

**MEPBM Games**  
**presents**

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



GAME # 143



## **Frost Men**

Victory points : 817  
Victory Conditions :

To see to the termination of Asbjorn by any means whatsoever.  
To see to the termination of Vezaya by any means whatsoever.  
To hold at game end the artifact: War-dancer #87.  
To hold at game end the artifact: Black Scale #129.  
To hold at game end the greatest amount of artifacts.

Top 3 Free Peoples :

**Aerithryn [ 892 ] Dustbighters [ 875 ] Frost Men [ 817 ]**

Special Nation Abilities :

#06 Armies lose no morale for force march.  
#10 New mages start at rank up to 40.  
#23 Can learn lost weakness spell.  
#24 Can learn lost conjure mounts spell.

Internet G143N03  
PHILIP SWIDERSKI 110670  
NONE  
NONE  
NONE

Game #	:	143
Player #	:	3
Turn #	:	6
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	9463
Special Service	:	YES

# Frost Men

(A Free People)

Season : Fall

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Neutral	# 4 Dustbighters	: Tolerated
# 5 Aerithryn	: Tolerated	# 6 Amestrians	: Tolerated	# 7 Faux Meddle Army	: Tolerated
# 8 Twin Scorpions	: Tolerated	# 9 Rhosgobel	: Tolerated	#10 Half-Orcs	: Tolerated
#11 Galadhrim	: Tolerated	#12 Drib Le Chin	: Hated	#13 Ull Navala	: Hated
#14 Farrelly	: Disliked	#15 Nacth Strum	: Disliked	#16 Shadowborn	: Disliked
#17 Heathen Kings	: Disliked	#18 Vampiric Order	: Disliked	#19 Scourge	: Disliked
#20 Black Numenroans	: Disliked	#21 Enlightned Shadow	: Neutral	#22 Fallen	: Neutral
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karamaikos	: Neutral

## POPULATION CENTERS

**Ablaze** Location : @ 3807 in Hills & Rough Climate is Cold

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	180	90	0	0	0	0	840
Current stores	0	960	480	0	0	0	0	-

**Crust** Location : @ 3806 in Hills & Rough Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 56	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	69	0	0	0	0	0	6	840
Current stores	506	0	0	0	0	0	0	-

**Enroute** Location : @ 4107 in Open Plains Climate is Cold

Size : Town	Fortifications : Tower	Loyalty : 58	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	25	0	0	0	211	0	2	0
Current stores	184	0	0	0	422	0	0	-

**Frost Gate** Location : @ 3808 in Open Plains Climate is Cool

Size : Major Town	Fortifications : Tower	Loyalty : 61	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	106	0	0	0	163	0	10	0
Current stores	450	0	0	0	326	0	0	-

**Genfel** Location : @ 3009 in Mixed Forest Climate is Cool

Size : Town	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	245	86	0	0
Current stores	600	0	0	0	246	0	0	-

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

**Hill Crest** Location : @ 3606 in Hills & Rough Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	120	0	0	0	0	30	6	0
Current stores	220	0	0	0	0	0	0	-

**Kuluinn** Location : @ 3713 in Shore/Plains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 31	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	224	0	0	0	208	0	8	0
Current stores	448	0	0	0	416	0	0	-

**Lucky Strike** Location : @ 3607 in Hills & Rough Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 23	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	48	0	0	33	0	600
Current stores	0	0	176	0	0	0	0	-

**Qurámalókë**

Location : @ 4211 in Open Plains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 34	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	240	0	0	0	840
Current stores	480	0	0	0	1680

**Roadside Inn (Capital)**

Location : @ 3906 in Open Plains Climate is Cold

Size : City	Fortifications : Fort	Loyalty : 87	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	11	0	0	0	29
Current stores	384	0	0	0	58

A small army bearing the banner of the Frost Men under Commander Cudgel is here.

**Roundup**

Location : @ 3308 in Open Plains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 35	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	136	0	0	0	304
Current stores	425	0	0	0	608

**Silver**

Location : @ 3707 in Hills &amp; Rough Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 58	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	63	0	0	0	0
Current stores	462	0	0	0	0

**Trees**

Location : @ 4212 in Mixed Forest Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 33	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	0	0	0	552
Current stores	0	0	0	0	1104

**Tundra**

Location : @ 4205 in Open Plains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 51	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	34	0	0	0	252
Current stores	248	0	0	0	504

**Waystop**

Location : @ 3705 in Open Plains Climate is Cold

Size : Major Town	Fortifications : Tower	Loyalty : 59	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	42	0	0	0	68
Current stores	308	0	0	0	136

**ARMIES AND NAVIES****Army Commander : Commander Cudgel**

Location : @ 3906 in Open Plains Climate is Cold

Army morale : 37 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Northman footmen w/broadswords	11	10	0	100	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	131	Low Supplies !!			
War machines	0				

The City/Fort of Roadside Inn flying the flag of the Frost Men is here.

