

**MEPBM Games**  
**presents**

# Middle-earth Play-By-Mail™

## Fourth Age, circa 1000



GAME # 141



### Plane

Victory points : 400  
Victory Conditions :

To acquire 10 additional artifacts (12) of any alignment.  
To see to the termination of Beyonce Knowles by any means whatsoever.  
To see to the termination of Milamber by any means whatsoever.  
To hold at game end the population center of Swamp at 2335.  
To hold at game end the artifact: The Black Book #154.

Top 3 Free Peoples :

**Alvernus [ 1500 ] Sing a Song [ 1000 ] Once Upon a Time [ 983 ]**

Special Nation Abilities :

#01 Scout/recon at double normal skill rank.  
#08 Buy/sell orders receive 20% market adjustments.  
#10 New mages start at rank up to 40.

Internet G141N24  
GALEN KEENE 110759  
NONE  
NONE  
NONE

Game # : 141  
Player # : 24  
Turn # : 27  
Account : \$ 0.00  
Free Turns : 0  
Security Code : 2201  
Special Service : YES

# Plane

(A Free People)

Season : Fall

## RELATIONS WITH OTHER NATIONS

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

## POPULATION CENTERS

**Bauglira** Location : @ 2239 in Hills & Rough Climate is Warm

Size : Village	Fortifications : None	Loyalty : 19	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	176	0	0	0	0	0	24	1500
Current stores	493	0	0	0	0	0	86	-

**Deldúwath** Location : @ 2435 in Hills & Rough Climate is Warm

Size : Camp	Fortifications : None	Loyalty : 58	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	100	0	0	0	0	160	10	0
Current stores	100	0	0	0	0	160	20	-

**Falassë** Location : @ 2636 in Hills & Rough Climate is Hot

Size : City	Fortifications : Fort	Loyalty : 51	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	48	24	0	0	0	0	0	960
Current stores	48	0	0	0	0	0	0	-

**Herenya** Location : @ 2834 in Hills & Rough Climate is Warm

Size : Village	Fortifications : None	Loyalty : 60	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	160	0	0	632	0	0	1400
Current stores	0	544	0	0	0	0	0	-

**Korondë** Location : @ 2235 in Hills & Rough Climate is Warm

Size : Town	Fortifications : None	Loyalty : 24	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	60	0	0	0	138	0	1300
Current stores	0	0	0	0	0	496	0	-

**Ku-Band** Location : @ 3335 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 17	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	224	0	0	0	0	0	16	1200
Current stores	672	0	0	0	0	0	116	-

*An army bearing the banner of the Sh'iar Empire under Regent Blister is here.*

**Of Mischief** Location : @ 3037 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : Tower	Loyalty : 21	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	104	128	0	0	0	0	0	800
Current stores	312	0	0	0	0	0	0	-

**Of Storms** Location : @ 3136 in Hills & Rough Climate is Hot

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	64	0	0	96	0	960
Current stores	0	0	192	0	0	384	0	-

**Of Time** Location : @ 2836 in Hills & Rough Climate is Hot  
 Size : Camp Fortifications : Tower Loyalty : 20 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 112 0 0 0 16 1040  
 Current stores 0 0 336 0 0 0 64 -

**Of Valor** Location : @ 3036 in Hills & Rough Climate is Hot  
 Size : Camp Fortifications : Tower Loyalty : 34 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 72 0 0 128 0 960  
 Current stores 0 0 216 0 0 512 0 -

**Pilindi** Location : @ 2736 in Hills & Rough Climate is Hot  
 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 0 840 144 24 0  
 Current stores 0 0 0 0 840 576 96 -

**Plains** Location : @ 2337 in Shore/Plains Climate is Warm  
 Size : Village Fortifications : Tower Loyalty : 40 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 296 0 0 0 384 0 8 0  
 Current stores 829 0 0 0 384 0 28 -

**Rhandir** Location : @ 2934 in Hills & Rough Climate is Warm  
 Size : Camp Fortifications : None Loyalty : 27 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 0 240 10 1100  
 Current stores 0 0 0 0 0 864 36 -

**Rough (Capital)** Location : @ 2139 in Hills & Rough Climate is Warm  
 Size : Major Town Fortifications : Tower Loyalty : 34 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 108 0 0 0 116 0 1400  
 Current stores 0 0 263 0 0 325 0 -

A small army bearing the banner of the Plane under Hero Angbor is here.

