

**MEPBM Games**

**presents**

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



GAME # 47



**North Kingdom**

Victory points : 1600

Victory Conditions :

To connect and hold at game end the population center of Linhir at 2527.  
To connect and hold at game end the population center of Lagalen at 1801.  
To see to the termination of Zirion by any means whatsoever.  
To see to the termination of Sarah Redblade by any means whatsoever.  
To hold at game end the artifact: Horse-slayer #159.

Top 3 Positions :

**Beogrim [ 1517 ] Riverlands [ 1475 ] Wardens [ 1308 ]**

Special Nation Abilities :

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

Internet G047N01  
JEREMY RICHMAN 109250  
NONE  
NONE  
NONE

Game # : 47  
Player # : 1  
Turn # : 32  
Account : \$ 0.00  
Free Turns : 0  
Security Code : 1225  
Special Service : YES

# North Kingdom

(A Neutral)

Season : Winter

## RELATIONS WITH OTHER NATIONS

# 2 South Kingdom	: Friendly	# 3 Duaron	: Hated	# 4 Stonekeep's Watch	: Hated
# 5 Wardens	: Disliked	# 6 Nurn Freeholders	: Disliked	# 7 Daloriennes	: Disliked
# 8 Vallian	: Disliked	# 9 Esgal Edhel	: Hated	#10 Beogrim	: Disliked
#11 Dothraki	: Disliked	#12 Hastily Patient	: Hated	#13 Haven's Bane	: Disliked
#14 Unseeing Eye	: Hated	#15 Gondimarim	: Disliked	#16 Isteroth Kingdom	: Disliked
#17 Clavero	: Disliked	#18 Cechove	: Disliked	#19 Tsalagi	: Hated
#20 Corsairs	: Disliked	#21 Nothraman	: Disliked	#22 Eriadorian	: Friendly
#23 Shadow Crew	: Tolerated	#24 Riverlands	: Friendly	#25 Deepwood Rangers	: Tolerated

## POPULATION CENTERS

**Ampano** Location : @ 2313 in Mountains Climate is Severe

Size : Village	Fortifications : None	Loyalty : 55	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	74	0	3	0	0	0	400
Current stores	0	1580	0	44	0	0	0	-

**Androth** Location : @ 2312 in Open Plains Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 42	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	36	0	0	0	219	0	6	0
Current stores	455	0	0	0	633	0	132	-

**Annúminas (Capital)** Location : @ 1108 in Hills & Rough Climate is Cold

Size : City	Fortifications : Keep	Loyalty : 100	Docks : Port	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	57	0	0	0	0	3	1800
Current stores	2564	1113	2258	431	0	10	1179	-

A large army bearing the banner of the North Kingdom under Lord Tabaya Kas is here.

**Arcadia** Location : @ 1718 in Open Plains Climate is Mild

Size : Major Town	Fortifications : None	Loyalty : 44	Docks : None	Hidden ? : No	Sieged ? : YES			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	86	0	0	0	97	0	4	0
Current stores	0	0	67	0	0	0	0	-

**Baete** Location : @ 2022 in Mountains Climate is Severe

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	88	0	8	0	0	0	600
Current stores	0	1892	0	109	0	0	0	-

**Beholden** Location : @ 0814 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : Tower	Loyalty : 38	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	837	108	0	0
Current stores	0	0	0	0	1364	609	0	-

**Betrel** Location : @ 2213 in Mountains Climate is Severe

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	64	20	12	0	0	0	0
Current stores	0	1248	110	151	0	0	0	-

**Dagger Dale** Location : @ 0712 in Mountains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 42	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	67	14	0	0	0	660
Current stores	0	0	403	199	0	0	0	-

**Den Haven**

Location : @ 2013 in Open Plains Climate is Mild

Size : Camp	Fortifications : None		Loyalty : 57	Docks : None	Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	90	0	0	0	288	0	9	0
Current stores	450	0	0	0	469	0	126	-

**Dungortheb**

Location : @ 1311 in Hills &amp; Rough Climate is Mild

Size : City	Fortifications : Castle		Loyalty : 83	Docks : None	Hidden ? : No	Sieged ? : No		
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	58	0	36	0	0	0	5	0
Current stores	310	0	144	0	0	0	46	-

**Emenduin**

Location : @ 1208 in Hills &amp; Rough Climate is Cold

Size : Village	Fortifications : None		Loyalty : 35	Docks : None	Hidden ? : No	Sieged ? : No		
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	48	0	250	0	0	900
Current stores	0	0	288	0	670	0	0	-

**Esgal Imlad**

Location : @ 2209 in Hills &amp; Rough Climate is Warm

Size : Major Town	Fortifications : Tower		Loyalty : 42	Docks : None	Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	64	0	0	0	0	12	1000
Current stores	0	288	0	0	0	0	1392	-

**Fornost Erain**

Location : @ 1407 in Hills &amp; Rough Climate is Cold

Size : Major Town	Fortifications : None		Loyalty : 55	Docks : None	Hidden ? : No	Sieged ? : No		
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	98	0	5	1440
Current stores	0	0	0	0	263	0	96	-

**Frostrune**

Location : @ 2019 in Mountains Climate is Severe

Size : Village	Fortifications : Tower		Loyalty : 57	Docks : None	Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	48	10	0	0	0	600
Current stores	0	0	408	53	0	0	0	-

**Geshaan**

Location : @ 1211 in Shore/Plains Climate is Mild

Size : Village	Fortifications : Tower		Loyalty : 33	Docks : None	Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	274	0	0	0	446	0	65	0
Current stores	1337	0	0	0	727	0	520	-

