

**MEPBM Games**  
**presents**

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



GAME # 141



## **Acadians**

Victory points : 600  
Victory Conditions :

To hold at game end the population center of Rath Cael at 1715.  
To acquire 10 additional artifacts (13) of any alignment.  
To see to the termination of Zig Sha by any means whatsoever.  
To see to the termination of Bruturuk by any means whatsoever.  
To hold at game end the greatest amount of artifacts.

Top 3 Free Peoples :

**Once Upon a Time [ 1217 ] Sing a Song [ 850 ] Acadians [ 600 ]**

Special Nation Abilities :

#02 Scout/recon at +20 to normal skill rank.  
#17 Build ships at 1/2 timber cost.  
#21 Hire new armies at no cost.  
#32 Navies can travel open seas w/o fear of storms/lost.

Internet G141N04  
BRAD BRUNET 109410  
NONE  
NONE  
NONE

Game # : 141  
Player # : 4  
Turn # : 11  
Account : \$ 0.00  
Free Turns : 0  
Security Code : 1716  
Special Service : YES

# Acadians

(A Free People)

Season : Winter

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Disliked	# 2 South Kingdom	: Neutral	# 3 Wise Council	: Tolerated
# 5 Silent Assembly	: Tolerated	# 6 Thorinar	: Tolerated	# 7 Sapphic Enclave	: Tolerated
# 8 Nameless	: Tolerated	# 9 Ground Pounders	: Tolerated	#10 Sundered	: Tolerated
#11 Lohmai'gwaith	: Tolerated	#12 Sheri-Urk	: Hated	#13 Red Witches	: Disliked
#14 Dark Feast	: Disliked	#15 Twilight Hammer	: Hated	#16 Sh'iar Empire	: Disliked
#17 Great Trollusk	: Hated	#18 Benîm 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

**Beaubassin** Location : @ 0611 in Mixed Forest Climate is Mild

Size : Village	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	238	360	0	700
Current stores	0	0	0	0	0	0	0	-

A small army bearing the banner of the Acadians under Veteran D'Entremont is here.

**Caraquet** Location : @ 1414 in Open Plains Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 26	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	178	0	0	0	562	0	5	0
Current stores	416	0	0	0	0	0	30	-

An army bearing the banner of the Acadians under Veteran Cormier is here.  
**An army bearing the banner of the Great Trollusk under Veteran Harimutari is here.**  
**An army bearing the banner of the Great Trollusk under Commander Rashkgnar is here.**

**Grand-Pre** Location : @ 0711 in Hills & Rough Climate is Mild

Size : Major Town	Fortifications : Fort	Loyalty : 47	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	306	65	0	1100
Current stores	0	0	0	0	0	0	0	-

A large army bearing the banner of the Acadians under Veteran Biencourt is here.  
**A huge army bearing the banner of the North Kingdom under Lord Patrocles is here.**

**Louisbourg** Location : @ 0614 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Fort	Loyalty : 35	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	48	0	670	162	0	0
Current stores	0	0	144	0	0	0	0	-

A small army bearing the banner of the Acadians under Commander Comeau is here.

**Malpeque** Location : @ 0714 in Mixed Forest 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	0	0	0	0	677	79	0	0
Current stores	0	0	0	0	0	0	0	-

**An army bearing the banner of the Alvernus under Hero Erester is here.**

**Port Royale (Capital)** Location : @ 0613 in Mixed Forest Climate is Mild

Size : City	Fortifications : Fort	Loyalty : 90	Docks : Port	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	41	0	0	0	158	41	0	0
Current stores	82	0	0	0	0	0	0	-

A small army bearing the banner of the Acadians under Lord Champlain is here.

**Port-La-Joye** Location : @ 1120 in Shore/Plains Climate is Mild  
 Size : Camp Fortifications : None Loyalty : 20 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 252 0 0 0 450 0 18 0  
 Current stores 504 0 0 0 0 0 72 -

**Saint Pierre** Location : @ 0512 in Mixed Forest Climate is Mild  
 Size : Village Fortifications : None Loyalty : 33 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 346 187 0 0  
 Current stores 0 0 0 0 0 0 0 -

## ARMIES AND NAVIES

**Army Commander : Veteran Biencourt** Location : @ 0711 in Hills & Rough Climate is Mild  
 Army morale : 21 Warships : 0 Transports : 0 (12) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Eriadoran footmen w/spears 10 13 0 2988 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 489 Low Supplies !!  
 War machines 0  
 The Major Town/Fort of Grand-Pre flying the flag of the Acadians is here.  
**A huge army bearing the banner of the North Kingdom under Lord Patrocles is here.**

**Army Commander : Lord Champlain** Location : @ 0613 in Mixed Forest Climate is Mild  
 Army morale : 74 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Lesser Dúnadan horsemen w/broadswords 50 50 50 100 Heavy Cavalry  
 Eriadoran footmen w/spears 10 10 0 300 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 612 Low Supplies !!  
 War machines 0  
 The City/Fort of Port Royale flying the flag of the Acadians is here.