**Army Commander : Lord Iron Helm**

Location : @ 3009 in Mixed Forest Climate is Cool

Army morale : 35 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Northman footmen w/broadswords	11	10	0	400	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	1	Low Supplies !!			
War machines	0				

The Town of Genfel flying the flag of the Frost Men is here.

**Army Commander : Commander Krush** Location : @ 4416 in Open Plains Climate is Cool  
 Army morale : 44 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Northman footmen w/broadswords 17 10 0 472 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 Fel Morder flying the flag of the Ull Navala is here.**

**Army Commander : Captain Spear Fist** Location : @ 4319 in Open Plains Climate is Hot  
 Army morale : 58 Warships : 0 Transports : 0 (10) Travel mode : Evasive  
 Troops Training Weapon Armor # Troops Troop Type  
 Northman horsemen w/battle axes 24 22 25 1400 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 25  
**A large army bearing the banner of the Dustbighters under Regent Dain Ironrod is here.**  
**An army bearing the banner of the Scourge under Captain Jamugha is here.**  
**An army bearing the banner of the Half-Orcs under Captain Morzug Bloodaxe is here.**  
**A small army bearing the banner of the Ull Navala under Captain Regvuld is here.**  
**A small army bearing the banner of the Ull Navala under Commander Ringvel is here.**

#### COMPANY COMMANDERS :

Veteran Chance Location : @ 3906 Traveling with him are : Arassuil - Blind Eye - Phantom.

### MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	20726	17845	316	2961	154698	8967	2573
Purchase at market price/unit	2	2	9	15	2	4	9
Sell to market price/unit	1	1	6	9	1	2	6

### MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 12288	Leather	4715	1070
Pop Centers : 2500	Bronze	960	180
Characters : 15600	Steel	656	138
	Mithril	0	0
Total : 30388	Food	5500	2872
	Timber	0	261
Current Tax rate : 48%	Mounts	510	73
Revenue expected next turn : 21120 (-9268)			
Current Gold reserve : 4			

**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:

None

You have hidden the following additional artifacts:

None

## NATION MESSAGES

*There are rumors of a theft attempt involving Arioch at Enyarma.*

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES

### Battle at 4413

In the Cool climate of the Mixed Forest of 4413, a conflict took place in the early morning hours in high winds.

At the head of a rebellious army rode **Commander Krush** of the nation of the Frost Men. 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
500 Northman footmen w/broadswords	wooden	none	a mob

The Camp of Fjordland flying the flag of the Ull Navala is situated in the Mixed Forest here.

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

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

### Battle at 4219

In the Hot climate of the Open Plains of 4219, a conflict took place in the early afternoon under a omen-filled sky.

At the head of a rebellious army rode **Captain Morzug Bloodaxe** of the nation of the Half-Orcs. 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
1129 Mixed Mannish horsemen w/lances	wooden/bronze	leather/bronze	a mob

At the head of a calm army rode **Regent Dain Ironrod** of the nation of the Dustbighters. 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
1723 Dwarven ponyriders w/war hammers	wooden/bronze	none/leather	a mob
41 Dwarven ponyriders w/battle axes	steel	steel	solid ranks

At the head of a demoralized army rode **Lord Jorhun** of the nation of the Ull Navala. 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
400 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a highly energetic army rode **Captain Spear Fist** of the nation of the Frost Men. The mount on which he rode cantered anxiously along the side of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1400 Northman horsemen w/battle axes	wooden/bronze	leather/bronze	a mob

After the battle had joined in earnest, heroes made their presence known all over the battlefield. Commanders on the scene ordered their troops to salvage what they could from the remains of the enemy forces..

Regent Dain Ironrod: 1 Food

After the battle.... Morzug Bloodaxe's forces found no enemy armies to fight. Dain Ironrod's forces were victorious in the battle, but suffered minor losses. Dain Ironrod appeared to have survived. Jorhun's forces were destroyed/routed in the battle. Jorhun appeared to have survived. Spear Fist's forces found no enemy armies to fight.