**Selen** Location : @ 2535 in Hills & Rough Climate is Warm  
 Size : Camp Fortifications : None Loyalty : 28 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 60 0 0 300 0 1100  
 Current stores 0 0 168 0 0 1080 0 -

**Shore** Location : @ 2339 in Hills & Rough Climate is Warm  
 Size : Camp Fortifications : Tower Loyalty : 22 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 250 60 0 0 0 0 1000  
 Current stores 0 0 168 0 0 0 0 -

Foreign characters reported in the hex : - Qesset.

A large army bearing the banner of the Benim an Pharazôn under Veteran Silion is here.

## ARMIES AND NAVIES

**Army Commander : Hero Angbor** Location : @ 2139 in Hills & Rough Climate is Warm  
 Army morale : 10 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Haradan footmen w/broadswords 10 10 0 400 Heavy Infantry  
 Southron mercenaries w/scimitars 10 30 10 100 Men-at-Arms  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 0 Out of Food !!  
 War machines 0

The Major Town/Tower of Rough flying the flag of the Plane is here.

**COMPANY COMMANDERS :**

None

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	30365	32174	13465	3682	308935	33341	4471
Purchase at market price/unit	2	2	3	11	2	2	7
Sell to market price/unit	1	1	2	7	1	1	4

**MISCELLANEOUS**

Maintenance Costs expected next turn are:		Totals for Nation:	Stores	Production
Armies/Navies :	1700	Leather	2454	948
Pop Centers :	4000	Bronze	544	730
Characters :	23700	Steel	1343	368
		Mithril	0	0
Total :	29400	Food	1224	1856
		Timber	4397	1322
Current Tax rate :	56%	Mounts	446	108
Revenue expected next turn :	31520 (+2120)			
Current Gold reserve :	0			

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

None

**You have the following double agents:****Cinard of the Lands @ 2339**

Double agent Cinard reports he was ordered to steal the Gold. 663 Gold was stolen at Amon Sur.  
Double agent Cinard reports he was ordered to move. He accepted the movement orders.

**You have the following hostages:**

Gimlan of the Benim an Pharazôn is held by Brell Serilis at 2339 - No Gold ransom demanded at this time.  
Yoerjurg of the Sheri-Urk is held by Rallos Zek at 3433 - No Gold ransom demanded at this time.

**You possess the following artifacts:**

None

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

Name of artifact	#	Location
Mace of the Huntsman	9	Quellious has hidden it in the Ruins of Of Hate at 3034
Culok	145	Quellious has hidden it in the Ruins of Of Hate at 3034

**NATION MESSAGES**

*5907 Gold was stolen at Falassë.  
There are rumors of a theft attempt involving Smasher at Trannel.*

## ENCOUNTER MESSAGES

### Encounter for Samaub at 2023

Judging it wiser not to meddle with ancient enchantments, he turned and walked off into the darkness.

## COMBAT MESSAGES

### Battle at 2438

In the Warm climate of the Hills & Rough of 2438, a conflict took place in the early afternoon under an overcast sky.

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

Troops	Weapons	Armor	Formations
2685 Mixed Mannish horsemen w/shortswords	bronze/steel	bronze/steel	ragged ranks

The Village of Havens Of Umbar flying the flag of the Plane is situated in the Hills & Rough here.

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

The attacking war machines let loose with a barrage of aerial missiles but inflicted no damage before the actual ground assault! The battle for Havens Of Umbar 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.... Pon Acark's army survived the attack on the Village, but suffered minor losses. Pon Acark appeared to have survived. The Village has been reduced to a Ruins. The Ruins of Havens Of Umbar 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](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.....
Adeyn	705	RsrchSp	417
Adeyn	940	CstLoSp	417 pon a
Angbor	408	HvInfan	400 ^ ^
Angbor	605	GrdLoc	
Bertoxxulous	525	InfOthr	
Bertoxxulous	810	MovChar	3210
Brell Serilis	810	MovChar	2339
Brell Serilis	930	ScoChar	
Bristlebane	525	InfOthr	
Bristlebane	810	MovChar	2438
Inoruuk	215	RfsPers	
Inoruuk	810	MovChar	2435
Ordun Halbor	215	RfsPers	
Ordun Halbor	615	Assass	pon a
Padrey	215	RfsPers	
Padrey	615	Assass	pon a
Quellious	525	InfOthr	
Quellious	810	MovChar	3034
Rallos Zek	215	RfsPers	
Rallos Zek	930	ScoChar	
Riadeegha	520	InfYour	
Riadeegha	770	HrArmy	300 hi ^ ^ ^
Samaub	690	StlGold	
Samaub	810	MovChar	1923
Solusek Ro	180	UpStNat	21
Solusek Ro	325	NatSell	br 100
Tigon	615	Assass	forth
Tigon	810	MovChar	2139

Adeyn



Ranks : Command 0 Agent 0 Emissary 0 Mage 50  
 Health 100 Stealth 0 Challenge 50  
 Artifacts : None

Spells (+0) : #104 Resistances(91) #206 Wall of Fire(70) #302 Long Stride(94)  
 #406 Divine Army(90) #414 Scry Hex(84) #506 Curses(48)

Adeyn was located in the Hills & Rough at 2139.