**Army Commander : Commander Comeau** Location : @ 0614 in Mixed Forest Climate is Mild  
 Army morale : 30 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Eriadoran footmen w/spears 10 10 0 200 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 245 Low Supplies !!  
 War machines 0  
 The Town/Fort of Louisbourg flying the flag of the Acadians is here.

**Army Commander : Veteran Cormier** Location : @ 1414 in Open Plains Climate is Mild  
 Army morale : 10 Warships : 0 Transports : 0 (3) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Eriadoran footmen w/spears 10 10 0 700 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0  
 The Town/Tower of Caraquet flying the flag of the Acadians is here.  
**An army bearing the banner of the Great Trollusk under Veteran Harimutari is here.**  
**An army bearing the banner of the Great Trollusk under Commander Rashkgnar is here.**

**Army Commander : Veteran D'Entremont** Location : @ 0611 in Mixed Forest Climate is Mild  
 Army morale : 17 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Eriadoran footmen w/spears 10 10 0 100 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 194 Low Supplies !!  
 War machines 0  
 The Village of Beaubassin flying the flag of the Acadians is here.

**COMPANY COMMANDERS :**

None

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	32076	18111	4360	1613	248832	11006	1776
Purchase at market price/unit	3	3	6	22	2	4	9
Sell to market price/unit	2	2	4	17	1	3	7

**MISCELLANEOUS**

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 17752	Leather	1002	471
Pop Centers : 4000	Bronze	0	0
Characters : 15740	Steel	144	48
	Mithril	0	0
Total : 37492	Food	0	3407
	Timber	0	894
Current Tax rate : 73%	Mounts	102	23
Revenue expected next turn : 27350 (-10142)			
Current Gold reserve : 7095			

**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
Stone-mace of Setmaenen	Mace 175	No	Good	COMBAT - Increases damage by 500 points.

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

None

## NATION MESSAGES

*There are rumors of a theft attempt involving Kesha at C-Band.  
There are rumors of a theft attempt involving Padrey at Nargelion.  
There are rumors of an encounter involving Grazer at 2418.*

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES

### Battle at 0811

In the Cold climate of the Mountains of 0811, a conflict took place in the early afternoon in a dense and oppressive fog.

At the head of a demoralized army rode **Lord Cagh Monûnaw** of the nation of the North Kingdom. 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
250 Dúnadan knights w/lances	wooden	steel	a mob

The Village of Tatamagouche flying the flag of the Acadians is situated in the Mountains here.

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

The battle for Tatamagouche 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.... Cagh Monûnaw's army survived the attack on the Village, but suffered minor losses. Cagh Monûnaw appeared to have survived. The Village has been reduced to a Camp. The Camp has been under siege/attack this turn. The Camp now flies the flag of the North Kingdom.

### Battle at 0812

In the Cold climate of the Mountains of 0812, a conflict took place in the early hours of the evening in high winds.

At the head of a demoralized army rode **Commander Tor Mitari** of the nation of the North Kingdom. 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
226 Dúnadan knights w/lances	wooden	steel	a mob

The Camp of Tracadie flying the flag of the Acadians is situated in the Mountains here.

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

The battle for Tracadie 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.... Tor Mitari's army survived the attack on the Camp, but suffered minor losses. Tor Mitari appeared to have survived. The Camp has been reduced to a Ruins. The Ruins of Tracadie 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.....
Arsenault	520	InfYour	
Arsenault	325	NatSell	ti 100
Biencourt	408	HvInfan	400 ^ ^
Biencourt	605	GrdLoc	
Broussard	910	ScoArea	
Broussard	810	MovChar	1207
Champlain	408	HvInfan	500 ^ ^
Champlain	765	SplArmy	comea ^ ^ ^ 200 ^ ^ ^
Comeau	728	NamComm	Veniot m
Comeau	850	MovArmy	se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Cormier	408	HvInfan	300 ^ ^
Cormier	605	GrdLoc	
D'Aulnay	585	Uncover	
D'Aulnay	810	MovChar	1008
D'Entremont	355	TrTrps	bienc ^ ^ 700 ^ ^ ^
D'Entremont	850	MovArmy	w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Durelle	910	ScoArea	
Durelle	810	MovChar	1208
JF Breau	690	StlGold	
JF Breau	810	MovChar	1612
Martin	555	CreCmp	^
Martin	810	MovChar	0714
Pierre Lejeune	585	Uncover	
Pierre Lejeune	810	MovChar	1008
Robichaud	520	InfYour	
Robichaud	325	NatSell	fo 100
Saint-Etienne	215	RfsPers	
Saint-Etienne	810	MovChar	0714

