

MEPBM Games
presents

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



GAME # 141



Lohmai'gwaith

Victory points : 500
 Victory Conditions :
 To hold at game end the artifact: Curaran #22.
 To terminate 10 characters by personal challenge or by assassination.
 To see to the termination of Uvatha by any means whatsoever.
 To hold at game end the artifact: Blue Ring #83.
 To hold at game end the greatest amount of artifacts.

Top 3 Free Peoples :

Sing a Song [1167] Plane [1100] Once Upon a Time [1033]

Special Nation Abilities :
 #02 Scout/recon at +20 to normal skill rank.
 #14 All new troop recruits start at training 25.
 #20 New armies start at morale 40.
 #21 Hire new armies at no cost.

Internet G141N11
 RON GULLON 109653
 NONE
 NONE
 NONE

Game #	:	141
Player #	:	11
Turn #	:	13
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	3424
Special Service	:	YES

Lohmai'gwaith

(A Free People)

Season : Spring

RELATIONS WITH OTHER NATIONS

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

POPULATION CENTERS

Amberglen Location : @ 2614 in Open Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 26	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	209	0	0	0	518	0	14	0
Current stores	209	0	0	0	669	0	31	-

Aredol (Capital) Location : @ 2915 in Mixed Forest Climate is Mild

Size : Major Town	Fortifications : Tower	Loyalty : 78	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	176	112	0	0
Current stores	0	0	115	91	218	223	0	-

A small army bearing the banner of the Lohmai'gwaith under Captain Angamir is here.

Areduin Location : @ 2717 in Hills & Rough Climate is Mild

Size : Village	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	56	0	252	0	22	0
Current stores	0	0	192	0	318	0	43	-

Bragol Location : @ 3116 in Open Plains Climate is Mild

Size : Village	Fortifications : Tower	Loyalty : 32	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	151	0	0	0	374	0	14	0
Current stores	151	0	0	0	472	0	29	-

Elensarn Location : @ 2817 in Hills & Rough Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	76	0	0	0	0	0	11	1000
Current stores	76	0	0	0	0	0	23	-

A small army bearing the banner of the South Kingdom under Commander Berin is here.

Ereb Minas Location : @ 3012 in Open Plains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	224	0	0	0	352	0	6	0
Current stores	224	0	0	0	455	0	12	-

Greywood Location : @ 2813 in Mixed Forest Climate is Mild

Size : Village	Fortifications : None	Loyalty : 17	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	274	274	0	0
Current stores	0	0	0	0	346	570	0	-

Lhugorod Location : @ 3107 in Mountains Climate is Cold
 Size : Village Fortifications : None Loyalty : 29 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 110 0 10 0 0 0 660
 Current stores 0 332 0 67 0 0 0 -

Naith Location : @ 2816 in Open Plains Climate is Mild
 Size : Town Fortifications : None Loyalty : 29 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 205 0 0 0 405 0 5 0
 Current stores 205 0 0 0 511 0 11 -

Nim Sereg Location : @ 2818 in Open Plains Climate is Mild
 Size : Major Town Fortifications : Fort Loyalty : 62 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 68 0 0 0 220 0 7 0
 Current stores 162 133 0 0 277 0 193 -

Orodnim Location : @ 2408 in Mountains Climate is Cold
 Size : Village Fortifications : None Loyalty : 17 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 82 62 0 0 0 0 600
 Current stores 0 244 230 0 0 0 0 -

Sein Ithil Location : @ 2814 in Mixed Forest Climate is Mild
 Size : Town Fortifications : Tower Loyalty : 31 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 421 59 0 700
 Current stores 0 0 0 0 528 119 0 -

Tad Eithel Location : @ 2713 in Mixed Forest Climate is Mild
 Size : Village Fortifications : None Loyalty : 42 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 504 187 0 0
 Current stores 0 0 0 0 636 373 0 -

ARMIES AND NAVIES

Army Commander : Captain Angamir Location : @ 2915 in Mixed Forest Climate is Mild
 Army morale : 40 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 25 10 60 100 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 2 Low Supplies !!
 War machines 0
 The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.

Army Commander : Commander Dagnirgul Location : @ 2514 in Mixed Forest Climate is Warm
 Army morale : 40 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 25 10 0 200 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 2 Low Supplies !!
 War machines 0
 The Camp of Peley flying the flag of the South Kingdom is here.

