

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Lands**

Victory points : 500

Victory Conditions :

To terminate 10 characters by personal challenge or by assassination.
 To see to the termination of Gamina by any means whatsoever.
 To see to the termination of Pericles by any means whatsoever.
 To see to the termination of Guarmath by any means whatsoever.
 To hold at game end the artifact: Blood Spike #90.

Top 3 Free Peoples :

Sing a Song [1167] Once Upon a Time [1100] Alvernus [950]

Special Nation Abilities :

#08 Buy/sell orders receive 20% market adjustments.
 #11 New agents start at rank up to 40.
 #17 Build ships at 1/2 timber cost.
 #19 Build fortifications at 1/2 timber cost.

Internet G141N21
 NATE KEENE 110758
 NONE
 NONE
 NONE

Game # : 141
 Player # : 21
 Turn # : 29
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 5390
 Special Service : YES

Lands

(A Free People)

Season : Fall

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom : Tolerated	# 2 South Kingdom : Hated	# 3 Wise Council : Neutral
# 4 Acadians : Neutral	# 5 Silent Assembly : Neutral	# 6 Thorinar : Neutral
# 7 Sapphic Enclave : Neutral	# 8 Nameless : Neutral	# 9 Ground Pounders : Neutral
#10 Sundered : Neutral	#11 Lohmai'gwaith : Neutral	#12 Sheri-Urk : Disliked
#13 Red Witches : Disliked	#14 Dark Feast : Neutral	#15 Twilight Hammer : Neutral
#16 Sh'iar Empire : Hated	#17 Great Trollusk : Neutral	#18 Bením an Pharazôn : Hated
#19 RhunLandChattelCo : Neutral	#20 Tribes of Angmar : Neutral	#22 Sing a Song : Tolerated
#23 Once Upon a Time : Tolerated	#24 Plane : Friendly	#25 Alvernus : Tolerated

POPULATION CENTERS

Amrûn Location : @ 2336 in Hills & Rough Climate is Warm

Size : Camp	Fortifications : None	Loyalty : 42	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	470	0	30	1200
Current stores	0	0	0	0	0	0	120	-

Desert Location : @ 2236 in Hills & Rough Climate is Warm

Size : Camp	Fortifications : Tower	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	360	0	120	0	0	120	0	0
Current stores	360	0	360	0	0	360	0	-

Hills (Capital) Location : @ 2137 in Mixed Forest Climate is Warm

Size : City	Fortifications : Fort	Loyalty : 44	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	78	60	0	0
Current stores	0	0	0	704	0	180	0	-

A small army bearing the banner of the Lands under Captain Earth is here.

Lámina Location : @ 2935 in Hills & Rough Climate is Warm

Size : Camp	Fortifications : None	Loyalty : 38	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	1090	0	10	1200
Current stores	0	0	0	0	0	0	40	-

MPEG-2 Location : @ 3336 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 17	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	272	0	0	0	0	160	8	0
Current stores	272	0	0	0	0	480	32	-

Mae Govannon Location : @ 2536 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 42	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	240	0	0	216	0	0	880
Current stores	0	0	0	0	0	0	0	-

Melyanna Location : @ 2537 in Hills & Rough Climate is Hot

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	136	0	0	0	0	16	800
Current stores	0	0	0	0	0	0	64	-

Mountains Location : @ 2136 in Mixed Forest Climate is Warm

Size : Village	Fortifications : None	Loyalty : 32	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	688	88	0	0
Current stores	0	0	0	0	0	264	0	-

Mukatana Location : @ 2634 in Hills & Rough Climate is Warm
 Size : Camp Fortifications : None Loyalty : 27 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 340 210 0 0 0 0 0 1200
 Current stores 340 0 0 0 0 0 0 -

Nargelion Location : @ 2135 in Mixed Forest Climate is Warm
 Size : Camp Fortifications : None Loyalty : 27 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 370 370 0 0
 Current stores 0 0 0 0 0 1110 0 -