**Haira**

Location : @ 1310 in Mixed Forest Climate is Mild

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	324	324	14	0
Current stores	0	0	0	0	528	1827	112	-

**Henva**

Location : @ 0707 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	243	0	0	0	270	0	18	0
Current stores	719	0	0	0	440	0	72	-

**Hornburg**

Location : @ 2121 in Mountains Climate is Severe

Size : Village	Fortifications : Tower		Loyalty : 53	Docks : None	Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	93	0	3	0	0	0	800
Current stores	0	1994	0	44	0	0	0	-

**Intyalä**

Location : @ 0511 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : None		Loyalty : 37	Docks : None	Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	414	216	0	0
Current stores	0	0	0	0	675	1076	0	-

**Isen Tor** Location : @ 1916 in Hills & Rough Climate is Mild  
 Size : Village Fortifications : None Loyalty : 59 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 151 0 112 0 0 0 0 1000  
 Current stores 151 0 672 0 0 0 0 -

**Lasix** Location : @ 0612 in Mixed Forest Climate is Mild  
 Size : Camp Fortifications : Tower Loyalty : 26 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 270 288 0 0  
 Current stores 0 0 0 0 440 1624 0 -

**Lazarus Hold** Location : @ 1920 in Open Plains Climate is Mild  
 Size : Major Town Fortifications : Tower Loyalty : 53 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 50 0 0 0 263 0 7 0  
 Current stores 250 0 0 0 373 0 28 -

Foreign characters reported in the hex : - Soil Nūnaw.

*A large army bearing the banner of the Riverlands under General Pon Opar is here.*

**Lesra** Location : @ 1511 in Hills & Rough Climate is Mild  
 Size : Village Fortifications : None Loyalty : 27 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 112 0 0 0 22 1000  
 Current stores 0 0 448 0 0 0 176 -

**Metro Plexus** Location : @ 0713 in Mixed Forest Climate is Mild  
 Size : City Fortifications : None Loyalty : 73 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 149 38 0 910  
 Current stores 0 0 0 0 243 214 0 -

**Moria** Location : @ 2212 in Mountains Climate is Severe  
 Size : City Fortifications : Tower Loyalty : 97 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 26 0 2 0 0 0 640  
 Current stores 0 548 0 20 0 0 0 -

A small army bearing the banner of the North Kingdom under Commander Dabadda is here.

**Narmo Mente** Location : @ 2111 in Hills & Rough Climate is Cold  
 Size : Camp Fortifications : None Loyalty : 30 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 285 0 3 900  
 Current stores 0 0 0 0 786 0 73 -

**Oconaluftee** Location : @ 0506 in Mixed Forest Climate is Mild  
 Size : Major Town Fortifications : None Loyalty : 62 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 126 58 0 0  
 Current stores 0 0 0 0 205 327 0 -

**Ras Sir** Location : @ 1910 in Open Plains Climate is Cold  
 Size : Camp Fortifications : None Loyalty : 53 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 72 0 0 0 105 0 9 0  
 Current stores 226 0 0 0 105 0 192 -

**Rhandir** Location : @ 1608 in Hills & Rough Climate is Cold  
 Size : Village Fortifications : None Loyalty : 33 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 60 0 0 0 230 0 0 840  
 Current stores 681 0 0 0 617 0 0 -

**Rómenya** Location : @ 0813 in Mountains Climate is Cold  
 Size : Camp Fortifications : None Loyalty : 41 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 108 0 12 0 0 0 600  
 Current stores 0 1008 0 87 0 0 0 -

**Satinka** Location : @ 0206 in Mixed Forest Climate is Mild  
 Size : Major Town Fortifications : None Loyalty : 53 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 252 108 0 0  
 Current stores 0 0 0 0 411 1108 0 -

**Shadow Dale** Location : @ 0711 in Hills & Rough Climate is Mild  
 Size : Village Fortifications : None Loyalty : 29 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 64 0 0 0 22 1100  
 Current stores 0 0 256 0 0 0 176 -

**Shathûr** Location : @ 0906 in Open Plains Climate is Cold  
 Size : Village Fortifications : None Loyalty : 38 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 82 0 0 0 257 0 2 0  
 Current stores 954 0 0 0 689 0 46 -

**Solakhir** Location : @ 1006 in Hills & Rough Climate is Cold  
 Size : Village Fortifications : None Loyalty : 58 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 0 67 7 840  
 Current stores 0 0 0 0 0 898 140 -

**Tantûruk** Location : @ 1410 in Hills & Rough Climate is Mild  
 Size : Village Fortifications : None Loyalty : 15 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 202 0 0 0 0 0 22 1100  
 Current stores 986 0 0 0 0 0 176 -

**Tawima** Location : @ 1510 in Hills & Rough Climate is Mild  
 Size : Town Fortifications : None Loyalty : 28 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 78 0 0 0 0 11 1500  
 Current stores 0 936 0 0 0 0 88 -

**Thiach** Location : @ 0611 in Mixed Forest Climate is Mild  
 Size : Village Fortifications : None Loyalty : 41 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 418 94 0 0  
 Current stores 0 0 0 0 681 545 0 -

**Tintina** Location : @ 2311 in Mountains Climate is Severe  
 Size : Village Fortifications : None Loyalty : 63 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 29 6 0 0 0 560  
 Current stores 0 0 158 89 0 0 0 -

Foreign characters reported in the hex : **Ulfarin - Waulfa III - Yimlach.**

**Tis See Woon Na** Location : @ 0403 in Shore/Plains Climate is Mild  
 Size : Town Fortifications : Tower Loyalty : 55 Docks : Harbor Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 216 0 0 0 265 0 16 0  
 Current stores 1054 0 0 0 432 0 128 -

