

MEPBM Games
presents

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 143



Rhosgobel

Victory points : 933
 Victory Conditions :
 To hold at game end the population center of East at 3422.
 To hold at game end the artifact: Ring of Impersonation #121.
 To terminate 10 characters by personal challenge or by assassination.
 To see to the termination of Cagan by any means whatsoever.
 To hold in stores at game end the greatest amount of Mithril.

Top 3 Free Peoples :

Frost Men [1225] Aerithryn [1175] Rhosgobel [933]

Special Nation Abilities :
 #02 Scout/recon at +20 to normal skill rank.
 #12 New commanders start at rank up to 40.
 #21 Hire new armies at no cost.
 #25 Can learn lost conjure food spell.

Internet G143N09
 RON GULLON 109653
 NONE
 NONE
 NONE

Game #	:	143
Player #	:	9
Turn #	:	4
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	1360
Special Service	:	YES

Rhosgobel

(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	#10 Half-Orcs	: Tolerated
#11 Galadhrim	: Tolerated	#12 Drib Le Chin	: Disliked	#13 Ull Navala	: Disliked
#14 Farrely	: Hated	#15 Nacth Strum	: Disliked	#16 Shadowborn	: Disliked
#17 Heathen Kings	: Disliked	#18 Vampiric Order	: Disliked	#19 Scourge	: Disliked
#20 Black Numenroeans	: Disliked	#21 Enlightned Shadow	: Neutral	#22 Fallen	: Neutral
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karamaikos	: Neutral

POPULATION CENTERS

Asgrad Location : @ 2810 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 66	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 0 0 0 373 97 0 0				
Current stores	0 0 0 0 1126 2135 0 -				

A large army bearing the banner of the Rhosgobel under Veteran Nobel is here.
An army bearing the banner of the Rhosgobel under Veteran Winston is here.

Edinwode Location : @ 2908 in Mixed Forest Climate is Mild

Size : Town	Fortifications : None	Loyalty : 59	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 0 0 0 194 135 0 0				
Current stores	0 0 0 0 582 0 0 -				

Erebor Location : @ 3107 in Mountains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 23	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 220 0 30 0 0 0 1300				
Current stores	0 220 0 0 0 0 0 -				

Esgaroth Location : @ 3010 in Mixed Forest Climate is Mild

Size : Major Town	Fortifications : Fort	Loyalty : 49	Docks : Port	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 0 0 0 378 115 0 0				
Current stores	0 18 0 0 756 0 0 -				

Genfel Location : @ 3009 in Mixed Forest Climate is Mild

Size : Town	Fortifications : None	Loyalty : 52	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 0 0 0 275 97 0 0				
Current stores	0 0 0 0 0 0 0 -				

A small army bearing the banner of the Frost Men under Lord Iron Helm is here.

Gilduin Location : @ 2808 in Hills & Rough Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 64	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 0 50 0 0 153 0 1300				
Current stores	0 0 100 0 5 0 0 -				

A large army bearing the banner of the Rhosgobel under Captain Sunzi is here.

A small army bearing the banner of the Drib Le Chin under Commander Zerbert is here.

Iron Keep Location : @ 3506 in Hills & Rough Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 32	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 0 130 0 0 0 24 1300				
Current stores	0 0 260 0 0 0 48 -				

Paleduin Location : @ 2708 in Hills & Rough Climate is Mild
 Size : Camp Fortifications : None Loyalty : 75 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 234 170 90 0 0 0 0 0
 Current stores 702 170 180 0 5 0 0 -

Pellmurthy Location : @ 4312 in Mixed Forest Climate is Mild
 Size : Camp Fortifications : None Loyalty : 31 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 230 0 0 711 387 0 0
 Current stores 0 230 0 0 711 0 0 -

Pennywool Location : @ 2710 in Mixed Forest Climate is Mild
 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 0 351 351 0 0
 Current stores 0 0 0 0 0 0 0 -

Solnitsata (Capital) Location : @ 2909 in Mixed Forest Climate is Mild
 Size : City Fortifications : Fort Loyalty : 99 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 22 0 52 47 0 0
 Current stores 0 0 22 0 155 0 0 -

A small army bearing the banner of the Rhosgobel under Hero Avicenna is here.