## 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.....
Arassuil	710	PrenMgy	
Arassuil	330	CstCjSp	508 250
Blind Eye	705	RsrchSp	416
Blind Eye	710	PrenMgy	
Chance	710	PrenMgy	
Chance	330	CstCjSp	502 ^
Cudgel	185	DnStNat	14
Cudgel	325	NatSell	ti 100

Hammer	810	MovChar	3906	
Hammer	948	TranCar	3606 3009 1e 600	
Iron Helm	340	TrPo2Ar	1	
Iron Helm	408	HvInfan	300 ^ ^	
Jabber	520	InfYour		
Jabber	810	MovChar	3806	
Jacqs	605	GrdLoc		
Jacqs	325	NatSell	mo 100	
Krush	250	DstPop	fl	
Krush	850	MovArmy	se sw se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no	
Loathe	520	InfYour		
Loathe	605	GrdLoc		
Phantom	330	CstCjSp	508 260	
Phantom	737	NamMage	^ f	
Spear Fist	215	RfsPers		
Spear Fist	850	MovArmy	e e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ev	

Aragost



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

Spells (+0) : #102 Barriers(64) #202 Call Fire(89) #302 Long Stride(88)  
#416 Reveal Production(92)

*She is currently in the Open Plains at 3906. The City/Fort of Roadside Inn flying the flag of the Frost Men is here.*

Arassuil



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

Spells (+0) : #406 Divine Army(75) #417 Divine Characters w/Forces(53)  
#502 Weakness(85) #508 Conjure Mounts(100)

Arassuil was located in the Open Plains at 3906.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 250 Mounts were conjured.

He was ordered to prentice magery. The prentice magery was successful and his Mage rank has been improved.

*He is traveling with Chance in the Open Plains at 3906. The City/Fort of Roadside Inn flying the flag of the Frost Men is here.*

Blind Eye



Ranks : Command 0 Agent 0 Emissary 0 Mage 52  
Health 100 Stealth 0 Challenge 52  
Artifacts : None

Spells (+0) : #102 Barriers(94) #204 Wild Flames(100) #308 Capital Return(91)  
#408 Perceive Nationality(76) #416 Reveal Production(73) #502 Weakness(97)  
#508 Conjure Mounts(64)

Blind Eye was located in the Open Plains at 3906.

He was ordered to research a spell. Reveal Production #416 was successfully researched.

He was ordered to prentice magery. The prentice magery was successful and his Mage rank has been improved.

*He is traveling with Chance in the Open Plains at 3906. The City/Fort of Roadside Inn flying the flag of the Frost Men is here.*



Chance



Ranks : Command 10 Agent 0 Emissary 0 Mage 48  
 Health 100 Stealth 0 Challenge 50  
 Artifacts : None

Spells (+0) : #413 Scry Population Center(83) #415 Scry Area(57)  
 #502 Weakness(72) #508 Conjure Mounts(67)

Chance was located in the Open Plains at 3906.

He was ordered to cast a conjuring spell. He was not able to cast the spell. Continued efforts may succeed.

He was ordered to prentice magery. The prentice magery was successful and his Mage rank has been improved.

**He commands a company in the Open Plains at 3906. The City/Fort of Roadside Inn flying the flag of the Frost Men is here.**

Cudgel



Ranks : Command 34 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 34  
 Artifacts : None

Spells (+0) : None

Cudgel was located in the Open Plains at 3906.

He was ordered to downgrade our relations. He was not able to downgrade our relations because the populace did not support it. Continued efforts may succeed.

He was ordered to have the nation sell to the caravans. 936 Timber were sold for 1872 Gold.

**He commands an army in the Open Plains at 3906. The City/Fort of Roadside Inn flying the flag of the Frost Men is here.**

Hammer



Ranks : Command 0 Agent 0 Emissary 74 Mage 52  
 Health 100 Stealth 0 Challenge 61  
 Artifacts : None

Spells (+0) : #4 Major Heal(87) #102 Barriers(79) #308 Capital Return(93)  
 #502 Weakness(90) #508 Conjure Mounts(82)

Hammer was located in the Open Plains at 3805.

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

He was ordered to transport by the caravans. 600 Leather (+10%) transported from Hill Crest to Genfel.