**Tucked** Location : @ 2807 in Mixed Forest Climate is Severe  
 Size : Camp Fortifications : None Loyalty : 21 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 164 32 0 0  
 Current stores 0 0 0 0 319 255 0 -

**Tyarretta** Location : @ 1010 in Open Plains Climate is Mild  
 Size : Village Fortifications : Tower Loyalty : 44 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 360 0 0 0 425 0 65 0  
 Current stores 1757 0 0 0 693 0 520 -

**Vale of the Seer** Location : @ 0614 in Mixed Forest Climate is Mild  
 Size : Major Town Fortifications : None Loyalty : 37 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 97 83 0 0  
 Current stores 0 0 0 157 238 699 0 -

**Weathertop** Location : @ 1609 in Hills & Rough Climate is Mild  
 Size : Village Fortifications : Tower Loyalty : 48 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 184 0 238 0 0 2400  
 Current stores 0 0 736 0 388 0 0 -

**Yáressê** Location : @ 1312 in Open Plains Climate is Mild  
 Size : Village Fortifications : None Loyalty : 34 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 151 0 0 0 425 0 7 0  
 Current stores 737 0 0 466 693 0 56 -

A small army bearing the banner of the North Kingdom under Warlord Neraen Mearath is here.

## ARMIES AND NAVIES

**Army Commander : Regent Andamundo** Location : @ 2515 in Open Plains Climate is Cold  
 Army morale : 31 Warships : 0 Transports : 0 (10) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Dúnadan knights w/lances 10 10 0 192 Heavy Cavalry  
 Dúnadan footmen w/broadswords 23 10 0 2059 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 34 Low Supplies !!  
 War machines 0  
 The Camp/Tower of Eryntir flying the flag of the Beogrim is here.

**Army Commander : Lord Ashdam** Location : @ 1417 in Shore/Plains Climate is Mild  
 Army morale : 43 Warships : 0 Transports : 0 (8) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Dúnadan footmen w/broadswords 10 10 0 2000 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 1 Low Supplies !!  
 War machines 0

**Army Commander : Commander Dabadda** Location : @ 2212 in Mountains Climate is Severe  
 Army morale : 10 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Dúnadan footmen w/broadswords 10 10 0 500 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0  
 The City/Tower of Moria flying the flag of the North Kingdom is here.

**Army Commander : Lord Lothar** Location : @ 2415 in Open Plains Climate is Cold  
 Army morale : 32 Warships : 0 Transports : 0 (7) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Dúnadan footmen w/broadswords 10 10 0 1600 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0  
 The Village of Farothhand flying the flag of the Deepwood Rangers is here.

An army bearing the banner of the Beogrim under Captain Beodred is here.

An army bearing the banner of the Deepwood Rangers under Veteran Glanyssa is here.

A small army bearing the banner of the Dothraki under Lord Widfara is here.

**Army Commander : Warlord Neraen Mearath** Location : @ 1312 in Open Plains Climate is Mild  
 Army morale : 22 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Lesser Dúnadan archers w/crossbows 15 60 0 100 Archers  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 0 Out of Food !!  
 War machines 0  
 The Village of Yáressê flying the flag of the North Kingdom is here.

**Army Commander : Lord Tabaya Kas** Location : @ 1108 in Hills & Rough Climate is Cold  
 Army morale : 66 Warships : 0 Transports : 0 (16) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Dúnadan knights w/lances 10 60 60 2000 Heavy Cavalry  
 Dúnadan footmen w/broadswords 13 10 0 500 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 111 Low Supplies !!  
 War machines 0  
 Characters traveling with army : - Savgak.  
 The City/Keep of Annúminas flying the flag of the North Kingdom is here.

**Army Commander : General Tarkas Häs** Location : @ 1521 in Open Plains Climate is Mild  
 Army morale : 29 Warships : 0 Transports : 0 (23) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Dúnadan knights w/lances 37 20 50 3216 Heavy Cavalry  
 Lesser Dúnadan knights w/shortswords 99 50 50 139 Light Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 0 Out of Food !!  
 War machines 18  
 Characters traveling with army : - Llewi - Maeg Tylenon - Pathan.  
 The un-owned Ruins of Oculorem is here.

#### COMPANY COMMANDERS :

None

#### MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	22657	28057	3650	3918	1954	26292	1833
Purchase at market price/unit	3	3	10	18	3	3	15
Sell to market price/unit	1	1	4	8	1	1	7

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

Armies/Navies :	59851
Pop Centers :	9750
Characters :	34800
Total :	104401
Current Tax rate :	60%
Revenue expected next turn :	107090 (+2689)
Current Gold reserve :	19217

**Totals for Nation:****Stores****Production**

Leather	12631	2131
Bronze	10607	652
Steel	5948	720
Mithril	1850	70
Food	13082	7212
Timber	9192	1416
Mounts	5474	334

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

3 transports at hex 1108

**You have the following double agents:**

None

**You have the following hostages:**

Aariedne of the Duaron is held by Bauglir at 1321 - No Gold ransom demanded at this time.

**You possess the following artifacts:**

Name of artifact	Item	#	Latent	Alignment	Known Powers
Palantír of Orthanc	Orb	147	No	None	SCRYING - "Scout Area" on any hex.
Nightfang	Sword	183	No	None	COMBAT - Increases damage by 500 points.
Elfhewer	Scimitar	186	No	Evil	COMBAT - Increases damage by 500 points.