Army Commander : Commander Garibaldi Location : @ 2715 in Mixed Forest Climate is Mild
 Army morale : 40 Warships : 0 Transports : 0 (5) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 25 10 16 1100 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 2 Low Supplies !!
 War machines 0

The Town/Tower of Amon Lanc flying the flag of the South Kingdom is here.

A small army bearing the banner of the Lohmai'gwaith under Veteran Pericles is here.

Army Commander : Veteran Pericles Location : @ 2715 in Mixed Forest Climate is Mild
 Army morale : 40 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 25 10 0 300 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 2 Low Supplies !!
 War machines 0

The Town/Tower of Amon Lanc flying the flag of the South Kingdom is here.

An army bearing the banner of the Lohmai'gwaith under Commander Garibaldi is here.

Army Commander : Hero Segucu Location : @ 3017 in Open Plains Climate is Mild
 Army morale : 35 Warships : 0 Transports : 0 (6) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Elven horseriders w/broadswords 25 10 0 400 Heavy Cavalry
 Wood Elf footsoldiers w/broadswords 25 10 0 600 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0

The Town of The Lost Tavern flying the flag of the Ground Pounders is here.

An army bearing the banner of the South Kingdom under Hero Forthain is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	27221	20300	6700	1767	259641	17268	5016
Purchase at market price/unit	3	3	5	21	2	3	7
Sell to market price/unit	2	2	4	16	1	2	5

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 11600	Leather	1027	933
Pop Centers : 3000	Bronze	709	192
Characters : 15220	Steel	537	118
	Mithril	158	10
Total : 29820	Food	4430	3496
	Timber	1285	632
Current Tax rate : 60%	Mounts	342	79
Revenue expected next turn : 32960 (+3140)			
Current Gold reserve : 1104			

Ritual character terminations: 3

Ships have been left anchored at the following locations:

None

You have the following double agents:

Zymraan of the Ground Pounders @ 3221

Double agent Zymraan reports he was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Morannon. Current loyalty is perceived to be normal.

Double agent Zymraan reports he was ordered to guard a character. Valacar was guarded.

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Anarmacil	Sword	26	No	Good	COMBAT - Increases damage by 750 points.
Dragon Helm/Armor	Armor	31	Yes	Evil	Increases Mage Rank by 25.
Gersebroc	Sword	140	No	Good	COMBAT - Increases damage by 750 points.

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of a sabotage attempt involving Madonna at Xanabos.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 2817

In the Mild climate of the Hills & Rough of 2817, a conflict took place in the early afternoon under a clear sky.

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

Troops	Weapons	Armor	Formations
400 Mixed Elven horseriders w/broadswords	wooden	bronze	a mob
800 Wood Elf footsoldiers w/broadswords	wooden	none	a mob

At the head of a rebellious army rode **Hero Berin** of the nation of the South Kingdom. The mount on which she rode moved with trepidation to the center of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1600 Dúnadan footmen w/broadswords	wooden/bronze	leather/bronze	a mob

The Town of Elensarn flying the flag of the Lohmai'gwaith is situated in the Hills & Rough here. It is fortified by a Tower.

Report from Signette.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. Some of the troops needed this encouragement but others were checking the readiness of their weapons. Finally the order was given in loud commands.. Charge!! Charge!! Against the forces of Berin, we charged but they veered off and hit our flank.

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

Report from Signette.....Our cavalry rode swiftly around and over the small hills and attacked the enemy savagely. Our foot soldiers struggled up and down the slopes in order to engage the enemy lines. The troops fought well, but they could have been better trained. They fought as if uninspired. Although we fought hard, and although the battle lasted many days, we were defeated..

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

Hero Berin: 1 Food

After the battle.... Signette's forces were destroyed/routed in the battle. Signette appeared to have survived. Berin's forces were victorious in the battle, but suffered huge losses. Berin appeared to have survived.