**He is currently in the Open Plains at 3906. The City/Fort of Roadside Inn flying the flag of the Frost Men is here.**

Iron Helm



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

Iron Helm was located in the Mixed Forest at 3009.

He was ordered to transfer some Food from the population center to the army. 1 Food was transferred.

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

***He commands an army in the Mixed Forest at 3009. The Town of Genfel flying the flag of the Frost Men is here.***

Jabber



Ranks : Command 0 Agent 0 Emissary 58 Mage 0  
 Health 100 Stealth 0 Challenge 29  
 Artifacts : None  
 Spells (+0) : None

Jabber was located in the Shore/Plains at 3713.

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

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

***He is currently in the Hills & Rough at 3806. The Camp of Crust flying the flag of the Frost Men is here.***

Jacqs



Ranks : Command 0 Agent 45 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 33  
 Artifacts : None  
 Spells (+0) : None

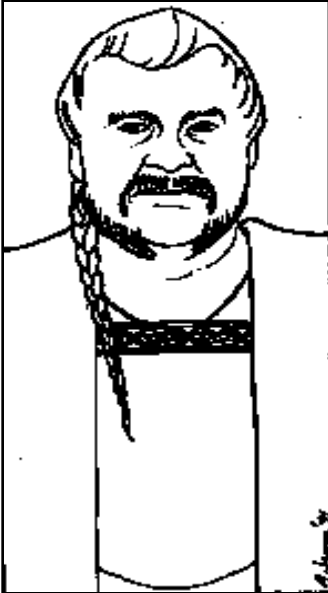
Jacqs was located in the Open Plains at 3906.

He was ordered to have the nation sell to the caravans. 553 Mounts were sold for 3871 Gold.

He was ordered to guard the location. Roadside Inn was guarded.

***He is currently in the Open Plains at 3906. The City/Fort of Roadside Inn flying the flag of the Frost Men is here.***

Krush



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

Krush was located in the Mixed Forest at 4413.

He was ordered to destroy the Camp of Fjordland. See Combat Messages.

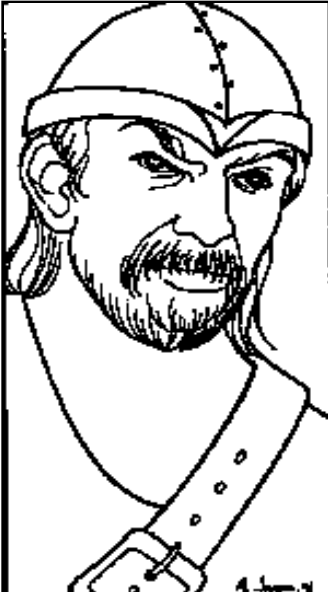
Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

***He commands an army in the Open Plains at 4416. The Village of Fel Morder flying the flag of the Ull Navala is here.***

Loathe



Ranks : Command 0 Agent 51 Emissary 25 Mage 10  
 Health 100 Stealth 0 Challenge 43  
 Artifacts : None

Spells (+0) : #410 Divine Allegiance Forces(35) #508 Conjure Mounts(32)

Loathe was located in the Mixed Forest at 3009.

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

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

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

Phantom



Ranks : Command 0 Agent 40 Emissary 0 Mage 52  
 Health 100 Stealth 0 Challenge 59  
 Artifacts : None

Spells (+0) : #408 Perceive Nationality(61) #422 Perceive Power(92)  
 #502 Weakness(97) #508 Conjure Mounts(100)

Phantom was located in the Open Plains at 3906.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 260 Mounts were conjured.

He was ordered to name a new mage. No character name was provided. A new mage named Aragost was available.

***He is traveling with Chance in the Open Plains at 3906. The City/Fort of Roadside Inn flying the flag of the Frost Men is here.***

## Spear Fist



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

Spear Fist was located in the Open Plains at 4219.