Arsenault



Ranks : Command 0 Agent 0 Emissary 40 Mage 0  
 Health 100 Stealth 0 Challenge 20  
 Artifacts : None  
 Spells (+0) : None

Arsenault was located in the Mixed Forest at 0613.

He was ordered to have the nation sell to the caravans. 894 Timber were sold for 3576 Gold.

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

***He is currently in the Mixed Forest at 0613. The City/Fort of Port Royale flying the flag of the Acadians is here.***

Biencourt



Ranks : Command 10 Agent 37 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 29  
 Artifacts : None  
 Spells (+0) : None

Biencourt was located in the Hills & Rough at 0711.

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. Grand-Pre was guarded.

***He commands an army in the Hills & Rough at 0711. The Major Town/Fort of Grand-Pre flying the flag of the Acadians is here.***

Broussard



Ranks : Command 0 Agent 44 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 33  
 Artifacts : None  
 Spells (+0) : None

Broussard was located in the Open Plains at 1010.

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

He was ordered to scout the area. A scout of the area was attempted. Foreign armies identified: - Pathan of the North Kingdom with about 100 troops at 1108 - Fiorel of the North Kingdom with about 900 troops at 1108. See report below.

***He is currently in the Shore/Plains at 1207. The Village of Tuilindo flying the flag of the North Kingdom is here.***

Champlain



Ranks : Command 50 Agent 0 Emissary 53 Mage 0  
 Health 100 Stealth 0 Challenge 66  
 Artifacts : #175 Stone-mace of Setmaenen/  
 Spells (+0) : None

Champlain was located in the Mixed Forest at 0613.

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

He was ordered to split the army. The army was split. 245 Food was transferred.  
*He commands an army in the Mixed Forest at 0613. The City/Fort of Port Royale flying the flag of the Acadians is here.*

Comeau



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

Comeau was located in the Mixed Forest at 0613.

He was ordered to name a new commander. A new commander named Veniot was available.

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

*He commands an army in the Mixed Forest at 0614. The Town/Fort of Louisbourg flying the flag of the Acadians is here.*

Cormier



Ranks : Command 10 Agent 31 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 25  
 Artifacts : None  
 Spells (+0) : None

Cormier was located in the Open Plains at 1414.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

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

*He commands an army in the Open Plains at 1414. The Town/Tower of Caraquet flying the flag of the Acadians is here.*



D'Aulnay



Ranks : Command 0 Agent 0 Emissary 78 Mage 0  
 Health 100 Stealth 0 Challenge 39  
 Artifacts : None  
 Spells (+0) : None

D'Aulnay was located in the Shore/Plains at 1515.

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Plane seeks to hold the population center of Swamp at 2335 - uncovered that the nation of the Twilight Hammer seeks to hold the artifact: a Ring, #164 - uncovered that the nation of the South Kingdom seeks to terminate 10 characters by personal challenge or by assassination - uncovered that the nation of the Alvernus seeks to hold the greatest amount of artifacts. - uncovered that the nation of the Plane possesses Special Nation Ability #32.

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

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

**He is currently in the Hills & Rough at 1008. The Village of Qurámalókë flying the flag of the North Kingdom is here.**

D'Entremont



Ranks : Command 10 Agent 28 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 23  
 Artifacts : None  
 Spells (+0) : None

D'Entremont was located in the Hills & Rough at 0711.

He was ordered to transfer some troops from the army to an army. 700 Heavy Infantry were transferred.

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

**He commands an army in the Mixed Forest at 0611. The Village of Beaubassin flying the flag of the Acadians is here.**

Durelle



Ranks : Command 0 Agent 42 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 31  
 Artifacts : None  
 Spells (+0) : None

Durelle was located in the Shore/Plains at 1615.

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

He was ordered to scout the area. A scout of the area was attempted. Foreign armies identified: - Pathan of the North Kingdom with about 100 troops at 1108 - Fiorel of the North Kingdom with about 900 troops at 1108. See report below.