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.....
Angamir	315	PrchCar	st 515
Angamir	770	HrArmy	100 hi ^ st 2
Dagnirgul	770	HrArmy	200 hi ^ ^ 2
Dagnirgul	850	MovArmy	w ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Falstaff	185	DnStNat	2
Falstaff	810	MovChar	3116
Garibaldi	408	HvInfan	300 ^ st
Garibaldi	850	MovArmy	w w ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Hecate	615	Assass	freat
Hecate	810	MovChar	2817
Iago the Lucky	215	RfsPers	
Iago the Lucky	525	InfOthr	
Lavinia	605	GrdLoc	
Lavinia	810	MovChar	2715

Maedengil	215	RfsPers	
Maedengil	525	InfOthr	
Otto	185	DnStNat	1
Otto	810	MovChar	2816
Pericles	770	HrArmy	300 hi ^ ^ 2
Pericles	850	MovArmy	w sw ^ ^ ^ ^ ^ ^ ^ ^ no
Segucu	400	HvCvlyr	400 ^ ^
Segucu	850	MovArmy	ne e w sw ^ ^ ^ ^ ^ ^ ^ ^ no
Signette	215	RfsPers	
Signette	230	AttEnemy	ch
Sotida	215	RfsPers	
Sotida	920	ScoPop	

Angamir



Ranks : Command 44 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 59
 Artifacts : #26 Anarmacil/
 Spells (+0) : None

Angamir was located in the Mixed Forest at 2915.

She was ordered to purchase from the caravans. 515 Steel were bought for 2575 Gold.

She was ordered to hire an army. An army of 100 Heavy Infantry with 2 Food was hired.

She commands an army in the Mixed Forest at 2915. The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.

Dagnirgul



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

Dagnirgul was located in the Open Plains at 2614.

He was ordered to hire an army. An army of 200 Heavy Infantry with 2 Food was hired.

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

He commands an army in the Mixed Forest at 2514. The Camp of Peley flying the flag of the South Kingdom is here.

Falstaff



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

Falstaff was located in the Mixed Forest at 2915.

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

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

He is currently in the Open Plains at 3116. The Village/Tower of Bragol flying the flag of the Lohmai'gwaith is here.

Garibaldi



Ranks : Command 39 Agent 0 Emissary 0 Mage 0
 Health 59 Stealth 0 Challenge 54
 Artifacts : #140 Gersebroc
 Spells (+0) : None

Garibaldi was located in the Mixed Forest at 2915.

He was ordered to recruit some heavy infantry. 300 Heavy Infantry w/Wood weapons and Steel armor were recruited.

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

He commands an army in the Mixed Forest at 2715. The Town/Tower of Amon Lanc flying the flag of the South Kingdom is here.

Hecate



Ranks : Command 0 Agent 73 Emissary 0 Mage 30
 Health 100 Stealth 10 Challenge 61
 Artifacts : #31 Dragon Helm/Armor
 Spells (+0) : #4 Major Heal(85) #302 Long Stride(93) #304 Fast Stride(59)

Hecate was located in the Mixed Forest at 2715.

She was ordered to assassinate a character. Freathorn was assassinated. Artifact(s) were discovered on the body of Freathorn.

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

She is currently in the Hills & Rough at 2817. The Town/Tower of Elensarn flying the flag of the Lohmai'gwaith is here.

Iago the Lucky



Ranks : Command 0 Agent 0 Emissary 81 Mage 10
 Health 100 Stealth 0 Challenge 42
 Artifacts : None
 Spells (+0) : #412 Research Artifact(89)

Iago the Lucky was located in the Mixed Forest at 2715.

He was ordered to refuse all personal challenges.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Amon Lanc. Current loyalty is perceived to be normal.

He is currently in the Mixed Forest at 2715. The Town/Tower of Amon Lanc flying the flag of the South Kingdom is here.

Lavinia



Ranks : Command 0 Agent 39 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 29
 Artifacts : None
 Spells (+0) : None

Lavinia was located in the Mixed Forest at 2915.

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

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

She is currently in the Mixed Forest at 2715. The Town/Tower of Amon Lanc flying the flag of the South Kingdom is here.

Maedengil



Ranks : Command 0 Agent 0 Emissary 71 Mage 30
 Health 100 Stealth 0 Challenge 42
 Artifacts : None

Spells (+0) : #302 Long Stride(96) #413 Scry Population Center(70)
 #415 Scry Area(65)

Maedengil was located in the Mixed Forest at 2715.

He was ordered to refuse all personal challenges.

He was ordered to influence their population center loyalty. He was not able to influence/reduce the population center loyalty because the populace was not influenced. Current loyalty is perceived to be normal. Continued efforts may succeed.

He is currently in the Mixed Forest at 2715. The Town/Tower of Amon Lanc flying the flag of the South Kingdom is here.

