

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Wise Council**

Victory points : 400

Victory Conditions :

To hold at game end the population center of Vegas at 2112.
 To hold at game end the population center of Trannel at 3707.
 To see to the termination of Augustus by any means whatsoever.
 To hold at game end the population center of Lagna Sa at 3706.
 To hold at game end the artifact: Curaran #22.

Top 3 Free Peoples :

Sing a Song [1525] Alvernus [1250] Once Upon a Time [1142]

Special Nation Abilities :

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

Internet G141N03
 DAVID HAGERSON 109200
 NONE
 NONE
 NONE

Game # : 141
 Player # : 3
 Turn # : 19
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 2629
 Special Service : YES

Wise Council

(A Free People)

Season : Spring

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Disliked	# 2 South Kingdom	: Neutral	# 4 Acadians	: 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	: Disliked	#13 Red Witches	: Hated
#14 Dark Feast	: Disliked	#15 Twilight Hammer	: Hated	#16 Sh'iar Empire	: Hated
#17 Great Trollusk	: Hated	#18 Benîm an Pharazôn	: Disliked	#19 RhunLandChattelCo	: Disliked
#20 Tribes of Angmar	: Hated	#21 Lands	: Neutral	#22 Sing a Song	: Tolerated
#23 Once Upon a Time	: Tolerated	#24 Plane	: Neutral	#25 Alvernus	: Neutral

POPULATION CENTERS

Ar-Kuinder (Capital) Location : @ 2903 in Open Plains Climate is Polar

Size : Major Town	Fortifications : None	Loyalty : 59	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	7	0	0	0	20	0	0	0
Current stores	7	0	0	0	0	0	0	-

A small army bearing the banner of the Wise Council under Commander Sûldun is here.

Bar-Ariin Location : @ 2803 in Mountains Climate is Polar

Size : Village	Fortifications : None	Loyalty : 39	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	12	2	0	0	0	300
Current stores	0	0	36	4	0	0	0	-

Barstow Location : @ 2109 in Mixed Forest Climate is Cool

Size : Camp	Fortifications : Tower	Loyalty : 54	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	400	128	0	0
Current stores	0	0	0	0	0	0	0	-

Foreign characters reported in the hex : **Propheta - Qunmuela.**

Beni-Inusi Location : @ 3102 in Mountains Climate is Polar

Size : Major Town	Fortifications : None	Loyalty : 60	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	26	12	0	0	0	0	420
Current stores	0	26	36	0	0	0	0	-

Eureka Location : @ 2008 in Mixed Forest Climate is Cool

Size : Camp	Fortifications : Tower	Loyalty : 56	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	608	80	0	0
Current stores	0	0	0	0	197	24	0	-

Gelydh Location : @ 3209 in Open Plains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 34	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	237	0	0	0	749	0	13	0
Current stores	237	0	0	0	0	0	0	-

Lor-Junisn Location : @ 3105 in Open Plains Climate is Cold

Size : Town	Fortifications : Fort	Loyalty : 40	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	34	0	0	0	169	0	5	0
Current stores	34	0	0	0	0	0	0	-

Murk-Lomil Location : @ 2902 in Mountains Climate is Polar
 Size : Village Fortifications : None Loyalty : 82 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 67 17 0 0 0 0 300
 Current stores 0 67 51 0 0 0 0 -

Nulla Location : @ 2808 in Hills & Rough Climate is Cool
 Size : Village Fortifications : None Loyalty : 21 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 109 0 0 0 0 192 0 1300
 Current stores 109 0 0 0 0 0 0 -

Numi Hrol Location : @ 3004 in Mountains Climate is Polar
 Size : Town Fortifications : None Loyalty : 41 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 25 0 2 0 0 0 420
 Current stores 0 25 0 4 0 0 0 -

Teisl-Junni Location : @ 2704 in Mountains Climate is Polar
 Size : Town Fortifications : None Loyalty : 39 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 40 18 2 0 0 0 0
 Current stores 0 40 54 4 0 0 0 -