He was ordered to research a spell. He was not able to research the spell because there was insufficient Gold.

He was ordered to cast a lore spell. He was not able to cast the spell because the spell was not known.

**He is currently in the Hills & Rough at 2139. The Major Town/Tower of Rough flying the flag of the Plane is here.**

Angbor



Ranks : Command 22 Agent 21 Emissary 15 Mage 0  
 Health 100 Stealth 0 Challenge 27  
 Artifacts : None

Spells (+0) : None

Angbor was located in the Hills & Rough at 2139.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

He was ordered to guard the location. Rough was guarded.

**He commands an army in the Hills & Rough at 2139. The Major Town/Tower of Rough flying the flag of the Plane is here.**

Bertoxxulous



Ranks : Command 0 Agent 0 Emissary 83 Mage 0  
 Health 100 Stealth 0 Challenge 41  
 Artifacts : None

Spells (+0) : None

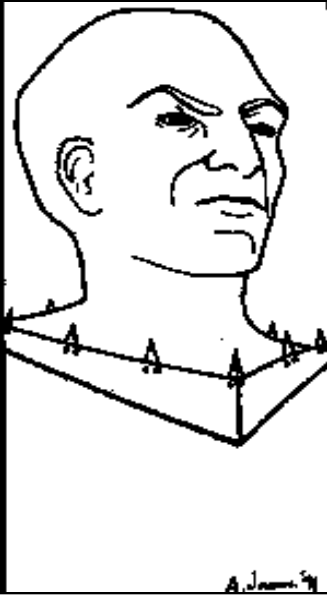
Bertoxxulous was located in the Open Plains at 2512.

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

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

**He is currently in the Open Plains at 3210. The Camp of Ūsakan flying the flag of the Dark Feast is here.**

Brell Serilis



Ranks : Command 0 Agent 81 Emissary 0 Mage 0  
 Health 86 Stealth 0 Challenge 60  
 Artifacts : None  
 Spells (+0) : None

Brell Serilis was located in the Hills & Rough at 2636.

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

He was ordered to scout for any characters. A scout for characters was attempted.

Found: Spy Frogluk - Great Trollusk. Thief Tartas Izain - Lands. Cinard. Klú Relortin. Thief Qesset - Lands. Hero Waren - Benîm an Pharazôn. Footpad Orkamûr - Benîm an Pharazôn. Footpad Sillion - Benîm an Pharazôn. Footpad Azog - Benîm an Pharazôn. Commander Ulduin - Benîm an Pharazôn. Agent Burazog - Benîm an Pharazôn. Nothing else was reported at this time.

**He is currently in the Hills & Rough at 2339. The Camp/Tower of Shore flying the flag of the Plane is here.**

Bristlebane



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

Bristlebane was located in the Hills & Rough at 2834.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Herenya. Herenya is now under our control.

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

**He is currently in the Hills & Rough at 2438. The un-owned Ruins of Havens Of Umbar is here.**

Inoruuk



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

Inoruuk was located in the Hills & Rough at 2537.

He was ordered to refuse all personal challenges.

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

**He is currently in the Hills & Rough at 2435. The Camp of Deldûwath flying the flag of the Plane is here.**



Ordun Halbor



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

Ordun Halbor was located in the Hills & Rough at 2438.

He was ordered to refuse all personal challenges.

He was ordered to assassinate a character. Pon Acark was assassinated.

*He is currently in the Hills & Rough at 2438. The un-owned Ruins of Havens Of Umbar is here.*

Padrey



Ranks : Command 0 Agent 78 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 58  
 Artifacts : None  
 Spells (+0) : None

Padrey was located in the Hills & Rough at 2438.

He was ordered to refuse all personal challenges.

He was ordered to assassinate a character. He was not able to assassinate the character because there is no (or no longer a) character with id "pon a".

*He is currently in the Hills & Rough at 2438. The un-owned Ruins of Havens Of Umbar is here.*

Quellious



Ranks : Command 40 Agent 0 Emissary 89 Mage 0  
 Health 100 Stealth 0 Challenge 54  
 Artifacts : None  
 Spells (+0) : None

Quellious was located in the Hills & Rough at 2435.

She was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Deldúwath. Deldúwath is now under our control.