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

Name of artifact	#	Location
Nallagurth	16	Tarkas Häs has hidden it in the Coastal Waters at 1107
Silver Rod of Andúni	118	Tarkas Häs has hidden it in the Coastal Waters at 1107

**NATION MESSAGES**

*There are rumors of an armed conflict involving the Riverlands at 1817.  
The loyalty was influenced from the efforts or presence of Pallando the Blue at Tantûruk.  
Drû Dôr is no longer under our control.*

**ENCOUNTER MESSAGES****Encounter for Captain Brian Boru at 2209**

During the past several days, troops have noticed more and more giant Eagles flying above us in the skies. They fly higher than any bow shot can reach and seem to circle and watch our advance for hours on end. It is difficult to see their size because they are at such a great distance, but some of the troops swear that they are larger than any they have ever seen. One night, as camp was about to be set up, these Eagles came down out of a dark sky and attacked the troops. The battle was over in minutes and long before any type of successful defense could be had, their talons had raked along the bodies of our troops and had actually carried several of them away. The attack was unmerciful, very quick, and very deadly.



## COMBAT MESSAGES

### Battle at 1718

In the Mild climate of the Open Plains of 1718, a conflict took place in the early morning hours under an overcast sky.

At the head of a rebellious army rode **General Tarkas Häs** of the nation of the North Kingdom. 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
3799 Dúnadan knights w/lances	wooden/bronze	bronze/steel	ragged ranks
164 Lesser Dúnadan knights w/shortswords	bronze/steel	bronze/steel	elite

At the head of a demoralized army rode **Regent The Immortal** of the nation of the Shadow Crew. The mount on which he rode stood cautiously at the rear of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1679 Dunlending chariotmen w/spears	wooden/bronze	bronze/steel	solid ranks
692 Dunlending horsemen w/javelins	bronze	leather/bronze	exemplary

The City of Arcadia flying the flag of the Stonekeep's Watch is situated in the Open Plains here. It is fortified by a Castle, and it is under siege or attack.

After the battle.... Tarkas Häs's forces found no enemy armies to fight. The Immortal's forces found no enemy armies to fight.

The attacking war machines let loose with a barrage of aerial missiles that tore at the fortifications and inflicted some damage before the actual ground assault! The battle for Arcadia 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.... Tarkas Häs's army survived the attack on the City, but suffered minor losses. Tarkas Häs appeared to have survived. The Immortal's army survived the attack on the City, but suffered minor losses. The Immortal appeared to have survived. The City has been reduced to a Major Town. The Castle has been reduced to a Fort. The Major Town has been under siege/attack this turn. The Major Town now flies the flag of the North Kingdom.

## 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.....
Andamundo	860	ForcMar	se sw w ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Andamundo	925	Recon	
Ashdam	765	SplArmy	nerae ^ ^ ^ ^ ^ 100
Ashdam	860	ForcMar	se se se ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Bauglir	675	SabPort	
Bauglir	915	ScoHex	
Brennidan Meather	550	ImprPop	
Brennidan Meather	810	MovChar	1010
Brian Boru	555	CreCmp	^
Brian Boru	850	MovArmy	se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Dabadda	770	HrArmy	500 hi ^ ^ ^
Dabadda	215	RfsPers	
Faika	325	NatSell	mi 100
Faika	731	NamAgen	^ ^
Kynan Maernan	215	RfsPers	
Kynan Maernan	525	InfOthr	
Llewi	215	RfsPers	
Llewi	610	GrdChar	tarka
Lothar	860	ForcMar	h sw e ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Lothar	925	Recon	
Maeg Tyleneon	480	RmvFort	
Maeg Tyleneon	610	GrdChar	tarka
Nael Nereander	215	RfsPers	
Nael Nereander	525	InfOthr	
Neraen Mearath	555	CreCmp	^
Neraen Mearath	860	ForcMar	nw ne ne nw ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Pathan	215	RfsPers	
Pathan	860	ForcMar	sw sw sw w ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Savgak	185	DnStNat	4
Savgak	925	Recon	
Seamus Malaran	215	RfsPers	
Seamus Malaran	525	InfOthr	
Sean Laerunog	705	RsrchSp	415
Sean Laerunog	935	UsScArt	147 1120
Tabaya Kas	185	DnStNat	3
Tabaya Kas	948	TranCar	1108 1324 go 10000
Tarkas Häs	255	CptrPop	ch
Tarkas Häs	860	ForcMar	sw sw sw w ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Ulgundó	690	StlGold	
Ulgundó	810	MovChar	3329

Andamundo



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

Andamundo was located in the Open Plains at 2613.

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

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

***He commands an army in the Open Plains at 2515. The Camp/Tower of Eryntir flying the flag of the Beogrim is here.***

Ashdam



Ranks : Command 53 Agent 68 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 65  
 Artifacts : None  
 Spells (+0) : None

Ashdam was located in the Open Plains at 1315.

He was ordered to split the army. The army split was changed because no valid troops specified. Minimum size army created. The army split was changed because there were insufficient troops. The army was split. 0 Food was transferred.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced. Movement was stopped because the terrain prohibited movement.

***He commands an army in the Shore/Plains at 1417.***

Bauglir



Ranks : Command 0 Agent 85 Emissary 0 Mage 0  
 Health 51 Stealth 0 Challenge 63  
 Artifacts : None  
 Spells (+0) : None

Bauglir was located in the Mixed Forest at 1321.

He was ordered to sabotage the harbor/port. He was not able to sabotage the Port because of tight security.