Tui Juai Location : @ 3305 in Open Plains Climate is Cold
 Size : Village Fortifications : None Loyalty : 45 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 96 0 0 0 91 0 2 0
 Current stores 96 0 0 0 0 0 0 -

Yalúmea Location : @ 3009 in Mixed Forest Climate is Cool
 Size : Village Fortifications : None Loyalty : 28 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 589 192 0 0
 Current stores 0 0 0 0 0 0 0 -

ARMIES AND NAVIES

Army Commander : Captain Dernwyn Location : @ 1702 in Hills & Rough Climate is Polar
 Army morale : 1 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 31 10 0 714 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0
 Characters traveling with army : - Beirusa - Micheasi.
The Village of Pig House flying the flag of the Tribes of Angmar is here.

Army Commander : Commander Sûldun Location : @ 2903 in Open Plains Climate is Polar
 Army morale : 46 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 23 10 0 100 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 19 Low Supplies !!
 War machines 0
 Characters traveling with army : - Cjaini - Jopinii - Wiulii.
The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	14405	462	0	3360	212984	36764	1347
Purchase at market price/unit	2	9	11	12	2	2	12
Sell to market price/unit	1	5	6	7	1	1	7

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

Armies/Navies : 3256
 Pop Centers : 2000
 Characters : 17180
 Total : 22436

Current Tax rate : 60%
 Revenue expected next turn : 29740 (+7304)
 Current Gold reserve : 1279

Totals for Nation:

Leather 483
 Bronze 158
 Steel 59
 Mithril 6
 Food 2626
 Timber 592
 Mounts 20

Stores**Production****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
Troll Slayer	Sword	12	No	Good	COMBAT - Increases damage by 750 points.
Gúthwinë	Sword	95	No	Good	COMBAT - Increases damage by 750 points.
Durlachiel	Sword	141	No	Good	COMBAT - Increases damage by 750 points.

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of the fall of a Strategic Site.

85 Gold was stolen at Eureka.

There are rumors of Gold being transported by caravan from Casa to Hills.

Our populace reports that a season change is imminent!

ENCOUNTER MESSAGES

None

COMBAT MESSAGES**Battle at 1701**

In the Polar climate of the Open Plains of 1701, a conflict took place in the early hours of the evening during a driving storm.

At the head of a demoralized army rode **Captain Dernwyn** of the nation of the Wise Council. 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
1500 Woodman footmen w/battle axes	wooden	none	ragged ranks

At the head of a demoralized army rode **Commander Bailor Luk** of the nation of the Tribes of Angmar. 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 horsemen w/shortswords	steel	steel	a mob
400 Mixed Mannish footmen w/battle axes	wooden	none	a mob
400 Lesser Mannish footmen w/spears	wooden	none	a mob

Report from Dernwyn.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. The troops needed this encouragement because many feared that they would die in the battle. Finally the order was passed down the ranks.. Head straight for them and then strike the left flank...the left flank! As our troops deployed, a cheer went up as balls of light green light burst among the enemy, and they realized that the mages had already started the battle. Against the forces of Bailor Luk, they tried to lay an ambush, but we broke into their exposed flank.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Beirusa** stood off to one side making magical gestures and incanting arcane words. Suddenly, many of his comrades counted their blessings as they evaded blows which surely should have landed!

Report from Dernwyn.....Our foot soldiers engaged the other troops in the open and took the battle to them. The troops tried to fight well, but they needed much more training. They fought very poorly. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

