

**MEPBM Games**  
**presents**

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



GAME # 141



## Sundered

Victory points : 600  
 Victory Conditions :  
     To hold at game end the artifact: Elenrûth #20.  
     To hold at game end the artifact: Air-cleaver #35.  
     To hold at game end the artifact: Dawnsword #18.  
     To hold at game end the artifact: Sting #112.  
     To hold at game end the greatest amount of artifacts.

Top 3 Free Peoples :

**Alvernus [ 1334 ]   Once Upon a Time [ 1192 ]   Sing a Song [ 1025 ]**

Special Nation Abilities :  
     #10 New mages start at rank up to 40.  
     #14 All new troop recruits start at training 25.  
     #20 New armies start at morale 40.  
     #21 Hire new armies at no cost.

Internet G141N10  
 PHILIP SWIDERSKI 110670  
 NONE  
 NONE  
 NONE

Game #	:	141
Player #	:	10
Turn #	:	21
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	9792
Special Service	:	YES

# Sundered

(A Free People)

Season : Summer

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Hated	# 2 South Kingdom	: Neutral	# 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
#11 Lohmai'gwaith	: Friendly	#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 Benîm an Pharazôn	: Disliked	#19 RhunLandChattelCo	: Disliked
#20 Tribes of Angmar	: Disliked	#21 Lands	: Neutral	#22 Sing a Song	: Tolerated
#23 Once Upon a Time	: Neutral	#24 Plane	: Neutral	#25 Alvernus	: Neutral

## POPULATION CENTERS

**Cataract Glen** Location : @ 2218 in Mixed Forest Climate is Warm

Size : Town	Fortifications : Tower	Loyalty : 23	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	510	132	12	0
Current stores	238	0	0	0	1019	264	24	-

A small army bearing the banner of the Sundered under Commander Fletcher is here.  
*An army bearing the banner of the Lohmai'gwaith under Captain Otto is here.*

**Forests Edge** Location : @ 2418 in Mixed Forest Climate is Warm

Size : Town	Fortifications : Tower	Loyalty : 50	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	162	252	0	0
Current stores	0	0	0	0	486	1411	0	-

An army bearing the banner of the Sundered under Lord Iron Wood is here.

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

Size : Major Town	Fortifications : None	Loyalty : 35	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	64	0	0	253	0	0	1120
Current stores	0	64	0	0	2263	0	0	-

**Overview** Location : @ 2214 in Mountains Climate is Cool

Size : Major Town	Fortifications : None	Loyalty : 54	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	108	32	0	0	0	0	1100
Current stores	0	179	32	0	0	0	0	-

**The Gathering (Capital)** Location : @ 2317 in Mixed Forest Climate is Warm

Size : Major Town	Fortifications : Fort	Loyalty : 57	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	120	196	0	0
Current stores	0	0	0	300	239	568	0	-

Foreign characters reported in the hex : - **Kank** .

**Timber Town** Location : @ 2413 in Mixed Forest Climate is Warm

Size : Village	Fortifications : None	Loyalty : 18	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	952	96	8	0
Current stores	0	0	0	0	1904	192	16	-

**ARMIES AND NAVIES**

**Army Commander : Commander Cedar** Location : @ 2415 in Open Plains Climate is Warm  
 Army morale : 31 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Wood Elf footsoldiers w/broadswords 25 10 0 400 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0

**Army Commander : Captain Deadwood** Location : @ 2420 in Open Plains Climate is Warm  
 Army morale : 32 Warships : 0 Transports : 0 (3) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 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  
 Characters traveling with army : - **Skinbark Ents.**

**Army Commander : Commander Fletcher** Location : @ 2218 in Mixed Forest Climate is Warm  
 Army morale : 46 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Wood Elf footsoldiers w/broadswords 27 10 0 478 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 1 Low Supplies !!  
 War machines 0  
 The Town/Tower of Cataract Glen flying the flag of the Sundered is here.  
**An army bearing the banner of the Lohmai'gwaith under Captain Otto is here.**

**Army Commander : Lord Iron Wood** Location : @ 2418 in Mixed Forest Climate is Warm  
 Army morale : 40 Warships : 0 Transports : 0 (4) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Wood Elf footsoldiers w/broadswords 25 10 0 800 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 1 Low Supplies !!  
 War machines 0  
 The Town/Tower of Forests Edge flying the flag of the Sundered is here.

**COMPANY COMMANDERS :**

Commander White Oak Location : @ 2323 Traveling with him are : Padfoot.

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	25317	32388	5215	1645	226076	29426	1071
Purchase at market price/unit	2	2	6	22	2	2	14
Sell to market price/unit	1	1	3	12	1	1	7

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

Armies/Navies :	9112
Pop Centers :	2000
Characters :	19460
Total :	30572
Current Tax rate :	70%
Revenue expected next turn :	26720 (-3852)
Current Gold reserve :	19730

**Totals for Nation:****Stores****Production**

Leather	238	0
Bronze	243	172
Steel	32	32
Mithril	300	0
Food	5911	1997
Timber	2435	676
Mounts	40	20

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

None

**You have the following double agents:****Sotida of the Lohmai'gwaith @ 2915**

Double agent Sotida reports she was ordered to have the nation sell to the caravans. 3957 Timber were sold for 7914 Gold.