He was ordered to scout the hex. A scout of the hex was attempted. Terrain is Mixed Forest. Climate is Mild. A City named Gorbana is here and fortified with a Tower, including a Port and Gorbana is owned by the Eriadorian and the hex has production of - Food: 490 Timber: 410 . Foreign forces present: - Neddett of the Eriadorian - Sirianna of the Duaron. Anchored ships reported: None.

***He is currently in the Mixed Forest at 1321. The City/Tower of Gorbana flying the flag of the Eriadorian is here.***

Brennidan Meather



Ranks : Command 0 Agent 0 Emissary 89 Mage 0  
 Health 100 Stealth 0 Challenge 44  
 Artifacts : None  
 Spells (+0) : None

Brennidan Meather was located in the Mixed Forest at 0614.

She was ordered to improve the population center size. Vale of the Seer was improved to a Major Town.

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

***She is currently in the Open Plains at 1010. The Village/Tower of Tyarretta flying the flag of the North Kingdom is here.***

Brian Boru



Ranks : Command 41 Agent 0 Emissary 82 Mage 10  
 Health 100 Stealth 0 Challenge 53  
 Artifacts : None  
 Spells (+0) : #308 Capital Return(63)

Brian Boru was located in the Hills & Rough at 2108.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to create a camp. He was not able to create the camp because there was insufficient populace.

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

He had a special encounter. See Encounter Messages.

The army commanded by Brian Boru has been disbanded because of minimum size requirements.

***He is currently in the Hills & Rough at 2209. The Major Town/Tower of Esgal Imlad flying the flag of the North Kingdom is here.***

Dabadda



Ranks : Command 32 Agent 0 Emissary 67 Mage 0  
 Health 100 Stealth 0 Challenge 41  
 Artifacts : None  
 Spells (+0) : None

Dabadda was located in the Mountains at 2212.

He was ordered to refuse all personal challenges.

He was ordered to hire an army. An army of 500 Heavy Infantry with 0 Food was hired.

***He commands an army in the Mountains at 2212. The City/Tower of Moria flying the flag of the North Kingdom is here.***

Faika



Ranks : Command 0 Agent 63 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 47  
 Artifacts : None  
 Spells (+0) : None

Faika was located in the Hills & Rough at 1108.

He was ordered to have the nation sell to the caravans. The stores sold was changed because the total product sold was more than the market purchase limit. 463 Mithril were sold for 29447 Gold.

He was ordered to name a new agent. No character name was provided. A new agent named Rulart was available.

*He is currently in the Hills & Rough at 1108. The City/Keep of Annúminas flying the flag of the North Kingdom is here.*

Kynan Maernan



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

Kynan Maernan was located in the Hills & Rough at 1918.

He was ordered to refuse all personal challenges.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Stonekeep. Current loyalty is perceived to be fair.

Kynan Maernan was assassinated.

Llewi



Ranks : Command 0 Agent 88 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 66  
 Artifacts : None  
 Spells (+0) : None

Llewi was located in the Open Plains at 1718.

He was ordered to refuse all personal challenges.

He was ordered to guard a character. Tarkas Häs was guarded.

He moved with the army to 1521.

*He is traveling with Tarkas Häs in the Open Plains at 1521. The un-owned Ruins of Oculorem is here.*

Lothar



Ranks : Command 54 Agent 0 Emissary 0 Mage 0  
 Health 56 Stealth 0 Challenge 54  
 Artifacts : None  
 Spells (+0) : None

Lothar was located in the Mixed Forest at 2414.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced. Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Widfara of the Dothraki with about 600 troops at 2415 - Beodred of the Beogrim with about 1300 troops at 2415 - Glanyssa of the Deepwood Rangers with about 1200 troops at 2415 - Sarah Redblade of the Deepwood Rangers with about 100 troops at 2315 - Padraic of the Deepwood Rangers with about 100 troops at 2314 - Lamronos of the Deepwood Rangers with about 1500 troops at 2314. See report below.

***He commands an army in the Open Plains at 2415. The Village of Farothhand flying the flag of the Deepwood Rangers is here.***

Maeg Tylenon



Ranks : Command 73 Agent 67 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 85  
 Artifacts : None  
 Spells (+0) : None

Maeg Tylenon was located in the Open Plains at 1718.

She was ordered to remove the fortifications. The fortifications were completely removed at Arcadia.

She was ordered to guard a character. Tarkas Häs was guarded.

She moved with the army to 1521.

***She is traveling with Tarkas Häs in the Open Plains at 1521. The un-owned Ruins of Oculorem is here.***

Nael Nereander



Ranks : Command 0 Agent 0 Emissary 90 Mage 0  
 Health 100 Stealth 0 Challenge 45  
 Artifacts : None  
 Spells (+0) : None

Nael Nereander was located in the Hills & Rough at 1918.

He was ordered to refuse all personal challenges.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Stonekeep. Current loyalty is perceived to be fair.

***He is currently in the Hills & Rough at 1918. The City/Keep of Stonekeep flying the flag of the South Kingdom is here.***

Neraen Mearath



Ranks : Command 70 Agent 0 Emissary 58 Mage 0  
 Health 100 Stealth 0 Challenge 77  
 Artifacts : None  
 Spells (+0) : None

Neraen Mearath was located in the Open Plains at 1315.

She was ordered to create a camp. She was not able to create the camp because there was insufficient populace.

She was ordered to force march the army. She accepted the forced march orders. Morale was reduced. Movement was stopped because the terrain restricted movement.

***She commands an army in the Open Plains at 1312. The Village of Yáressê flying the flag of the North Kingdom is here.***

Pathan



Ranks : Command 78 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 78  
 Artifacts : None  
 Spells (+0) : None

Pathan was located in the Open Plains at 1718.