After the battle.... Dernwyn's forces were victorious in the battle, but suffered severe losses. Dernwyn appeared to have survived. Bailor Luk's forces were destroyed/routed in the battle. Bailor Luk 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.....
Beirusa	210	IssPers	bailo
Beirusa	225	CstCbSp	108
Borondir	215	RfsPers	
Borondir	870	MovJoin	2903 suldu
Cauligius	734	NamEmis	^ ^
Cauligius	325	NatSell	mo 100
Cjaiin	215	RfsPers	
Cjaiin	870	MovJoin	2903 suldu
Dernwyn	230	AttEnemy	fl
Dernwyn	860	ForcMar	e sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Ericus	525	InfOthr	
Ericus	810	MovChar	2305
Gamling	731	NamAgen	^ f
Gamling	325	NatSell	ti 100
Jopinii	215	RfsPers	
Jopinii	870	MovJoin	2903 suldu
Micheasi	215	RfsPers	
Micheasi	850	MovArmy	e sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Silusini	940	CstLoSp	412 7
Silusini	710	PrenMgy	
Sûldun	435	ArmyMan	
Sûldun	605	GrdLoc	
Wiulii	185	DnStNat	1
Wiulii	325	NatSell	fo 100

Beirusa



Ranks : Command 0 Agent 0 Emissary 0 Mage 55
 Health 74 Stealth 0 Challenge 70
 Artifacts : #12 Troll Slayer✓
 Spells (+0) : #104 Resistances(94) #108 Blessings(87) #302 Long Stride(82)
 #308 Capital Return(100) #412 Research Artifact(100)

Beirusa was located in the Open Plains at 1701.

He was ordered to challenge Bailor Luk to personal combat.

He challenged Bailor Luk to personal combat, but was refused. He gained personal honor.

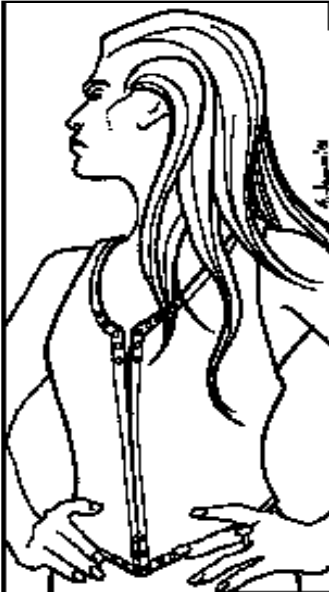
He was ordered to cast a combat spell. Blessings was cast.

Beirusa was wounded during combat.

He moved with the army to 1702.

He is traveling with Derwyn in the Hills & Rough at 1702. The Village of Pig House flying the flag of the Tribes of Angmar is here.

Borondir



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

Borondir was located in the Mountains at 2309.

She was ordered to refuse all personal challenges.

Borondir was assassinated.

She was ordered to move and join the army. She was not permitted orders because she has died.

Cauligius



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

Cauligius was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 128 Mounts were sold for 922 Gold.

He was ordered to name a new emissary. No character name was provided. A new emissary named Oretur was available.

He is currently in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Cjainn



Ranks : Command 73 Agent 0 Emissary 10 Mage 50
 Health 100 Stealth 0 Challenge 86
 Artifacts : None

Spells (+0) : #104 Resistances(71) #108 Blessings(71) #302 Long Stride(83)
 #412 Research Artifact(87) #418 Locate Artifact(72)

Cjainn was located in the Mountains at 2309.

He was ordered to refuse all personal challenges.

He was ordered to move and join the army. He accepted the movement orders. He joined the army commanded by Sûldun.

He is traveling with Sûldun in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Dernwyn



Ranks : Command 45 Agent 0 Emissary 0 Mage 12
 Health 100 Stealth 0 Challenge 48
 Artifacts : None

Spells (+0) : #302 Long Stride(49)

Dernwyn was located in the Open Plains at 1701.

He was ordered to have his army attack all of his enemies. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

He commands an army in the Hills & Rough at 1702. The Village of Pig House flying the flag of the Tribes of Angmar is here.

Ericus



Ranks : Command 10 Agent 0 Emissary 85 Mage 18
 Health 100 Stealth 0 Challenge 49
 Artifacts : None

Spells (+0) : #104 Resistances(99)

Ericus was located in the Mixed Forest at 2008.

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

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

He is currently in the Mountains at 2305. The Camp of Mt Gundabad flying the flag of the Red Witches is here.

