

MEPBM Games
presents

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



GAME # 141



Sapphic Enclave

Victory points : 400
 Victory Conditions :
 To hold at game end the artifact: Gurthdur #17.
 To see to the termination of Guarmath by any means whatsoever.
 To see to the termination of Valacar by any means whatsoever.
 To hold in stores at game end the greatest amount of Mithril.
 To terminate 10 characters by personal challenge or by assassination.

Top 3 Free Peoples :

Sing a Song [1175] Sundered [675] Wise Council [550]

Special Nation Abilities :
 #10 New mages start at rank up to 40.
 #14 All new troop recruits start at training 25.
 #21 Hire new armies at no cost.
 #24 Can learn lost conjure mounts spell.

Internet G141N07
 RICHARD THOMAS 109334
 NONE
 NONE
 NONE

Game #	:	141
Player #	:	7
Turn #	:	10
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	7076
Special Service	:	YES

Sapphic Enclave

(A Free People)

Season : Winter

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Neutral	# 3 Wise Council	: Tolerated
# 4 Acadians	: Tolerated	# 5 Silent Assembly	: Tolerated	# 6 Thorinar	: Tolerated
# 8 Nameless	: Tolerated	# 9 Ground Pounders	: Tolerated	#10 Sundered	: Tolerated
#11 Lohmai'gwaith	: Tolerated	#12 Sheri-Urk	: Disliked	#13 Red Witches	: Disliked
#14 Dark Feast	: Disliked	#15 Twilight Hammer	: Disliked	#16 Sh'iar Empire	: Disliked
#17 Great Trollusk	: Disliked	#18 Bením an Pharazôn	: Disliked	#19 RhunLandChattelCo	: Disliked
#20 Tribes of Angmar	: Disliked	#21 Lands	: Neutral	#22 Sing a Song	: Neutral
#23 Once Upon a Time	: Neutral	#24 Plane	: Neutral	#25 Alvernus	: Neutral

POPULATION CENTERS

Location : @ 3729 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 28	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	104	120	0	0	0	0	1040
Current stores	0	208	240	0	0	0	300	-

Akhúlsa Location : @ 3825 in Shore/Plains 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	224	0	0	0	224	0	24	0
Current stores	672	0	0	0	448	0	0	-

Androth (Capital) Location : @ 3328 in Mountains Climate is Cold

Size : City	Fortifications : Tower	Loyalty : 87	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	6	2	0	0	0	900
Current stores	2378	0	12	16	0	661	470	-

Aughaur Location : @ 3530 in Mountains Climate is Cold

Size : Major Town	Fortifications : Fort	Loyalty : 53	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	34	34	0	0	0	0	600
Current stores	0	68	68	0	0	0	165	-

An army bearing the banner of the Sapphic Enclave under Commander Siane is here.

Cúarthol Location : @ 3228 in Mountains Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 19	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	102	0	18	0	0	0	660
Current stores	0	204	0	132	0	0	0	-

Esgalduin Location : @ 3428 in Open Plains Climate is Hot

Size : Village	Fortifications : Tower	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	122	0	0	0	205	0	6	0
Current stores	366	0	0	0	410	0	0	-

Galtran Location : @ 3427 in Open Plains 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	192	0	0	0	536	0	16	0
Current stores	576	0	0	0	1072	0	0	-

Kelumë Location : @ 3630 in Mountains Climate is Cold

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	96	30	0	0	0	0	900
Current stores	0	192	60	0	0	0	0	-

Ninniach Location : @ 3829 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : None Loyalty : 15 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 288 0 48 0 0 0 0 1120
 Current stores 864 0 96 0 0 0 0 -

Núath Location : @ 3329 in Mountains Climate is Cold
 Size : Village Fortifications : None Loyalty : 48 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 53 0 5 0 0 0 900
 Current stores 0 106 0 42 0 0 0 -

Thangor Location : @ 3528 in Open Plains Climate is Hot
 Size : Camp Fortifications : None Loyalty : 29 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 232 0 0 0 312 0 8 0
 Current stores 696 0 0 0 624 0 0 -

Thara-pata Location : @ 3730 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 0 144 0 6 0 0 0 600
 Current stores 0 288 0 44 0 0 0 -

Tokeliant Location : @ 3529 in Hills & Rough Climate is Hot
 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 0 0 0 115 13 800
 Current stores 0 0 0 0 0 950 0 -