An army bearing the banner of the Rhosgobel under Captain Belesarius is here.

Whitecross Location : @ 4110 in Open Plains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 33 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 243 0 0 0 423 0 9 0
 Current stores 0 0 0 0 0 0 0 -

ARMIES AND NAVIES

Army Commander : Hero Avicenna Location : @ 2909 in Mixed Forest Climate is Mild
 Army morale : 10 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 10 10 0 300 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 828
 War machines 0

The City/Fort of Solnitsata flying the flag of the Rhosgobel is here.

An army bearing the banner of the Rhosgobel under Captain Belesarius is here.

Army Commander : Captain Belesarius Location : @ 2909 in Mixed Forest Climate is Mild
 Army morale : 48 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 10 10 0 500 Heavy Infantry
 Mixed Northman footmen w/hand axes 40 40 40 400 Light Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 960 Low Supplies !!
 War machines 5

The City/Fort of Solnitsata flying the flag of the Rhosgobel is here.

A small army bearing the banner of the Rhosgobel under Hero Avicenna is here.

Army Commander : Veteran Nobel Location : @ 2810 in Mixed Forest Climate is Mild
 Army morale : 15 Warships : 0 Transports : 0 (6) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 10 10 0 1400 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 1397 Low Supplies !!
 War machines 0
 Characters traveling with army : - Brutus.
 The Town/Tower of Asgrad flying the flag of the Rhosgobel is here.
 An army bearing the banner of the Rhosgobel under Veteran Winston is here.

Army Commander : Captain Sunzi Location : @ 2808 in Hills & Rough Climate is Mild
 Army morale : 1 Warships : 0 Transports : 0 (6) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 11 27 20 1500 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
 Characters traveling with army : - Lugvoi.
 The Camp of Gilduin flying the flag of the Rhosgobel is here.
 A small army bearing the banner of the Drib Le Chin under Commander Zerbert is here.

Army Commander : Veteran Winston Location : @ 2810 in Mixed Forest Climate is Mild
 Army morale : 35 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 10 30 30 400 Heavy Infantry
 Mixed Northman footmen w/hand axes 40 40 40 100 Light Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 240 Low Supplies !!
 War machines 0
 The Town/Tower of Asgrad flying the flag of the Rhosgobel is here.
 A large army bearing the banner of the Rhosgobel under Veteran Nobel is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	17296	12929	1515	1734	85009	13810	1466
Purchase at market price/unit	3	4	8	24	2	4	13
Sell to market price/unit	2	3	5	17	1	3	9

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 17800	Leather	702	477
Pop Centers : 3000	Bronze	638	620
Characters : 11880	Steel	562	292
	Mithril	0	30
Total : 32680	Food	3340	2757
	Timber	2135	1382
Current Tax rate : 60%	Mounts	48	33
Revenue expected next turn : 23400 (-9280)			
Current Gold reserve : 17254			

Ritual character terminations: 0

Ships have been left anchored at the following locations:

8 transports at hex 3010

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:

Name of artifact	#	Location
Durlachiel	73	Fawkes has hidden it in the City of Solnitsata at 2909
Maikarama	211	Fawkes has hidden it in the City of Solnitsata at 2909

NATION MESSAGES

Our populace reports that a season change is imminent!

ENCOUNTER MESSAGES

Report from the camp at 2808.

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.

Report from the city at 2909.

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.

Report from the town at 2810.

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.

Report from the camp at 2710.

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.

Report from the camp at 2708.

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 2809**

In the Cool climate of the Mountains of 2809, a conflict took place in the early afternoon under an overcast sky.

At the head of a rebellious army rode **Commander 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
400 Lesser Mannish horsemen w/scimitars	steel	steel	solid ranks

The Camp of Orodnim flying the flag of the Rhosgobel is situated in the Mountains here.

After the battle.... Zerbert's forces found no enemy armies to fight.