Estelmo



Ranks : Command 0 Agent 38 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 28
 Artifacts : None
 Spells (+0) : None

Estelmo has a special ability. She has a bonus to her Agent rank.
She is currently in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Gamling



Ranks : Command 0 Agent 41 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : None

Gamling was located in the Open Plains at 2903.

She was ordered to have the nation sell to the caravans. 1328 Timber were sold for 1593 Gold.

She was ordered to name a new agent. No character name was provided. A new agent named Estelmo was available.

She is currently in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Jopinii



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

Spells (+0) : #104 Resistances(88) #302 Long Stride(71) #308 Capital Return(75)
 #412 Research Artifact(89)

Jopinii was located in the Mountains at 2309.

He was ordered to refuse all personal challenges.

He killed Slyardach of the Twilight Hammer and thwarted his kidnap mission.

He was ordered to move and join the army. He accepted the movement orders. He joined the army commanded by Sûldun.

He is traveling with Sûldun in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Micheasi



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

Micheasi was located in the Open Plains at 1701.

He was ordered to refuse all personal challenges.

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

He moved with the army to 1702.

He is traveling with Dernwyn in the Hills & Rough at 1702. The Village of Pig House flying the flag of the Tribes of Angmar is here.

Oretur



Ranks : Command 0 Agent 0 Emissary 30 Mage 0
 Health 100 Stealth 0 Challenge 15
 Artifacts : None
 Spells (+0) : None

He is currently in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Silusini



Ranks : Command 40 Agent 0 Emissary 0 Mage 61
 Health 100 Stealth 0 Challenge 86
 Artifacts : #141 Durlachiel/
 Spells (+0) : #104 Resistances(78) #108 Blessings(78) #302 Long Stride(94)
 #406 Divine Army(85) #412 Research Artifact(100) #418 Locate Artifact(73)

Silusini was located in the Open Plains at 2903.

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

He was ordered to cast a lore spell. Research Artifact - Romoquenáro #7 is a Bow - allegiance: None - increases combat damage by 750 pts and possession of the artifact can allow casting of the spell Perceive Allegiance.

He is currently in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Sıldun



Ranks : Command 36 Agent 37 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 42
 Artifacts : None
 Spells (+0) : None

Sıldun was located in the Open Plains at 2903.

He was ordered to put the army on maneuvers. The maneuvers for the army were completed.

He was ordered to guard the location. Ar-Kuinder was guarded.

He commands an army in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Wiulii