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

*She is currently in the Hills & Rough at 3034. The un-owned Ruins of Of Hate is here.*

Rallos Zek



Ranks : Command 0 Agent 68 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 51  
 Artifacts : None  
 Spells (+0) : None

Rallos Zek was located in the Desert Wastes at 3839.

He was ordered to refuse all personal challenges.

He moved with the company to 3433.

He was ordered to scout for any characters. A scout for characters was attempted.

Found: Mage Frequency - Unknown. Ulbar - Free People Male. Angbor - Free People Male. An unknown Free People Male. One or more reports may be incorrect. Nothing else was reported at this time.

***He is traveling with Azzurro of the Once Upon a Time in the Hills & Rough at 3433. The Major Town/Fort of Uplink flying the flag of the Sh'iar Empire is here.***

Riadeegha



Ranks : Command 39 Agent 0 Emissary 31 Mage 25  
 Health 100 Stealth 0 Challenge 49  
 Artifacts : None  
 Spells (+0) : #102 Barriers(87) #308 Capital Return(65)

Riadeegha was located in the Hills & Rough at 2235.

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

He was ordered to hire an army. He was not able to hire an army because there was insufficient Gold.

***He is currently in the Hills & Rough at 2235. The Town of Korondë flying the flag of the Plane is here.***

Samaub



Ranks : Command 0 Agent 81 Emissary 0 Mage 15  
 Health 100 Stealth 0 Challenge 63  
 Artifacts : None  
 Spells (+0) : #302 Long Stride(51)

Samaub was located in the Hills & Rough at 2023.

He was forced to flee the encounter. See Encounter messages.

He was ordered to steal the Gold. No Gold was found in the treasury at Panikhai.

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

***He is currently in the Mountains at 1923. The Major Town of Tall Peak flying the flag of the Twilight Hammer is here.***

Solusek Ro



Ranks : Command 73 Agent 0 Emissary 0 Mage 47  
 Health 100 Stealth 0 Challenge 84  
 Artifacts : None

Spells (+0) : #412 Research Artifact(95) #413 Scry Population Center(66)  
 #415 Scry Area(76) #418 Locate Artifact(92)

Solusek Ro was located in the Hills & Rough at 2139.

He was ordered to upgrade our relations. He was not able to upgrade our relations because the nation is already at the best relations.

He was ordered to have the nation sell to the caravans. 1516 Bronze were sold for 3638 Gold.

*He is currently in the Hills & Rough at 2139. The Major Town/Tower of Rough flying the flag of the Plane is here.*

Tigon



Ranks : Command 0 Agent 67 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 50  
 Artifacts : None