The battle for Orodnim 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.... Zerbert's army survived the attack on the Camp, but suffered minor losses. Zerbert appeared to have survived. The Camp has been reduced to a Ruins. The Ruins of Orodnim now flies no known flag.

SPECIAL MESSAGES

FREE TURNS! Do you have any friends that would enjoy playing ME-PBM? MEPBM will credit you with a free turn for each NEW player that signs up and mentions your name (New players can only mention one name). If you would like to start a game with several friends, just let us know! Please try to collect all names & required funds, and mail together, when joining with friends. Current player set-ups are: £5.00, new player registrations are: £10.00

Front Sheet

The FrontSheet is now in the main body of the email of each turn you get. This also includes nations available, new games starting up, generic message from us about other aspects of the game as well as game reports. It also has your balance and the conta

ME-PBM Forum and ME-PBM Mailing List

This is to let you know that we have started an ME-PBM forum on our web site. The address for the web site is www.MiddleEarthGames.com. 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.....
Avicenna	770	HrArmy	300 hi ^ ^ 828
Avicenna	850	MovArmy	w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Belesarius	408	HvInfan	500 ^ ^
Belesarius	850	MovArmy	nw h h se ^ ^ ^ ^ ^ ^ ^ ^ no
Brutus	610	GrdChar	sunzi
Brutus	780	TrComm	nobel y
Cato the Younger	555	CreCmp	Pennywool
Cato the Younger	810	MovChar	2909
Delano	555	CreCmp	Whitecross
Delano	810	MovChar	3506
Fawkes	555	CreCmp	Clifton
Fawkes	810	MovChar	3009
Lugvoi	610	GrdChar	brutu
Lugvoi	710	PrenMgy	
Nobel	330	CstCjSp	510 750
Nobel	408	HvInfan	300 ^ ^
Ptolemy	325	NatSell	mi 100
Ptolemy	947	NatTran	2810 ti 100
Sunzi	430	TrpsMan	hi
Sunzi	860	ForcMar	ne nw ^ ^ ^ ^ ^ ^ ^ ^ no
Winston	408	HvInfan	400 br br
Winston	850	MovArmy	w w ^ ^ ^ ^ ^ ^ ^ ^ no

Avicenna



Ranks : Command 20 Agent 0 Emissary 0 Mage 32
 Health 100 Stealth 0 Challenge 37
 Artifacts : None

Spells (+0) : #104 Resistances(78) #108 Blessings(60) #510 Conjure Food(81)

Avicenna was located in the Mixed Forest at 3009.

She was ordered to hire an army. An army of 300 Heavy Infantry with 828 Food was hired.

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

She commands an army in the Mixed Forest at 2909. The City/Fort of Solnitsata flying the flag of the Rhosgobel is here.

Belesarius



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

Spells (+0) : None

Belesarius was located in the Mixed Forest at 2909.

She was ordered to recruit some heavy infantry. 500 Heavy Infantry w/Wood weapons and No armor were recruited.

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

She commands an army in the Mixed Forest at 2909. The City/Fort of Solnitsata flying the flag of the Rhosgobel is here.

Brutus



Ranks : Command 10 Agent 48 Emissary 0 Mage 0
 Health 100 Stealth 10 Challenge 38
 Artifacts : None

Spells (+0) : None

Brutus was located in the Mixed Forest at 2810.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to guard a character. Sunzi was guarded. He spotted Eman Al-Obeidy while performing his guarding.

He was ordered to transfer the command. The command was transferred to Nobel. He joined the army.

He is traveling with Nobel in the Mixed Forest at 2810. The Town/Tower of Asgrad flying the flag of the Rhosgobel is here.

Cato the Younger



Ranks : Command 0 Agent 0 Emissary 42 Mage 0
 Health 100 Stealth 0 Challenge 21
 Artifacts : None
 Spells (+0) : None

Cato the Younger was located in the Mixed Forest at 2710.

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

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

He is currently in the Mixed Forest at 2909. The City/Fort of Solnitsata flying the flag of the Rhosgobel is here.