Of Fear Location : @ 2734 in Hills & Rough Climate is Warm
 Size : Village Fortifications : Tower Loyalty : 23 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 88 0 0 0 0 136 0 1200
 Current stores 88 0 0 0 0 572 0 -

Peley Location : @ 2512 in Open Plains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 44 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 288 0 0 0 972 0 18 0
 Current stores 288 0 0 0 0 0 54 -

Swamp Location : @ 2335 in Hills & Rough Climate is Warm
 Size : Camp Fortifications : Tower Loyalty : 11 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 70 0 0 120 0 1000
 Current stores 0 0 210 0 0 360 0 -

Thargelion Location : @ 2437 in Hills & Rough Climate is Warm
 Size : Camp Fortifications : None Loyalty : 28 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 160 0 0 0 1250 150 0 0
 Current stores 160 0 0 0 0 450 0 -

Ůsakan Location : @ 3210 in Open Plains Climate is Cool
 Size : Camp Fortifications : None Loyalty : 43 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 160 0 0 0 200 0 16 0
 Current stores 940 0 0 0 0 0 64 -

ARMIES AND NAVIES

Army Commander : Captain Earth Location : @ 2137 in Mixed Forest Climate is Warm
 Army morale : 3 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Mannish footmen w/spears 10 10 0 100 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0
 Characters traveling with army : - Null .
 The City/Fort of Hills flying the flag of the Lands is here.

COMPANY COMMANDERS :

Regent Dark Location : @ 2730 Traveling with him are : **Brell Serilis** - Cinard - Klú Relortin - Qesset - Tartas Izain - **Tigon**.

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	28531	21928	10544	1692	333428	25981	7857
Purchase at market price/unit	3	3	4	27	2	3	7
Sell to market price/unit	2	2	3	18	1	2	4

MISCELLANEOUS

Maintenance Costs expected next turn are:		Totals for Nation:	Stores	Production
Armies/Navies :	400	Leather	2448	1668
Pop Centers :	2500	Bronze	0	586
Characters :	23920	Steel	570	190
		Mithril	704	0
Total :	26820	Food	0	5334
		Timber	3776	1204
Current Tax rate :	78%	Mounts	374	98
Revenue expected next turn :	19180 (-7640)			
Current Gold reserve :	2461			

Ritual character terminations: 15

Ships have been left anchored at the following locations:

None

You have the following double agents:

Brell Serilis of the Plane @ 2730

Double agent Brell Serilis reports he was ordered to join a company. He joined the company commanded by Dark of Lands.

Double agent Brell Serilis reports he moved with the company to 2730.

Double agent Brell Serilis reports he was ordered to scout for any characters. A scout for characters was attempted. Found: Regent Dark - Lands. Captain Ir Pan - Benîm an Pharazôn. Tartas Izain. Cinard. Klú Relortin. Qesset. Warden Ulwath - Benîm an Pharazôn. Cutpurse Fornagath - Benîm an Pharazôn. Cutpurse Athrazoc - Benîm an Pharazôn. Nothing else was reported at this time.

Ordun Halbor of the Plane @ 2527

Double agent Ordun Halbor reports he was ordered to move. He accepted the movement orders.

Double agent Ordun Halbor reports he was ordered to scout for any characters. A scout for characters was attempted. Found: Legate Water - Lands. Spy Aldhelm Demuret - Lands. Spy Shadow Walker - Sundered. Commander Ulzog - South Kingdom. Nothing else was reported at this time.

Padrey of the Plane @ 2527

Double agent Padrey reports he was ordered to guard a character. Aldhelm Demuret was guarded.

Double agent Padrey reports he was ordered to move. He accepted the movement orders.

Sûldun of the Wise Council @ 2903

Double agent Sûldun reports he was ordered to guard a character. Cjain was guarded.

Double agent Sûldun reports he moved with the army to 3706.

Double agent Sûldun reports he was ordered to move and join the army. He accepted the movement orders. He joined the army commanded by Micheasi.