Unulló Location : @ 3629 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : None Loyalty : 36 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 112 0 0 0 200 0 0 1040
 Current stores 336 0 0 0 400 0 0 -

Voronwa Location : @ 3527 in Open Plains Climate is Hot
 Size : Camp Fortifications : None Loyalty : 12 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 240 0 0 0 528 0 24 0
 Current stores 720 0 0 0 1056 0 0 -

Wilóke Location : @ 3426 in Mountains Climate is Cold
 Size : Town Fortifications : Tower Loyalty : 44 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 104 0 4 0 0 0 720
 Current stores 0 208 0 28 0 0 0 -

ARMIES AND NAVIES

Army Commander : Lord Gorlim Location : @ 3623 in Desert Wastes Climate is Hot
 Army morale : 1 Warships : 0 Transports : 0 (4) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords		34	10	0	1000	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	0	Out of Food !!				
War machines	0					

A small army bearing the banner of the Sapphic Enclave under Commander Haleth is here.

Army Commander : Commander Haleth Location : @ 3623 in Desert Wastes Climate is Hot
 Army morale : 7 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 25 10 0 300 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
 An army bearing the banner of the Sapphic Enclave under Lord Gorlim is here.

Army Commander : Commander Siane Location : @ 3530 in Mountains Climate is Cold
 Army morale : 10 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 25 10 0 800 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
 The Major Town/Fort of Aughaur flying the flag of the Sapphic Enclave is here.

Army Commander : Lord Valandil Location : @ 4324 in Open Plains Climate is Hot
 Army morale : 44 Warships : 0 Transports : 0 (5) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Elven horseriders w/broadswords 53 40 40 167 Heavy Cavalry
 Wood Elf footsoldiers w/broadswords 35 10 0 722 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0

COMPANY COMMANDERS :

Veteran Glóredhel Location : @ 3829 Traveling with her are : Nienor.

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	34274	24787	2747	596	248158	688	4874
Purchase at market price/unit	3	3	8	46	2	9	7
Sell to market price/unit	1	1	4	21	1	4	3

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 12290	Leather	6608	1410
Pop Centers : 2500	Bronze	1274	637
Characters : 17400	Steel	476	238
	Mithril	262	35
Total : 32190	Food	4010	2005
	Timber	1611	115
Current Tax rate : 60%	Mounts	935	91
Revenue expected next turn : 27280 (-4910)			
Current Gold reserve : 4820			

Ritual character terminations: 0

Ships have been left anchored at the following locations:

None

You have the following double agents:

None

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item #	Latent	Alignment	Known Powers
Cloak of the Heavens	Cloak 136	Yes	None	Increases Agent Rank by 10.

You have hidden the following additional artifacts:

None

NATION MESSAGES

*There are rumors of an armed conflict involving the Sundered at 2320.
4293 Gold was stolen at Aughaur.
There are rumors of a theft attempt involving Cinard at Of Mischief.*

ENCOUNTER MESSAGES

Encounter for Commander Siane at 3530

During the day as we rested and ate what food we could, the clouds rolled suddenly in and harsh sheets of rain quickly soaked us to the skin. The downpour was so heavy that no one could see more than a few feet in front of him and most of the troops had drawn blankets around them to ward over the buffeting rain. So it came as a huge surprise when Men not of our army suddenly appeared with drawn swords amongst our troops. But, before we could react, they were gone, having left the feeling that we just weren't the ones they had been searching for.

COMBAT MESSAGES

Battle at 4324

In the Hot climate of the Open Plains of 4324, a conflict took place about midnight under a omen-filled sky.

At the head of a calm army rode **Captain Valandil** of the nation of the Sapphic Enclave. The mount on which she rode moved calmly to the front of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
231 Mixed Elven horseriders w/broadswords	bronze/steel	bronze/steel	ragged ranks
1000 Wood Elf footsoldiers w/broadswords	wooden	none	ragged ranks

At the head of a calm army rode **Veteran Fremont** of the nation of the RhunLandChattelCo. The mount on which he rode moved calmly to the front of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
2 Lesser Mannish horsemen w/scimitars	bronze/steel	bronze/steel	ragged ranks

506 Mixed Mannish footmen w/battle axes	bronze/steel	bronze/steel	a mob
120 Lesser Mannish archers w/short bows	arrows	none	a mob
100 Mannish slaves w/shortswords	bronze	leather	a mob

Report from Valandil.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. Some of the troops needed this encouragement but others were checking the readiness of their weapons. Finally the order was given in loud commands.. Hit the enemy..then run! Hit and Run!!