Delano



Ranks : Command 0 Agent 0 Emissary 70 Mage 0
 Health 100 Stealth 0 Challenge 35
 Artifacts : None
 Spells (+0) : None

Delano was located in the Open Plains at 4110.

She was ordered to create a camp. A camp named Whitecross was created.

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

She has encountered a crevice in the hillside which can be investigated.

She is currently in the Hills & Rough at 3506. The Camp of Iron Keep flying the flag of the Rhosgobel is here.

Fawkes



Ranks : Command 30 Agent 10 Emissary 53 Mage 0
 Health 100 Stealth 0 Challenge 38
 Artifacts : None
 Spells (+0) : None

Fawkes was located in the Shore/Plains at 3611.

He was ordered to create a camp. He was not able to complete the creation of the camp because there was insufficient populace. Continued efforts may succeed.

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

He is currently in the Mixed Forest at 3009. The Town of Genfel flying the flag of the Rhosgobel is here.

Lugvoi



Ranks : Command 0 Agent 51 Emissary 0 Mage 32
 Health 100 Stealth 10 Challenge 46
 Artifacts : None

Spells (+0) : #406 Divine Army(78) #419 Divine Nation Forces(64)
 #510 Conjure Food(50)

Lugvoi was located in the Mixed Forest at 2810.

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

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

She moved with the army to 2808.

She is traveling with Sunzi in the Hills & Rough at 2808. The Camp of Gilduin flying the flag of the Rhosgobel is here.

Nobel



Ranks : Command 10 Agent 0 Emissary 0 Mage 30
 Health 100 Stealth 0 Challenge 32
 Artifacts : None

Spells (+0) : #210 Words of Calm(100) #220 Words of Agony(75)
 #510 Conjure Food(66)

Nobel was located in the Mixed Forest at 2810.

He was ordered to cast a conjuring spell. Conjure Food was cast. 750 Food was conjured.

He was ordered to recruit some heavy infantry. 300 Heavy Infantry w/Wood weapons and No armor were recruited.

He commands an army in the Mixed Forest at 2810. The Town/Tower of Asgrad flying the flag of the Rhosgobel is here.

Ptolemy



Ranks : Command 0 Agent 0 Emissary 0 Mage 33
 Health 100 Stealth 0 Challenge 33
 Artifacts : None

Spells (+0) : #413 Scry Population Center(95) #415 Scry Area(91)
 #510 Conjure Food(59)

Ptolemy was located in the Mixed Forest at 2909.

He was ordered to have the nation sell to the caravans. 60 Mithril were sold for 3060 Gold.

He was ordered to have the nation transport by the caravans. 1844 Timber (+10%) transported to Asgrad.

He is currently in the Mixed Forest at 2909. The City/Fort of Solnitsata flying the flag of the Rhosgobel is here.

Sunzi



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

Sunzi was located in the Mixed Forest at 2810.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to put some troops on maneuvers. The maneuvers for the Heavy Infantry were completed.

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

He commands an army in the Hills & Rough at 2808. The Camp of Gilduin flying the flag of the Rhosgobel is here.