You have the following hostages:

Naidine of the Sheri-Urk is held by Qesset at 2730 - No Gold ransom demanded at this time.
 Silion of the Benîm an Pharazôn is held by Qesset at 2730 - No Gold ransom demanded at this time.
 Volog of the South Kingdom is held by Qesset at 2730 - No Gold ransom demanded at this time.

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Ring of Curufin	Ring	55	Yes	None	Increases Agent Rank by 35.

Stinging Tongue	Bow 85	No	Evil	COMBAT - Increases damage by 500 points.
Sulhelka	Sword 91	No	None	COMBAT - Increases damage by 1000 points.
Miramarth	Jewel 108	Yes	Evil	Increases Agent Rank by 10.
Calris	Sword 111	No	Evil	COMBAT - Increases damage by 750 points.
Helm of the Dark	Helm 117	Yes	Evil	Increases Command Rank by 10.
Cuiviegurth	Whip 162	No	Evil	COMBAT - Increases damage by 750 points.

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of an encounter involving Artamir at 1519.

There are rumors of a public execution involving Daniel and Marhwini.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 2339

In the Warm climate of the Hills & Rough of 2339, a conflict took place in the early afternoon under a clear sky.

At the head of a loud and exuberant army rode **Regent Null** of the nation of the Lands. The mount on which he rode pranced mightily at the head of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1163 Lesser Dúnadan horsemen w/broadswords	wooden	bronze/steel	ragged ranks

At the head of a loud and exuberant army rode **Veteran Silion** of the nation of the Benîm an Pharazôn. The mount on which she rode pranced mightily at the head of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
2653 Mixed Mannish horsemen w/shortswords	bronze/steel	bronze/steel	ragged ranks

The Camp of Shore flying the flag of the Plane is situated in the Hills & Rough here. It is fortified by a Tower.

Report from NullMy commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. The troops howled their readiness and it was difficult to restrain the front lines from striking before the attack order was given. Finally the order was shouted across the battlefield.. Charge!! Charge!! The men cheered as boulders and flying debris were hurled upon the enemy troops, but they also glanced anxiously above as hundreds of boulders and other flying debris devastated our troops.

Against the forces of Silion, 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.

Report from NullOur cavalry rode swiftly around and over the small hills and attacked the enemy savagely. The troops fought heroically, and I was proud to lead them. They fought with passion! However, we were overrun in less than a few hours.

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

Veteran Silion: 0 Food
 3 War machines

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

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.....
Aldhelm Demuret	690	StlGold	
Aldhelm Demuret	810	MovChar	2527
Cinard	755	JnCmpy	dark
Cinard	615	Assass	buraz
Dark	820	MovCmpy	2730
Dark	745	CreCmpy	
Dulish	690	StlGold	
Dulish	810	MovChar	2631
Earth	325	NatSell	fo 100
Earth	315	PrchCar	mi 104
Fire	325	NatSell	br 100
Fire	185	DnStNat	12
Klú Relortin	755	JnCmpy	dark
Klú Relortin	615	Assass	azog
Light	520	InfYour	
Light	810	MovChar	2336
Null	870	MovJoin	2137 earth
Null	230	AttEnemy	ch
Qesset	755	JnCmpy	dark
Qesset	620	Kidnap	silio
Tartas Izain	755	JnCmpy	dark
Tartas Izain	615	Assass	orkam
Water	520	InfYour	
Water	810	MovChar	2527
Wind	500	Double	suldu
Wind	810	MovChar	3018

Aldhelm Demuret



Ranks : Command 0 Agent 73 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 54
 Artifacts : None
 Spells (+0) : None

Aldhelm Demuret was located in the Hills & Rough at 2239.

He was ordered to steal the Gold. 276 Gold was stolen at Bauglira.

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

He is currently in the Hills & Rough at 2527. The Major Town/Tower of Linhir flying the flag of the South Kingdom is here.

Cinard



Ranks : Command 0 Agent 85 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 63
 Artifacts : None
 Spells (+0) : None

Cinard was located in the Hills & Rough at 2339.