Otto



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

Otto was located in the Mixed Forest at 2915.

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 move. He accepted the movement orders.

He is currently in the Open Plains at 2816. The Town of Naith flying the flag of the Lohmai'gwaith is here.

Pericles



Ranks : Command 10 Agent 0 Emissary 50 Mage 0
 Health 100 Stealth 0 Challenge 27
 Artifacts : None
 Spells (+0) : None

Pericles was located in the Mixed Forest at 2814.

He was ordered to hire an army. An army of 300 Heavy Infantry with 2 Food was hired.

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

He commands an army in the Mixed Forest at 2715. The Town/Tower of Amon Lanc flying the flag of the South Kingdom is here.

Segucu



Ranks : Command 20 Agent 0 Emissary 15 Mage 0
 Health 100 Stealth 0 Challenge 21
 Artifacts : None
 Spells (+0) : None

Segucu was located in the Open Plains at 2818.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

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 3017. The Town of The Lost Tavern flying the flag of the Ground Pounders is here.

Signette



Ranks : Command 40 Agent 0 Emissary 0 Mage 10
 Health 100 Stealth 0 Challenge 42
 Artifacts : None
 Spells (+0) : #412 Research Artifact(50)

Signette was located in the Hills & Rough at 2817.

She was ordered to refuse all personal challenges.

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

She is currently in the Hills & Rough at 2817. The Town/Tower of Elensarn flying the flag of the Lohmai'gwaith is here.

Sotida



Ranks : Command 0 Agent 63 Emissary 0 Mage 30
 Health 100 Stealth 0 Challenge 54
 Artifacts : None

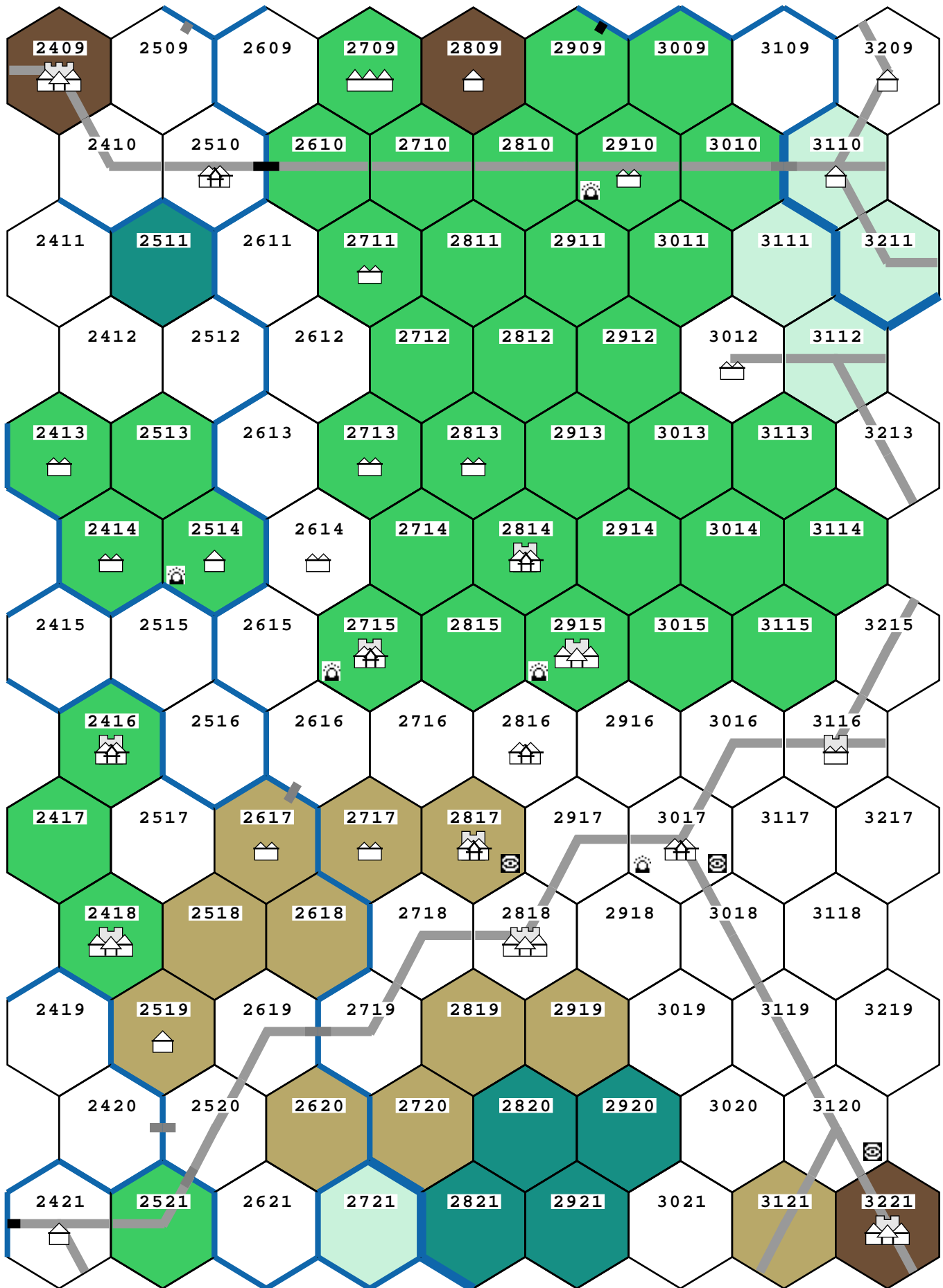
Spells (+0) : #308 Capital Return(81) #413 Scry Population Center(65)
 #415 Scry Area(58)