Winston



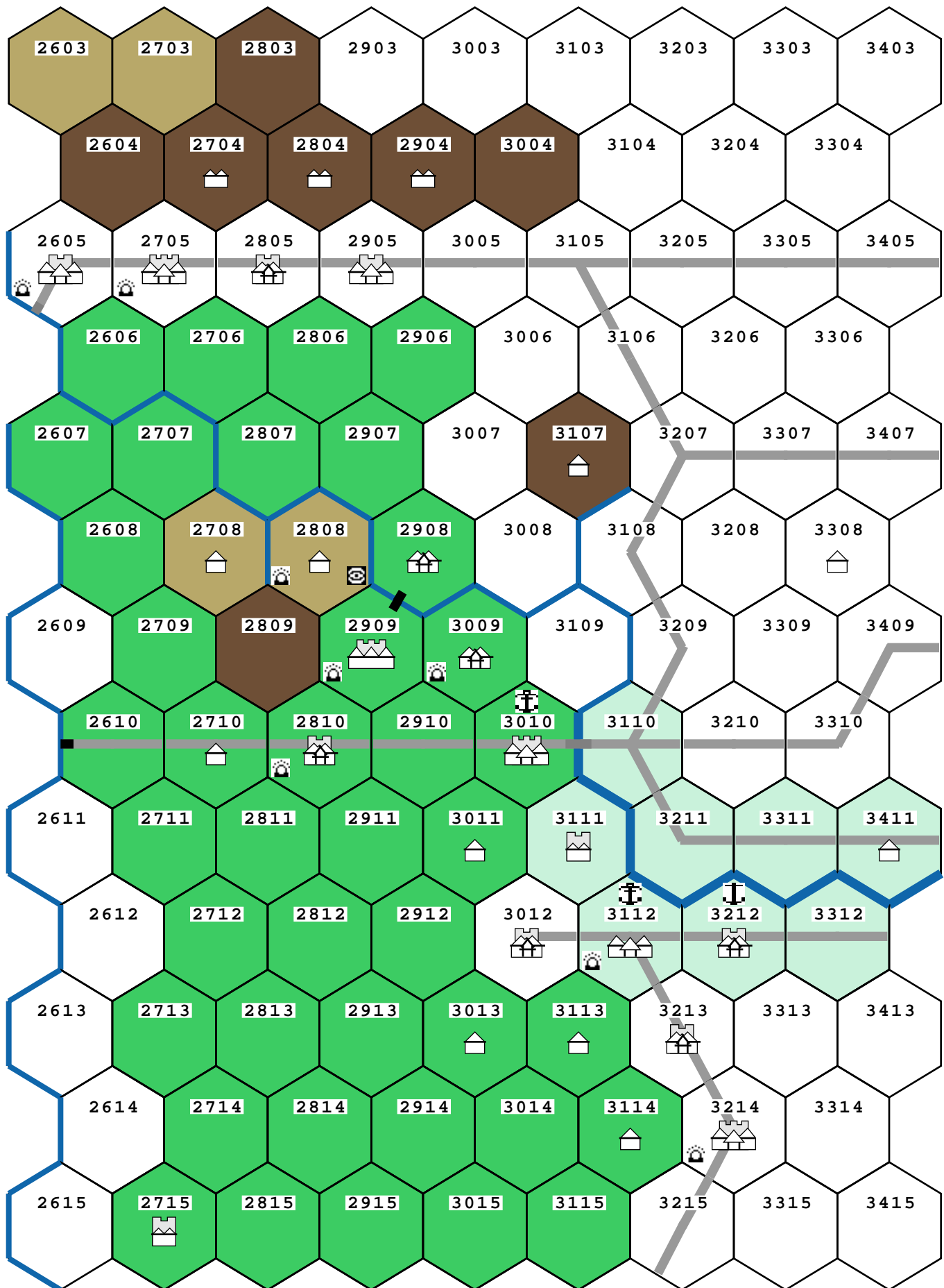
Ranks : Command 10 Agent 10 Emissary 19 Mage 0
 Health 100 Stealth 0 Challenge 29+
 Artifacts : None
 Spells (+0) : None

Winston was located in the Mixed Forest at 3010.

He was ordered to recruit some heavy infantry. 400 Heavy Infantry w/Bronze weapons and Bronze armor were recruited.

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

He commands an army in the Mixed Forest at 2810. The Town/Tower of Asgrad flying the flag of the Rhosgobel is here.



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

Cato the Younger (ID: cato) @ 2909 Emissary

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

Delano (ID: delan) @ 3506 Emissary

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

Fawkes (ID: fawke) @ 3009 Command Agent Emissary

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

Lugvoi (ID: lugvo) @ 2808 Agent Mage

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

Nobel (ID: nobel) @ 2810 Command Mage

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

Ptolemy (ID: ptole) @ 2909 Mage

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

Sunzi (ID: sunzi) @ 2808 Command

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

Winston (ID: winst) @ 2810 Command Agent Emissary

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