He was ordered to assassinate a character. Burazog was assassinated.

He was ordered to join a company. He joined the company commanded by Dark .

He moved with the company to 2730.

He is traveling with Dark in the Hills & Rough at 2730. The City/Fort of Kadarêth flying the flag of the Benîm an Pharazôn is here.

Dark



Ranks : Command 69 Agent 0 Emissary 0 Mage 45
 Health 100 Stealth 0 Challenge 80
 Artifacts : None

Spells (+0) : #406 Divine Army(98) #412 Research Artifact(100)
 #413 Scry Population Center(100) #415 Scry Area(92) #418 Locate Artifact(60)
 #428 Locate Artifact True(73)

Dark was located in the Hills & Rough at 2339.

He was ordered to create a company. A company was created.

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

He commands a company in the Hills & Rough at 2730. The City/Fort of Kadarêth flying the flag of the Benîm an Pharazôn is here.

Dulish



Ranks : Command 0 Agent 48 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 36
 Artifacts : None
 Spells (+0) : None

Dulish was located in the Hills & Rough at 2931.

He was ordered to steal the Gold. 2184 Gold was stolen at Tawima.

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

He is currently in the Hills & Rough at 2631. The Town of Adûnazir flying the flag of the Benîm an Pharazôn is here.

Earth



Ranks : Command 41 Agent 0 Emissary 91 Mage 0
 Health 100 Stealth 0 Challenge 55
 Artifacts : None
 Spells (+0) : None

Earth was located in the Mixed Forest at 2137.

He was ordered to purchase from the caravans. 104 Mithril were bought for 1581 Gold.

He was ordered to have the nation sell to the caravans. 10727 Food were sold for 12872 Gold.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He commands an army in the Mixed Forest at 2137. The City/Fort of Hills flying the flag of the Lands is here.

Fire



Ranks : Command 72 Agent 53 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 81
 Artifacts : None
 Spells (+0) : None

Fire was located in the Mixed Forest at 2137.

He was ordered to downgrade our relations. Our relations with the Sheri-Urk were downgraded.

He was ordered to have the nation sell to the caravans. 2344 Bronze were sold for 2813 Gold.

He is currently in the Mixed Forest at 2137. The City/Fort of Hills flying the flag of the Lands is here.

Kl Relortin



Ranks : Command 0 Agent 83 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 62
 Artifacts : None
 Spells (+0) : None

Klú Relortin was located in the Hills & Rough at 2339.

He was ordered to assassinate a character. Azog was assassinated.

He was ordered to join a company. He joined the company commanded by Dark .

He moved with the company to 2730.

He is traveling with Dark in the Hills & Rough at 2730. The City/Fort of Kadarêth flying the flag of the Benîm an Pharazôn is here.

Light



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

Light was located in the Hills & Rough at 2734.

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

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

He is currently in the Hills & Rough at 2336. The Camp of Amrûn flying the flag of the Lands is here.

Null



Ranks : Command 62 Agent 0 Emissary 0 Mage 48
 Health 100 Stealth 0 Challenge 74
 Artifacts : None

Spells (+0) : #412 Research Artifact(78) #413 Scry Population Center(72)
 #415 Scry Area(56) #418 Locate Artifact(68) #428 Locate Artifact True(71)

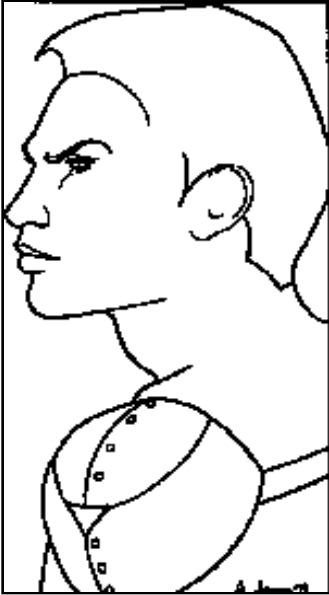
Null was located in the Hills & Rough at 2339.