Against the forces of Fremont, they tried to lay an ambush, but we kept hitting them and running away.

After the battle had joined in earnest, heroes made their presence known all over the battlefield.

Report from Valandil.....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. Our foot soldiers engaged the other troops in the open and took the battle to them. The troops fought well, but they could have been better trained. They fought as if uninspired. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

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

Captain Valandil: 685 Food

After the battle.... Valandil's forces were victorious in the battle, but suffered some losses. Valandil appeared to have survived. Fremont's forces were destroyed/routed in the battle. Fremont appeared to have survived but suffers from serious wounds.

SPECIAL MESSAGES

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

Front Sheet

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

ME-PBM Forum and ME-PBM Mailing List

This is to let you know that we have started an ME-PBM forum on our web site. The address for the web site is www.MiddleEarthGames.com. From there, you can go to links that allow you to log into the message board and to subscribe to the mailing list.

ORDERS GIVEN

Character	Order #	Order Code	Additional Information.....
Dervorin	585	Uncover	
Dervorin	520	InfYour	
Gallan	520	InfYour	
Gallan	810	MovChar	3829
Glóredhel	610	GrdChar	nieno
Glóredhel	820	MovCmpy	3829
Gorlim	430	TrpsMan	hi
Gorlim	860	ForcMar	nw ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Halbarad	325	NatSell	mo 100
Halbarad	300	ChTaxRt	60
Haleth	850	MovArmy	ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no

Haleth	925	Recon		
Marach	330	CstCjSp	508	500
Marach	710	PrenMgy		
Nienor	520	InfYour		
Nienor	330	CstCjSp	508	500
Oruthan	605	GrdLoc		
Oruthan	330	CstCjSp	508	500
Otrane	520	InfYour		
Otrane	810	MovChar	3829	
Siane	408	HvInfan	400	^ ^
Siane	330	CstCjSp	508	500
Ulbar	520	InfYour		
Ulbar	810	MovChar	3228	
Valandil	215	RfsPers		
Valandil	230	AttEnemy	hr	

Dervorin



Ranks : Command 0 Agent 0 Emissary 50 Mage 0
 Health 100 Stealth 0 Challenge 25
 Artifacts : None
 Spells (+0) : None

Dervorin was located in the Mountains at 3228.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Cúarthol.

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the RhunLandChattelCo seeks to terminate 10 characters by personal challenge or by assassination - uncovered that the nation of the Nameless has collapsed and is no longer active. - uncovered that the nation of the Silent Assembly possesses Special Nation Ability #24.

She is currently in the Mountains at 3228. The Camp of Cúarthol flying the flag of the Sapphic Enclave is here.

Gallan



Ranks : Command 0 Agent 0 Emissary 55 Mage 0
 Health 100 Stealth 0 Challenge 27
 Artifacts : None
 Spells (+0) : None

Gallan was located in the Hills & Rough at 3629.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Unulló.

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

She is currently in the Hills & Rough at 3829. The Camp of Ninniach flying the flag of the Sapphic Enclave is here.

Gl redhel



Ranks : Command 10 Agent 41 Emissary 0 Mage 15
 Health 100 Stealth 0 Challenge 36
 Artifacts : None
 Spells (+0) : #302 Long Stride(49)

Glóredhel was located in the Hills & Rough at 3729.

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

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

She commands a company in the Hills & Rough at 3829. The Camp of Ninniach flying the flag of the Sapphic Enclave is here.

Gorlim



Ranks : Command 55 Agent 0 Emissary 0 Mage 33
 Health 100 Stealth 0 Challenge 63
 Artifacts : None

Spells (+0) : #4 Major Heal(85) #302 Long Stride(96) #412 Research Artifact(59)

Gorlim was located in the Desert Wastes at 3625.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

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

She commands an army in the Desert Wastes at 3623.

Halbarad



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

Spells (+0) : None

Halbarad was located in the Mountains at 3328.

She was ordered to change the tax rate. The tax rate was changed to 60. Loyalty has been affected.

She was ordered to have the nation sell to the caravans. 1917 Mounts were sold for 13419 Gold.

She is currently in the Mountains at 3328. The City/Tower of Androth flying the flag of the Sapphic Enclave is here.

Haleth



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

Spells (+0) : None

Haleth was located in the Desert Wastes at 3524.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

She was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Woodrow of the RhunLandChattelCo with about 800 troops at 3723. See report below.