He was ordered to refuse all personal challenges.

He was ordered to force march the army. He was not able to force march the army because he does not command an army.

He moved with the army to 1521.

***He is traveling with Tarkas Häs in the Open Plains at 1521. The un-owned Ruins of Oculorem is here.***

Rulart



Ranks : Command 0 Agent 47 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 35  
 Artifacts : None  
 Spells (+0) : None

Rulart has a special ability. He has a bonus to his Agent rank.

***He is currently in the Hills & Rough at 1108. The City/Keep of Annúminas flying the flag of the North Kingdom is here.***

Savgak



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

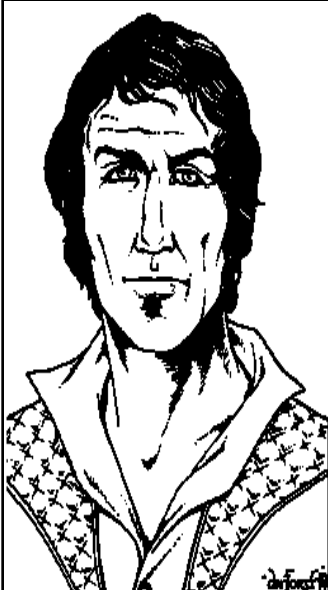
Savgak was located in the Hills & Rough at 1108.

He was ordered to downgrade our relations. Our relations with the Stonekeep's Watch were downgraded.

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

***He is traveling with Tabaya Kas in the Hills & Rough at 1108. The City/Keep of Annúminas flying the flag of the North Kingdom is here.***

Seamus Malaran



Ranks : Command 0 Agent 0 Emissary 92 Mage 0  
 Health 100 Stealth 0 Challenge 46  
 Artifacts : None  
 Spells (+0) : None

Seamus Malaran was located in the Hills & Rough at 1918.

He was ordered to refuse all personal challenges.

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

***He is currently in the Hills & Rough at 1918. The City/Keep of Stonekeep flying the flag of the South Kingdom is here.***

Sean Laerunog



Ranks : Command 0 Agent 0 Emissary 0 Mage 72  
 Health 100 Stealth 0 Challenge 72  
 Artifacts : #147 Palantír of Orthanc #186 Elfhewer  
 Spells (+0) : #402 Perceive Allegiance(85) #410 Divine Allegiance Forces(98)  
 #412 Research Artifact(100) #413 Scry Population Center(99) #415 Scry Area(93)  
 #416 Reveal Production(86) #417 Divine Characters w/Forces(85)  
 #418 Locate Artifact(95) #420 Reveal Character(91) #428 Locate Artifact True(72)

Sean Laerunog was located in the Open Plains at 1312.

He was ordered to research a spell. Scry Area #415 was successfully researched.

He was ordered to use a scrying artifact. Palantír of Orthanc #147 was used. Foreign armies identified: - Ortrane of the Eriadorian with about 1100 troops at 1120 - Jesen of the Eriadorian with about 1700 troops at 1119. Major Towns and Cities revealed: 1120 1321. See report below.

***He is currently in the Open Plains at 1312. The Village of Yáressê flying the flag of the North Kingdom is here.***



Tabaya Kas



Ranks : Command 57 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 57  
 Artifacts : None  
 Spells (+0) : None

Tabaya Kas was located in the Hills & Rough at 1108.

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

He was ordered to transport by the caravans. 10000 Gold (+10%) transported from Annúminas.

*He commands an army in the Hills & Rough at 1108. The City/Keep of Annúminas flying the flag of the North Kingdom is here.*

Tarkas H s



Ranks : Command 89 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 89  
 Artifacts : None  
 Spells (+0) : None

Tarkas Häs was located in the Open Plains at 1718.

He was ordered to capture the City of Arcadia. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

*He commands an army in the Open Plains at 1521. The un-owned Ruins of Oculorem is here.*