Sotida was located in the Mixed Forest at 2715.

She was ordered to refuse all personal challenges.

She was ordered to scout the population center. A scout of the population center was attempted. Town named Amon Lanc - owned by the South Kingdom - fortified with a Tower - loyalty = 53. Production - Food: 1420 - Timber: 210. Foreign armies present: None.

She is currently in the Mixed Forest at 2715. The Town/Tower of Amon Lanc flying the flag of the South Kingdom is here.





```
Game #      : 141
Player #    : 11
Turn #      : 14
Security #  : 3424
```

Return this turnsheet before APRIL 7 2013

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

Daytime Phone #: _____

Angamir (ID: angam) @ 2915 Command

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

Dagnirgul (ID: dagni) @ 2514 Command

<table border="0" style="width: 100%;"> <tr> <td style="width: 15%;">Order</td> <td style="width: 5%;">-></td> <td style="width: 10%;"># _____</td> <td style="width: 20%;">Code _____</td> <td style="width: 50%;">Type _____</td> </tr> <tr> <td colspan="2" style="border-bottom: 1px solid black;"></td> <td colspan="3"></td> </tr> <tr> <td colspan="2" style="border-bottom: 1px solid black;">Required</td> <td colspan="3"></td> </tr> <tr> <td colspan="2" style="border-bottom: 1px solid black;">Information</td> <td colspan="3"></td> </tr> </table>	Order	->	# _____	Code _____	Type _____						Required					Information					<table border="0" style="width: 100%;"> <tr> <td style="width: 15%;">Order</td> <td style="width: 5%;">-></td> <td style="width: 10%;"># _____</td> <td style="width: 20%;">Code _____</td> <td style="width: 50%;">Type _____</td> </tr> <tr> <td colspan="2" style="border-bottom: 1px solid black;"></td> <td colspan="3"></td> </tr> <tr> <td colspan="2" style="border-bottom: 1px solid black;">Required</td> <td colspan="3"></td> </tr> <tr> <td colspan="2" style="border-bottom: 1px solid black;">Information</td> <td colspan="3"></td> </tr> </table>	Order	->	# _____	Code _____	Type _____						Required					Information				
Order	->	# _____	Code _____	Type _____																																					
Required																																									
Information																																									
Order	->	# _____	Code _____	Type _____																																					
Required																																									
Information																																									

Falstaff (ID: falst) @ 3116 Command

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

Garibaldi (ID: garib) @ 2715 Command

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

Hecate (ID: hecat) @ 2817 Agent Mage

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

Iago the Lucky (ID: iago) @ 2715 Emissary Mage

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

Lavinia (ID: lavin) @ 2715 Agent

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

Maedengil (ID: maede) @ 2715 Emissary Mage

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

Otto (ID: otto) @ 2816 Command

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

Pericles (ID: peric) @ 2715 Command Emissary

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

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

Segucu (ID: seguc) @ 3017 Command Emissary

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

Signette (ID: signe) @ 2817 Command Mage

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

Sotida (ID: sotid) @ 2715 Agent Mage

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