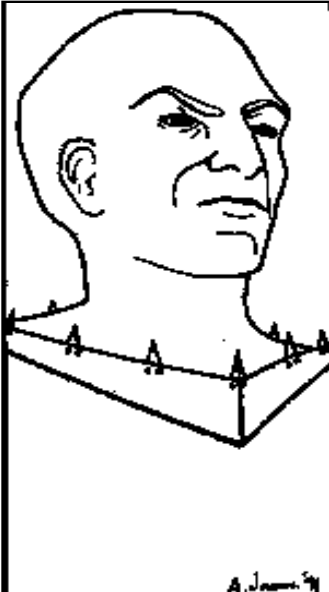
Morzug Bloodaxe



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 refuse all personal challenges.  
 He was ordered to have his army attack all of his enemies. See Combat Messages.  
**He commands an army in the Open Plains at 4220.**

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 3612.  
 He was ordered to recruit some heavy cavalry. 329 Heavy Cavalry w/Wood weapons and No armor were recruited.  
 He was ordered to move the army. He accepted the army movement orders.  
**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 Shore/Plains at 3913.  
 He was ordered to guard a character. Ufgamuk theBloody was guarded.  
 He was ordered to move. He accepted the movement orders.  
**He is currently in the Open Plains at 4120. The Camp of Unulló flying the flag of the Amestrians is here.**

Orsma



Ranks : Command 0 Agent 55 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 41  
 Artifacts : None  
 Spells (+0) : None

Orsma was located in the Open Plains at 4420.

He was ordered to steal the Gold. 900 Gold was stolen at Kel Horend.

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

*He is currently in the Hills & Rough at 4426. The Village/Tower of Beacon Hill flying the flag of the Scourge is here.*

Tholmok the Drunk



Ranks : Command 10 Agent 0 Emissary 0 Mage 43  
 Health 100 Stealth 0 Challenge 45  
 Artifacts : None

Spells (+0) : #413 Scry Population Center(66) #415 Scry Area(78)  
 #416 Reveal Production(86) #508 Conjure Mounts(68)

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

He was ordered to cast a conjuring spell. He was not able to cast the spell.

Continued efforts may succeed.

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 43  
 Health 100 Stealth 0 Challenge 45  
 Artifacts : None

Spells (+0) : #414 Scry Hex(81) #415 Scry Area(57) #416 Reveal Production(79)  
 #508 Conjure Mounts(82)

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 have the nation transport by the caravans. 838 Leather (+10%) transported to Yaargle.

*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) @ 2919 Emissary

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

Grumms (ID: grumm) @ 3913 Command Agent

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

## Kuzwar Blackboot (ID: kuzwa) @ 3913 Command

Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
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Information			<hr/>			Information			<hr/>	
			<hr/>						<hr/>	

Morzug Bloodaxe (ID: morzu) @ 4220 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			<hr/>			Required			<hr/>	
Information			<hr/>			Information			<hr/>	
			<hr/>						<hr/>	
			<hr/>						<hr/>	

## Okmok ( ID: okmok ) @ 4120 Agent

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

## Orsma (ID: orsma) @ 4426 Agent

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

## Tholmok the Drunk (ID: tholm) @ 3913 Command Mage

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Ufgamuk theBloody (ID: ufgam) @ 3913 Command Mage

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