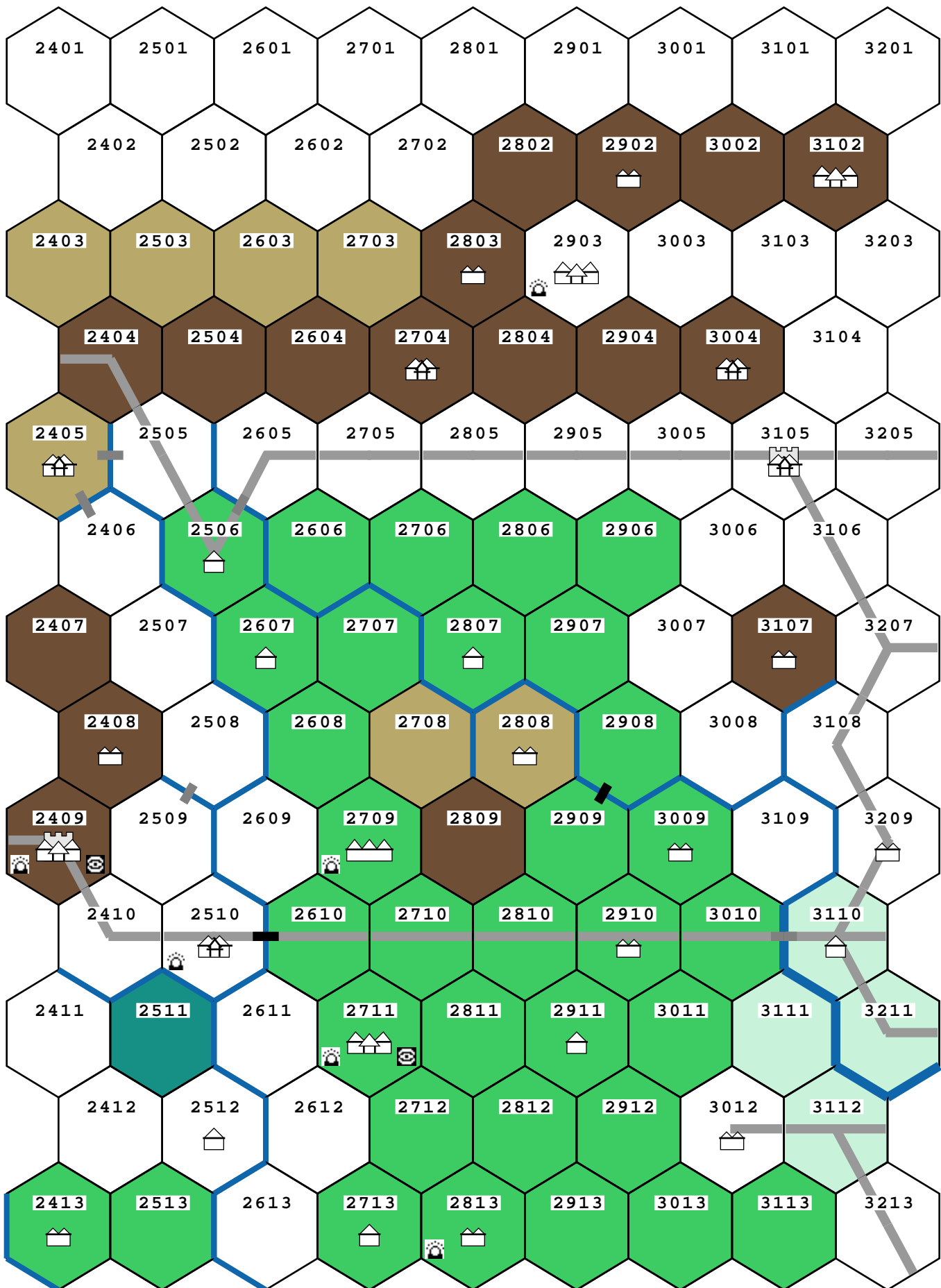
Ranks : Command 53 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 68
 Artifacts : #95 Gúthwiněv
 Spells (+0) : None

Wiulii was located in the Open Plains at 2903.

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

He was ordered to have the nation sell to the caravans. 2058 Food were sold for 2470 Gold.

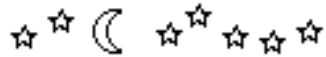
He is traveling with Sıldun in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.



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

Wise Council

URNSHEET



Game # 141



DAVID HAGERSON 109200
 NONE
 NONE
 NONE

Game # : 141
 Player # : 3
 Turn # : 20
 Security # : 2629

Return this turnsheet before JUNE 30 2013

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

Daytime Phone #: _____

Beirusa (ID: beiru) @ 1702 Mage

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

Cauligius (ID: cauli) @ 2903 Emissary

Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____	Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____
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Cjaiin (ID: cjaii) @ 2903 Command Emissary Mage

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

Dernwyn (ID: dernw) @ 1702 Command Mage

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

Ericus (ID: ericu) @ 2305 Command Emissary Mage

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

Estelmo (ID: estel) @ 2903 Agent

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

Gamling (ID: gamli) @ 2903 Agent

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

Jopinii (ID: jopin) @ 2903 Mage

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

Micheasi (ID: miche) @ 1702 Command

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

Oretur (ID: oretu) @ 2903 Emissary

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

Silusini (ID: silus) @ 2903 Command Mage

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

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

Sûldun (ID: suldu) @ 2903 Command Agent

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

Wiulii (ID: wiuli) @ 2903 Command

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