Ulgund



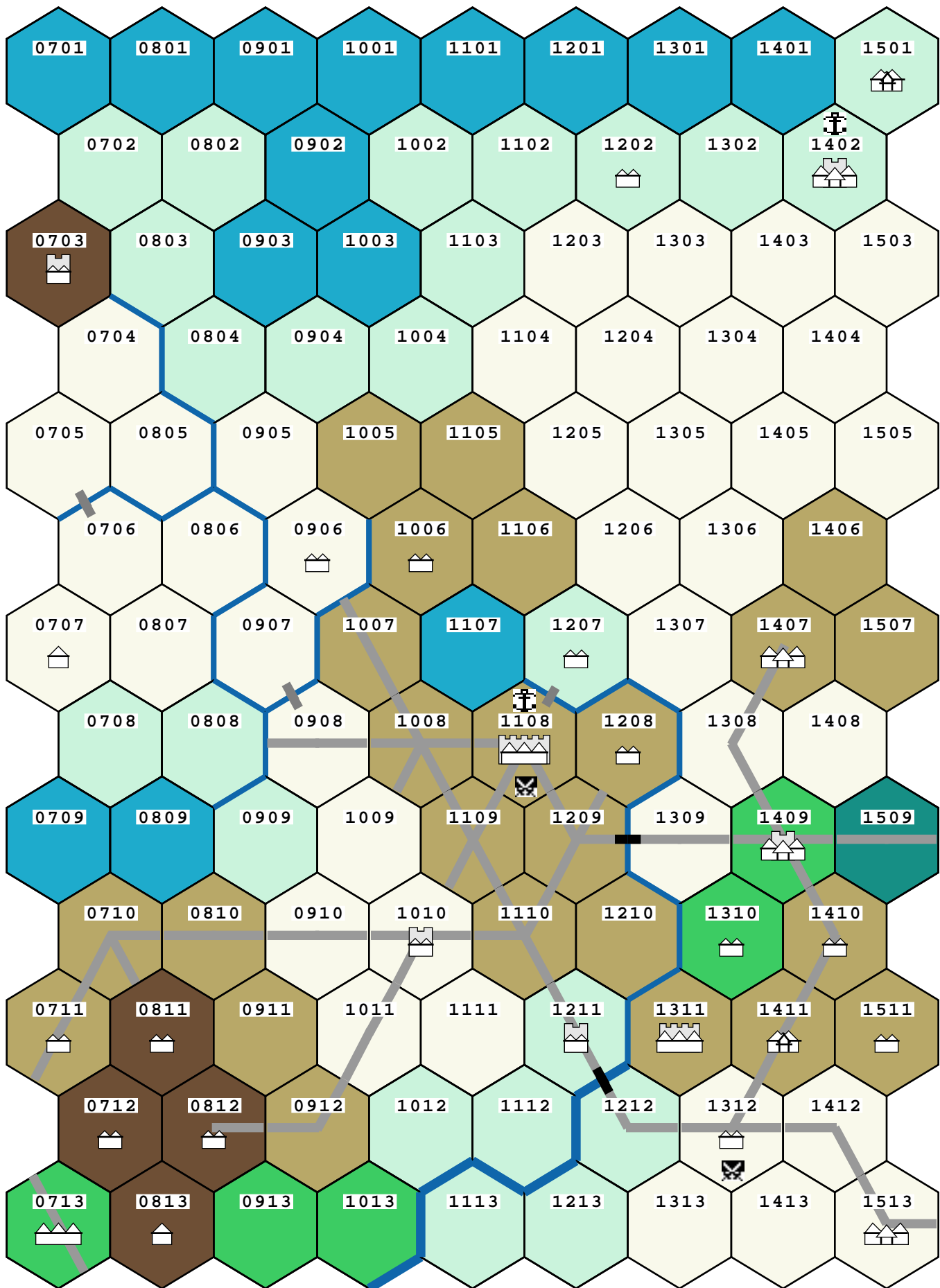
Ranks : Command 0 Agent 86 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 74  
 Artifacts : #183 Nightfang  
 Spells (+0) : None

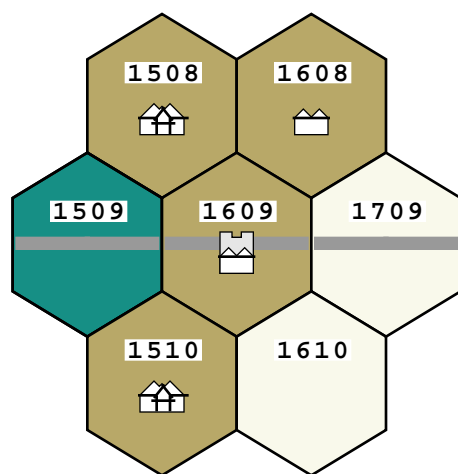
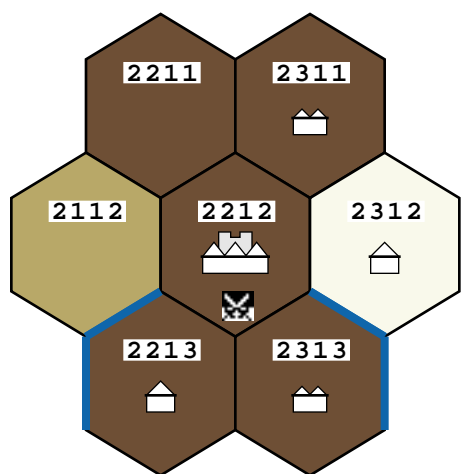
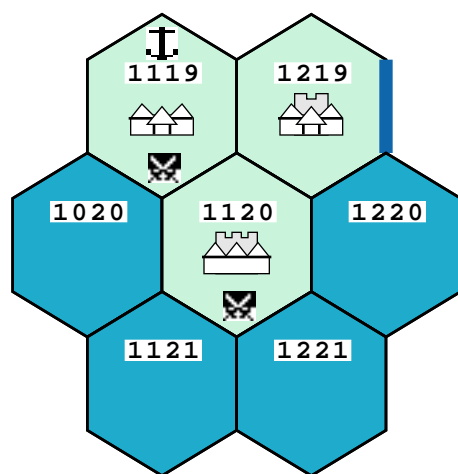
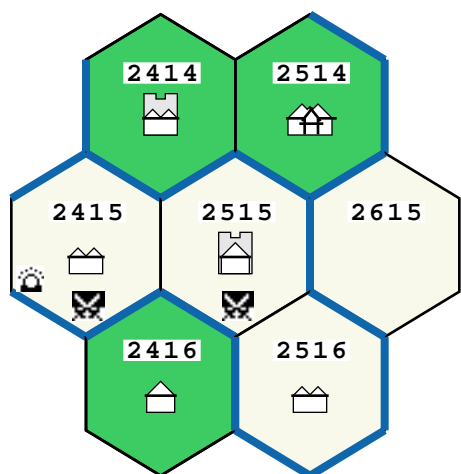
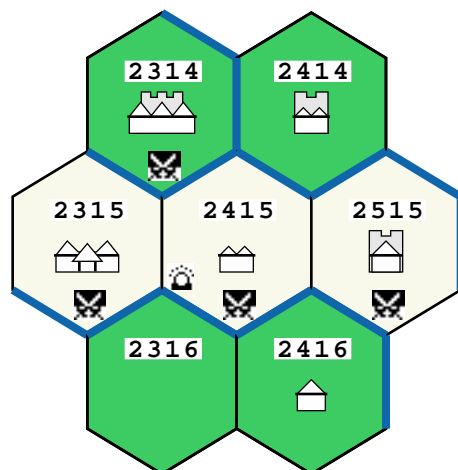
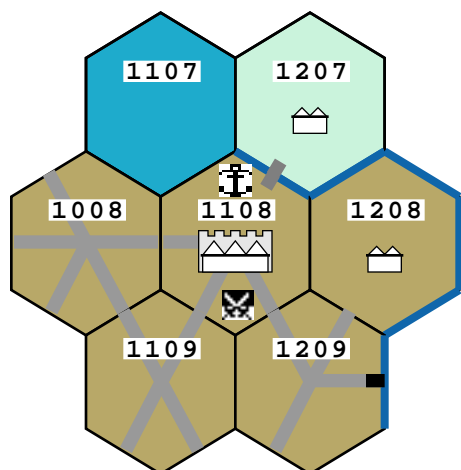
Ulgundó was located in the Desert Wastes at 3525.