She commands an army in the Desert Wastes at 3623.

Marach



Ranks : Command 0 Agent 0 Emissary 0 Mage 53
 Health 100 Stealth 0 Challenge 53
 Artifacts : None

Spells (+0) : #102 Barriers(94) #210 Words of Calm(84) #302 Long Stride(100)
 #406 Divine Army(80) #508 Conjure Mounts(72)

Marach was located in the Mountains at 3328.

She was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 260 Mounts were conjured.

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

She is currently in the Mountains at 3328. The City/Tower of Androth flying the flag of the Sapphic Enclave is here.

Nienor



Ranks : Command 0 Agent 0 Emissary 69 Mage 60
 Health 100 Stealth 0 Challenge 68
 Artifacts : None

Spells (+0) : #412 Research Artifact(94) #413 Scry Population Center(95)
 #415 Scry Area(81) #418 Locate Artifact(95) #428 Locate Artifact True(69)
 #508 Conjure Mounts(82)

Nienor was located in the Hills & Rough at 3729.

She was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 300 Mounts were conjured.

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

She moved with the company to 3829.

She is traveling with Glóredhel in the Hills & Rough at 3829. The Camp of Ninniach flying the flag of the Sapphic Enclave is here.

Oruthan



Ranks : Command 33 Agent 53 (63) Emissary 0 Mage 42
 Health 100 Stealth 0 Challenge 65
 Artifacts : #136 Cloak of the Heavens
 Spells (+0) : #104 Resistances(86) #412 Research Artifact(99)
 #418 Locate Artifact(55) #508 Conjure Mounts(90)

Oruthan was located in the Mountains at 3328.

She was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 210 Mounts were conjured.

She was ordered to guard the location. Androth was guarded.

She is currently in the Mountains at 3328. The City/Tower of Androth flying the flag of the Sapphic Enclave is here.

Otrane



Ranks : Command 0 Agent 0 Emissary 57 Mage 0
 Health 100 Stealth 0 Challenge 28
 Artifacts : None
 Spells (+0) : None

Otrane was located in the Mountains at 3730.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Thara-pata.

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

She is currently in the Hills & Rough at 3829. The Camp of Ninniach flying the flag of the Sapphic Enclave is here.

Siane



Ranks : Command 33 Agent 0 Emissary 0 Mage 33
 Health 100 Stealth 0 Challenge 41
 Artifacts : None
 Spells (+0) : #104 Resistances(80) #416 Reveal Production(80)
 #508 Conjure Mounts(64)

Siane was located in the Mountains at 3530.

She was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 165 Mounts were conjured.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She was ordered to recruit some heavy infantry. 400 Heavy Infantry w/Wood weapons and No armor were recruited.

She had a special encounter. See Encounter Messages.

She commands an army in the Mountains at 3530. The Major Town/Fort of Aughaur flying the flag of the Sapphic Enclave is here.

Ulbar



Ranks : Command 0 Agent 0 Emissary 52 Mage 15
 Health 100 Stealth 0 Challenge 29
 Artifacts : None
 Spells (+0) : #416 Reveal Production(99)

Ulbar was located in the Open Plains at 3528.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Thangor.

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

She is currently in the Mountains at 3228. The Camp of Cúarthol flying the flag of the Sapphic Enclave is here.

Valandil



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

Valandil was located in the Open Plains at 4324.