**He is currently in the Hills & Rough at 1208. The Village of Dungortheb flying the flag of the North Kingdom is here.**

JF Breau



Ranks : Command 0 Agent 55 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 41  
 Artifacts : None  
 Spells (+0) : None

JF Breau was located in the Hills & Rough at 1609.

He was ordered to steal the Gold. 4312 Gold was stolen at Weathertop.

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

*He is currently in the Open Plains at 1612. The Village/Tower of Worghash flying the flag of the Great Trollusk is here.*

LeBlanc



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

LeBlanc was located in an unknown location.

LeBlanc could not escape from being held hostage.

*He is currently being held hostage. Location unknown. No Gold ransom demanded at this time.*

Martin



Ranks : Command 0 Agent 0 Emissary 59 Mage 0  
 Health 100 Stealth 0 Challenge 29  
 Artifacts : None  
 Spells (+0) : None

Martin was located in the Mountains at 0812.

He was ordered to create a camp. He was not able to create the camp because a population center already exists.

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

*He is currently in the Mixed Forest at 0714. The Village of Malpeque flying the flag of the Acadians is here.*

Pierre Lejeune



Ranks : Command 0 Agent 0 Emissary 61 Mage 0  
 Health 100 Stealth 0 Challenge 30  
 Artifacts : None  
 Spells (+0) : None

Pierre Lejeune was located in the Shore/Plains at 1515.

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Twilight Hammer seeks to hold the artifact: a Sword, #195. - uncovered that the nation of the Once Upon a Time possesses Special Nation Ability #1.

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

*He is currently in the Hills & Rough at 1008. The Village of Qurámalókë flying the flag of the North Kingdom is here.*

Robichaud



Ranks : Command 0 Agent 0 Emissary 41 Mage 0  
 Health 100 Stealth 0 Challenge 20  
 Artifacts : None  
 Spells (+0) : None

Robichaud was located in the Mixed Forest at 0613.

He was ordered to have the nation sell to the caravans. 3407 Food were sold for 3407 Gold.

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

*He is currently in the Mixed Forest at 0613. The City/Fort of Port Royale flying the flag of the Acadians is here.*

Saint-Etienne



Ranks : Command 10 Agent 31 Emissary 0 Mage 0  
 Health 54 Stealth 0 Challenge 25  
 Artifacts : None  
 Spells (+0) : None

Saint-Etienne was located in the Hills & Rough at 0810.

He was ordered to refuse all personal challenges.

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

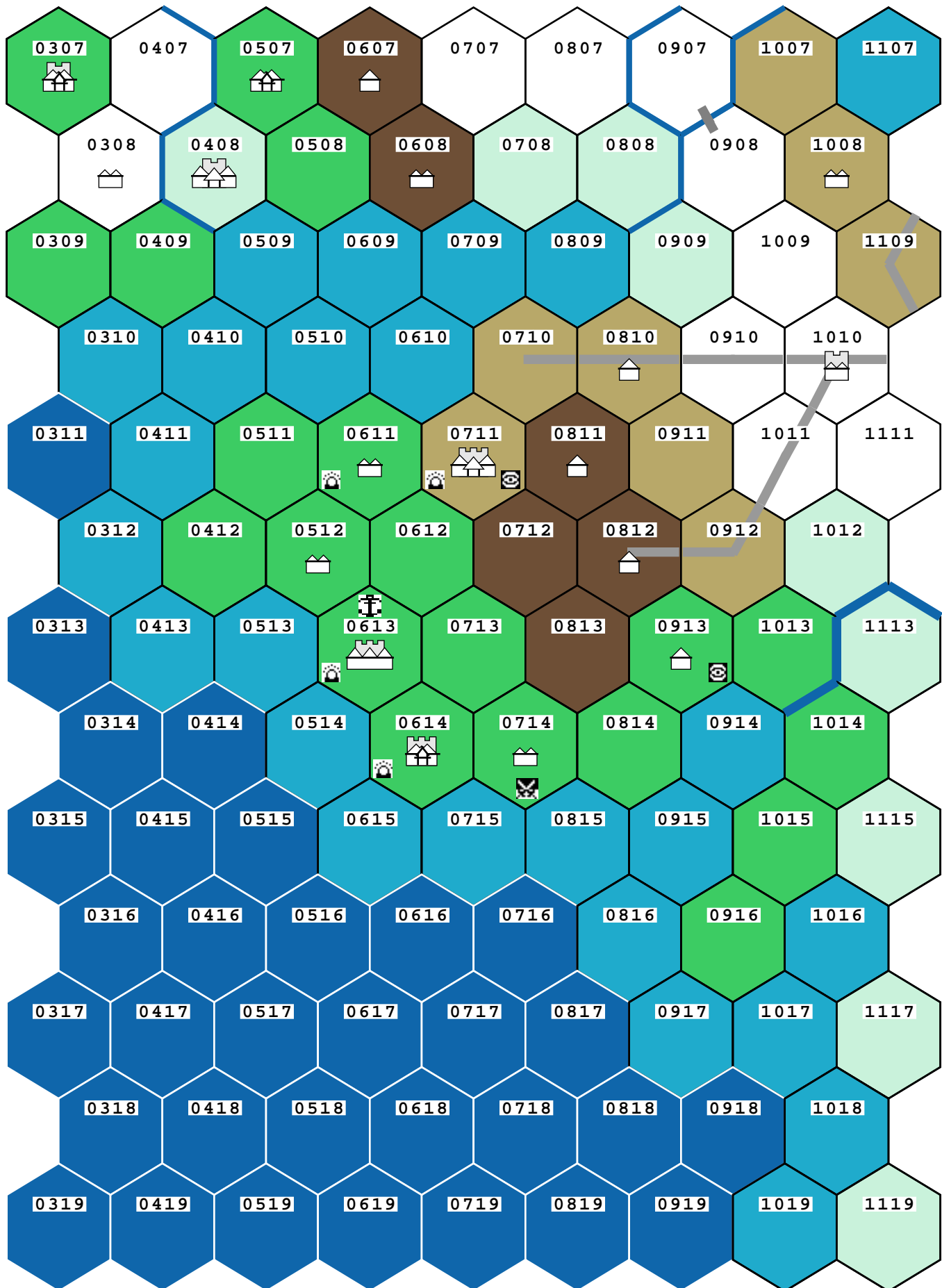
*He is currently in the Mixed Forest at 0714. The Village of Malpeque flying the flag of the Acadians is here.*