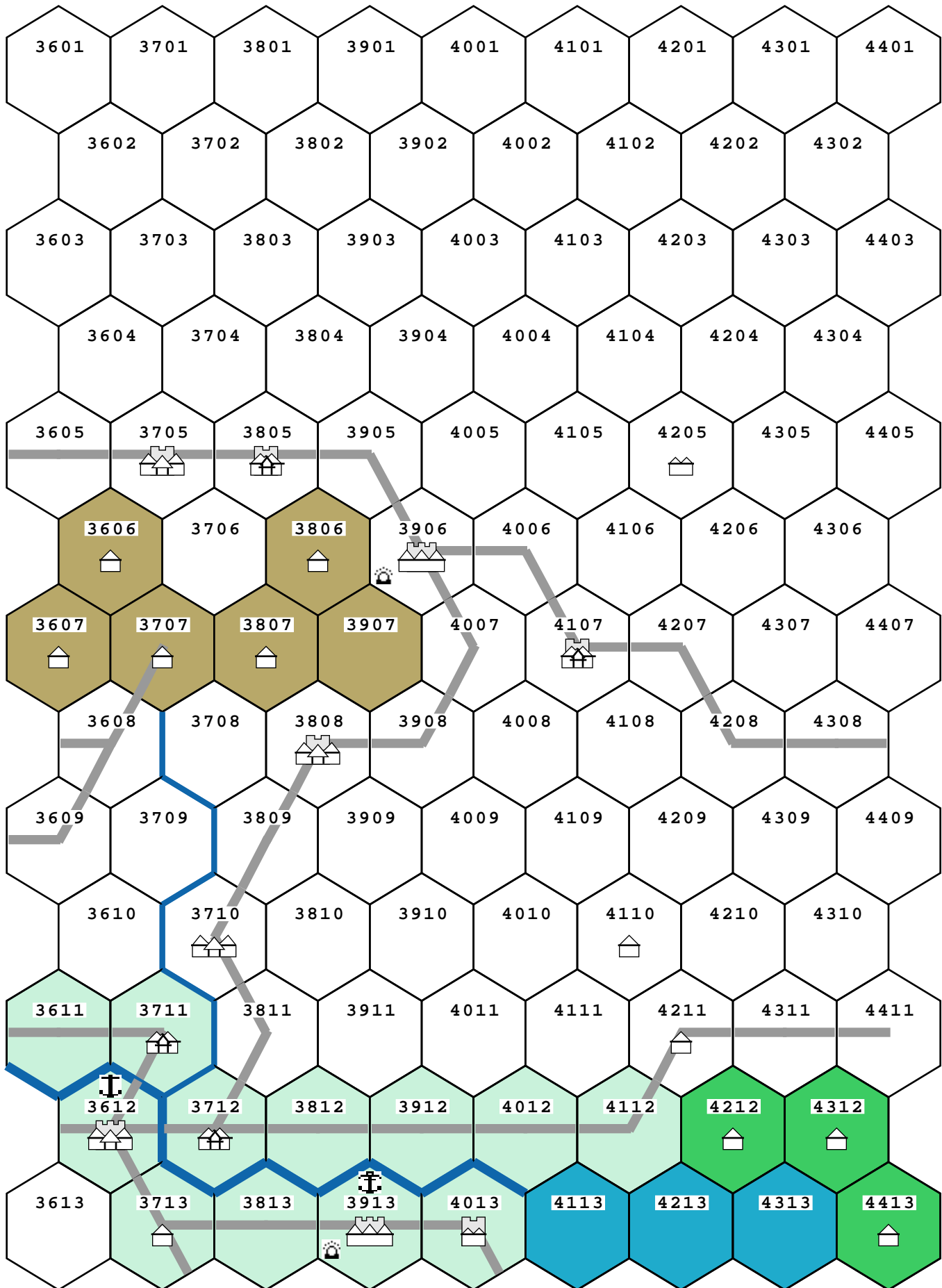
He was ordered to refuse all personal challenges.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to move the army. He accepted the army movement orders. Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

*He commands an army in the Open Plains at 4319.*



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

**Chance (ID: chanc) @ 3906 Command Mage**

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

**Cudgel (ID: cudge) @ 3906 Command**

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

**Hammer (ID: hamme) @ 3906 Emissary Mage**

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

**Iron Helm (ID: iron ) @ 3009 Command**

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

**Jabber (ID: jabbe) @ 3806 Emissary**

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

**Jacqs (ID: jacqs) @ 3906 Agent**

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

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Krush (ID: krush) @ 4416 Command
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Order    -> # _____ Code _____ Type _____		Order    -> # _____ Code _____ Type _____
Required _____		Required _____
Information _____ _____		Information _____ _____ _____

Loathe (ID: loath) @ 3009 Agent Emissary Mage

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>	

## Phantom (ID: phant) @ 3906 Agent Mage

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

Spear Fist (ID: spear) @ 4319 Command

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