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

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

He is traveling with Earth in the Mixed Forest at 2137. The City/Fort of Hills flying the flag of the Lands is here.

Qeset



Ranks : Command 0 Agent 83 (118) Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 108
 Artifacts : #55 Ring of Curufin #85 Stinging Tongue #91 Sulhelka
 #108 Miramarth #111 Calris #117 Helm of the Dark
 Spells (+0) : None

Qeset was located in the Hills & Rough at 2339.

He was ordered to kidnap a character. Silion was kidnaped.

He was ordered to join a company. He joined the company commanded by Dark .

He moved with the company to 2730.

He is traveling with Dark in the Hills & Rough at 2730. The City/Fort of Kadarêth flying the flag of the Benîm an Pharazôn is here.

Tartas Izain



Ranks : Command 0 Agent 85 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 63
 Artifacts : #162 Cuiviegurth
 Spells (+0) : None

Tartas Izain was located in the Hills & Rough at 2339.

He was ordered to assassinate a character. Orkamûr was assassinated.

He was ordered to join a company. He joined the company commanded by Dark .

He moved with the company to 2730.

He is traveling with Dark in the Hills & Rough at 2730. The City/Fort of Kadarêth flying the flag of the Benîm an Pharazôn is here.

Water



Ranks : Command 0 Agent 0 Emissary 96 Mage 0
 Health 100 Stealth 0 Challenge 48
 Artifacts : None
 Spells (+0) : None

Water was located in the Mixed Forest at 2135.

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

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

He is currently in the Hills & Rough at 2527. The Major Town/Tower of Linhir flying the flag of the South Kingdom is here.

Wind



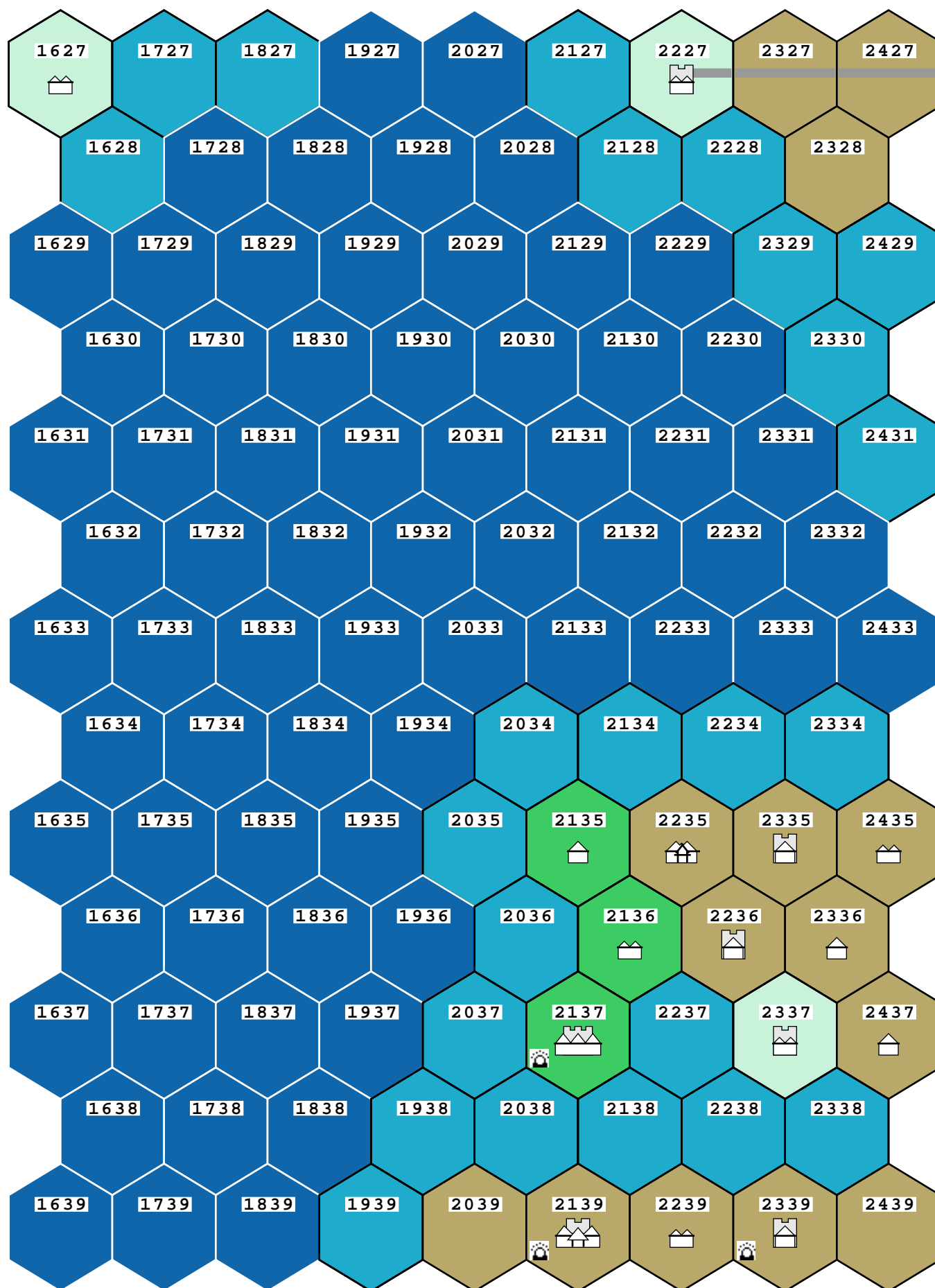
Ranks : Command 0 Agent 0 Emissary 87 Mage 0
Health 100 Stealth 0 Challenge 43
Artifacts : None
Spells (+0) : None