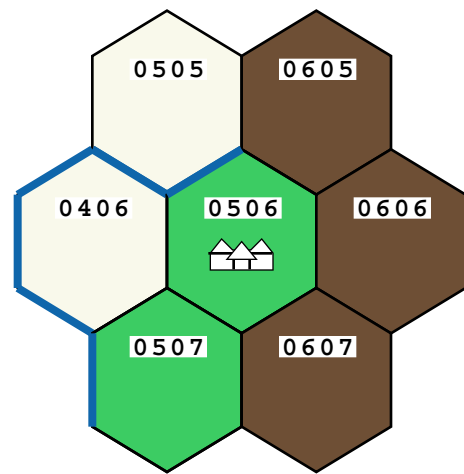
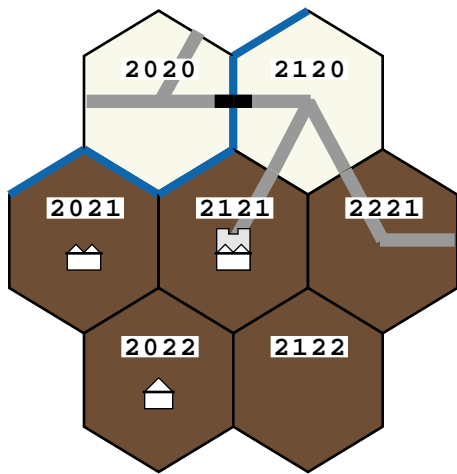
He was ordered to steal the Gold. 2775 Gold was stolen at Kornale.

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

*He is currently in the Mountains at 3329. The Town of Deldúwath flying the flag of the Nurn Freeholders is here.*







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

**Brennidan Meather** (ID: brenn) @ 1010 Emissary

Order	->	#	<u>      </u>	Code	<u>                </u>	Type	<u>      </u>		Order	->	#	<u>      </u>	Code	<u>                </u>	Type	<u>      </u>
Required			<u>                    </u>						Required			<u>                    </u>				
Information			<u>                    </u>						Information			<u>                    </u>				
			<u>                    </u>									<u>                    </u>				
			<u>                    </u>									<u>                    </u>				

Brian Boru (ID: brian) @ 2209 Command Emissary Mage

<table border="0" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%;">Order</td> <td style="width: 5%;">-&gt;</td> <td style="width: 10%;">#</td> <td style="width: 15%;">Code</td> <td style="width: 15%;">Type</td> <td style="width: 40%;"></td> </tr> <tr> <td>Required</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Information</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>	Order	->	#	Code	Type		Required						Information																		<table border="0" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%;">Order</td> <td style="width: 5%;">-&gt;</td> <td style="width: 10%;">#</td> <td style="width: 15%;">Code</td> <td style="width: 15%;">Type</td> <td style="width: 40%;"></td> </tr> <tr> <td>Required</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Information</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>	Order	->	#	Code	Type		Required						Information																	
Order	->	#	Code	Type																																																									
Required																																																													
Information																																																													
Order	->	#	Code	Type																																																									
Required																																																													
Information																																																													

## Dabadda (ID: dabad) @ 2212 Command Emissary

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

**Faika** (ID: faika) @ 1108 Agent

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

## Llewi (ID: llewi) @ 1521 Agent

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

Lothar (ID: lotha) @ 2415 Command

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

**Maeg Tyleneon (ID: maeg ) @ 1521 Command Agent**

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

**Nael Nereander (ID: nael ) @ 1918 Emissary**

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

**Neraen Mearath (ID: nerae) @ 1312 Command Emissary**

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

**Pathan (ID: patha) @ 1521 Command**

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

**Rulart (ID: rular) @ 1108 Agent**

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

**Savgak (ID: savga) @ 1108 Command**

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

## Seamus Malaran (ID: seamu) @ 1918 Emissary

Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_      Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_

Required

## Information

Required

## Information

Sean Laerunog (ID: sean ) @ 1312 Mage

Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_      Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_

Required

## Information

Required

## Information

Tabaya Kas (ID: tabay) @ 1108 Command

Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_      Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_

Required

## Information

Required

## Information

Tarkas Häs (ID: tarka) @ 1521 Command

Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_      Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_

Required

## Information

Required

Information

## Ulgundó (ID: ulgun) @ 3329 Agent

Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_      Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_

Required

## Information

Required

## Information