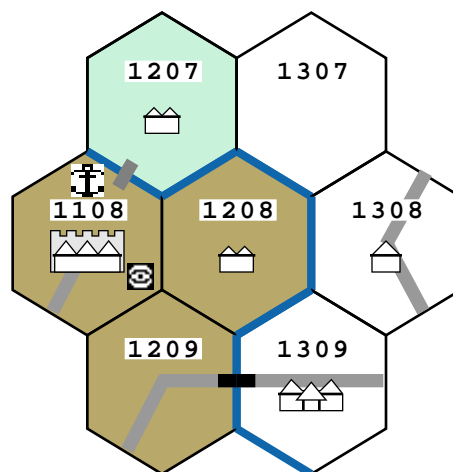
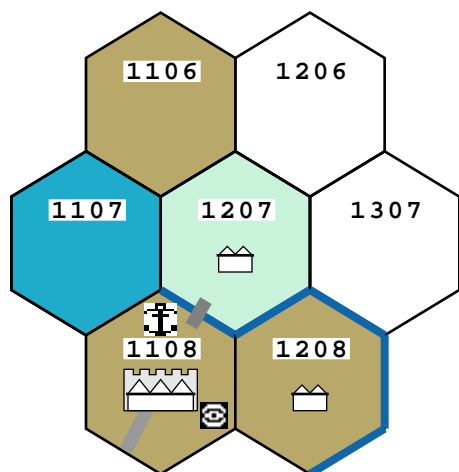
Veniot



Ranks : Command 37 Agent 0 Emissary 0 Mage 0  
Health 100 Stealth 0 Challenge 37  
Artifacts : None  
Spells (+0) : None

Veniot has a special ability. He has a bonus to his Command rank.  
*He is currently in the Mixed Forest at 0613. The City/Port of Port Royale flying the flag of the Acadians is here.*





Required <hr/> Information <hr/>	Required <hr/> Information <hr/>
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**Champlain (ID: champ) @ 0613 Command Emissary**

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

**Comeau (ID: comea) @ 0614 Command**

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

**Cormier (ID: cormi) @ 1414 Command Agent**

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

**D'Aulnay (ID: d'aul) @ 1008 Emissary**

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

**D'Entremont (ID: d'ent) @ 0611 Command Agent**

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

**Durelle (ID: durel) @ 1208 Agent**

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



**JF Breau (ID: jf b) @ 1612 Agent**

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

**Martin (ID: marti) @ 0714 Emissary**

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

**Pierre Lejeune (ID: pierr) @ 1008 Emissary**

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

**Robichaud (ID: robic) @ 0613 Emissary**

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

**Saint-Etienne (ID: saint) @ 0714 Command Agent**

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

**Veniot (ID: venio) @ 0613 Command**

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