Wind was located in the Hills & Rough at 3506.

He was ordered to recruit a double agent. Sûldun is now our double agent.

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

He is currently in the Open Plains at 3018.



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

Dulish (ID: dulis) @ 2631 Agent

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

Earth (ID: earth) @ 2137 Command Emissary

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

```
Fire (ID: fire ) @ 2137 Command Agent
```

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

Klú Relortin (ID: klu r) @ 2730 Agent

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

Light (ID: light) @ 2336 Emissary

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

Null (ID: null) @ 2137 Command Mage

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

Qesset (ID: qesse) @ 2730 Agent

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

Tartas Izain (ID: tarta) @ 2730 Agent

<table border="0" style="width: 100%;"> <tr> <td style="width: 15%;">Order</td> <td style="width: 5%;">-></td> <td style="width: 10%;"># _____</td> <td style="width: 20%;">Code _____</td> <td style="width: 50%;">Type _____</td> </tr> <tr> <td colspan="5" style="height: 10px;"></td> </tr> <tr> <td colspan="5">Required _____</td> </tr> <tr> <td colspan="5">Information _____</td> </tr> <tr> <td colspan="5">_____</td> </tr> </table>	Order	->	# _____	Code _____	Type _____						Required _____					Information _____					_____					<table border="0" style="width: 100%;"> <tr> <td style="width: 15%;">Order</td> <td style="width: 5%;">-></td> <td style="width: 10%;"># _____</td> <td style="width: 20%;">Code _____</td> <td style="width: 50%;">Type _____</td> </tr> <tr> <td colspan="5" style="height: 10px;"></td> </tr> <tr> <td colspan="5">Required _____</td> </tr> <tr> <td colspan="5">Information _____</td> </tr> <tr> <td colspan="5">_____</td> </tr> </table>	Order	->	# _____	Code _____	Type _____						Required _____					Information _____					_____				
Order	->	# _____	Code _____	Type _____																																															
Required _____																																																			
Information _____																																																			

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

Water (ID: water) @ 2527 Emissary

Order	->	#	Code	Type
Required				
Information				

Wind (ID: wind) @ 3018 Emissary

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