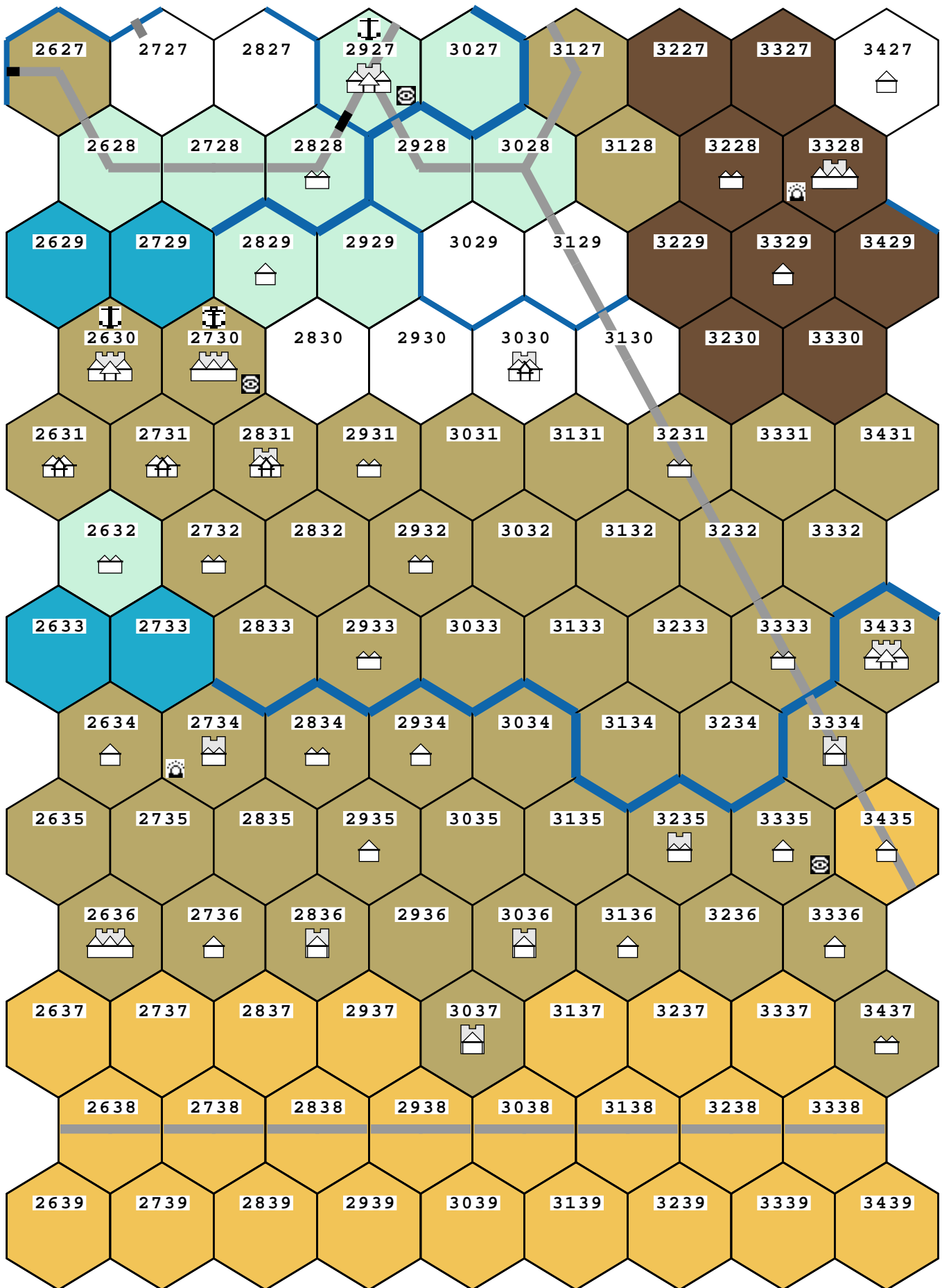
Spells (+0) : None

Tigon was located in the Hills & Rough at 2527.

He was ordered to assassinate a character. He was not able to assassinate the character because of tight security.

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

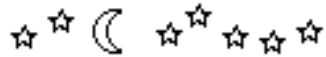
*He is currently in the Hills & Rough at 2139. The Major Town/Tower of Rough flying the flag of the Plane is here.*



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

Plane

**URNSHEET**



Game # 141



GALEN KEENE 110759  
 NONE  
 NONE  
 NONE

Game # : 141  
 Player # : 24  
 Turn # : 28  
 Security # : 2201

**Return this turnsheet before OCTOBER 20 2013**

To MEPBM, 340 North Rd, Cardiff, CF14 3BP, Wales  
 Tel: +44 (0) 29 20913359 Fax: +44 (0) 29 20625532

Daytime Phone #: \_\_\_\_\_

**Adeyn (ID: adeyn) @ 2139 Mage**

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

**Angbor (ID: angbo) @ 2139 Command Agent Emissary**

Order -> # _____ Code _____ Type _____  Required _____ Information _____ _____	Order -> # _____ Code _____ Type _____  Required _____ Information _____ _____
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**Bertorxxulous (ID: berto) @ 3210 Emissary**

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

**Brell Serilis (ID: brell) @ 2339 Agent**

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

**Bristlebane (ID: brist) @ 2438 Emissary**

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

**Inoruuk (ID: inoru) @ 2435 Emissary**

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

**Ordun Halbor (ID: ordun) @ 2438 Agent**

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

**Padrey (ID: padre) @ 2438 Agent**

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

**Quellious (ID: quell) @ 3034 Command Emissary**

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

## Rallos Zek (ID: rallo) @ 3433 Agent

Order      -> # _____ Code _____ Type _____		Order      -> # _____ Code _____ Type _____	
Required	<div style="border-bottom: 1px solid black; height: 1em;"></div>	Required	<div style="border-bottom: 1px solid black; height: 1em;"></div>
Information	<div style="border-bottom: 1px solid black; height: 1em;"></div>	Information	<div style="border-bottom: 1px solid black; height: 1em;"></div>
	<div style="border-bottom: 1px solid black; height: 1em;"></div>		<div style="border-bottom: 1px solid black; height: 1em;"></div>
	<div style="border-bottom: 1px solid black; height: 1em;"></div>		<div style="border-bottom: 1px solid black; height: 1em;"></div>

Riadeegha (ID: riade) @ 2235 Command Emissary Mage

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

Samaub (ID: samau) @ 1923 Agent Mage

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

Solusek Ro (ID: solus) @ 2139 Command Mage

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

**Tigon** (ID: tigon) @ 2139 Agent

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