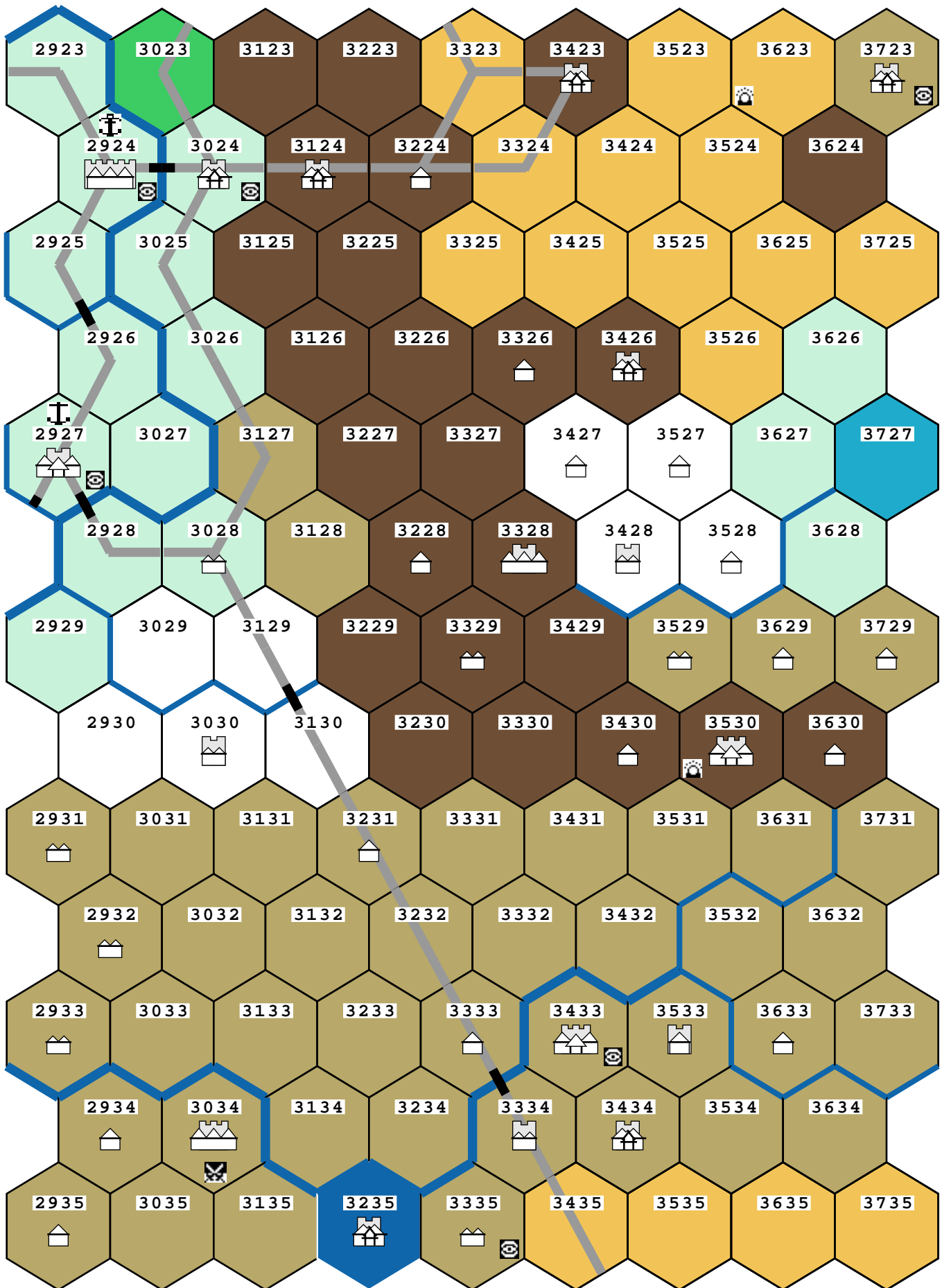
She was ordered to refuse all personal challenges.

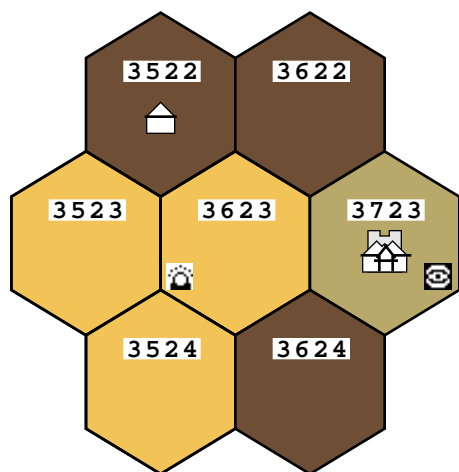
She was ordered to have her army attack all of her enemies. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She commands an army in the Open Plains at 4324.





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

Gorlim (ID: gorli) @ 3623 Command Mage

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

Halbarad (ID: halba) @ 3328 Command

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

Haleth (ID: halet) @ 3623 Command

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

Marach (ID: marac) @ 3328 Mage

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

Nienor (ID: nieno) @ 3829 Emissary Mage

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

Oruthan (ID: oruth) @ 3328 Command Agent Mage

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

Otrane (ID: otran) @ 3829 Emissary

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

Siane (ID: siane) @ 3530 Command Mage

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

Ulbar (ID: ulbar) @ 3228 Emissary Mage

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

Valandil (ID: valan) @ 4324 Command

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