Double agent Sotida reports she was ordered to join an army. She joined the army commanded by Orpheus the Dark.

**You have the following hostages:**

Myrmidones of the North Kingdom is held by Deadwood at 2420 - No Gold ransom demanded at this time.

**You possess the following artifacts:**

Name of artifact	Item	#	Latent	Alignment	Known Powers
Dagger of Green Wisdom	Dagger	42	No	None	COMBAT - Increases damage by 500 points.
E Mere Vardo	Tome	45	Yes	Good	Increases Mage Rank by 15.
Orcruin	Sword	51	No	Good	COMBAT - Increases damage by 2250 points.
Moon-axe	Axe	65	No	None	COMBAT - Increases damage by 750 points.
Angbor	Gauntlet	121	Yes	None	Increases Command Rank by 15.
Sil-Maegil	Spear	135	No	Good	COMBAT - Increases damage by 750 points.
Staff of the Wanderer	Staff	155	Yes	Good	Increases Mage Rank by 15.

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

None

**NATION MESSAGES**

*There are rumors of an armed conflict involving the Plane at 2636.*

*There are rumors of a public execution involving Mailka Young and Ledyard.*

## ENCOUNTER MESSAGES

### Report from the major town at 2214.

The tremors which have occurred in the neighboring regions at first struck fear into the hearts of our citizens. Then, however, they began to rejoice that the founders had been wise enough not to build on a dormant volcano as it was evident that some others had done. Even though we tried to tell them that any of the mountains in the region could hide dormant volcanos, they refused to listen to us as usual and loyalty has increased accordingly.

## COMBAT MESSAGES

### Battle at 2218

In the Warm climate of the Mixed Forest of 2218, a conflict took place in the early morning hours under an overcast sky.

At the head of a demoralized army rode **Regent Borgborog** of the nation of the Great Trollusk. 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
645 Mixed Mannish horsemen w/shortswords	bronze	steel	a mob

At the head of a rebellious army rode **Captain Otto** of the nation of the Lohmai'gwaith. 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
1400 Wood Elf footsoldiers w/broadswords	wooden	none/leather	ragged ranks

At the head of a calm army rode **Commander Fletcher** of the nation of the Sundered. 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
300 Wood Elf footsoldiers w/broadswords	wooden	none	a mob

The Town of Cataract Glen flying the flag of the Sundered is situated in the Mixed Forest here. It is fortified by a Tower, and it is under siege or attack.

Report from Fletcher.....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.. Keep close ranks. Use standard formation. Like we practiced!  
Against the forces of Borgborog, they charged our standard formation and hit us hard.

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

Report from Fletcher.....Our foot soldiers fought around every bush and tree, always trying to push through the underbrush. The troops fought well, but they could have been better trained. They fought as if uninspired. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

After the battle.... Borgborog's forces were destroyed/routed in the battle. Borgborog appeared to have survived but suffers from serious wounds. Otto's forces were victorious in the battle, but suffered some losses. Otto appeared to have survived. Fletcher's forces were victorious in the battle, but suffered some losses. Fletcher 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](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.....
Bluster	525	InfOthr	
Bluster	810	MovChar	3434
Cedar	770	HrArmy	400 hi ^ ^ 1
Cedar	860	ForcMar	se e se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Cierra	215	RfsPers	
Cierra	525	InfOthr	
Deadwood	408	HvInfan	300 ^ ^
Deadwood	860	ForcMar	sw se sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Fletcher	215	RfsPers	
Fletcher	408	HvInfan	300 ^ ^
Iron Wood	728	NamComm	^ m
Iron Wood	850	MovArmy	se e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Lindon	408	HvInfan	400 ^ ^
Lindon	765	SplArmy	iron ^ ^ 800 ^ ^ ^
Nightbreeze	690	StlGold	
Nightbreeze	810	MovChar	2323
Padfoot	215	RfsPers	
Padfoot	690	StlGold	
Plum Crazy	215	RfsPers	
Plum Crazy	525	InfOthr	
Shadow Walker	731	NamAgen	^ m
Shadow Walker	310	BidCar	mi 300 21
White Oak	910	ScoArea	
White Oak	820	MovCmpy	2323
Willow	705	RsrchSp	420
Willow	940	CstLoSp	420 ivano
Windsong	520	InfYour	
Windsong	810	MovChar	2416

Artamir



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

*He is currently in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.*

Bluster



Ranks : Command 0 Agent 0 Emissary 63 Mage 0  
 Health 100 Stealth 0 Challenge 31  
 Artifacts : None  
 Spells (+0) : None

Bluster was located in the Hills & Rough at 3335.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Ku-Band. Current loyalty is perceived to be marginal.

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

*He is currently in the Hills & Rough at 3434. The Village/Tower of C-Band flying the flag of the Sh'iar Empire is here.*

Cedar



Ranks : Command 30 Agent 0 Emissary 0 Mage 0  
 Health 91 Stealth 0 Challenge 30  
 Artifacts : None  
 Spells (+0) : None

Cedar was located in the Mountains at 2214.

He was ordered to hire an army. The transfer of Food was changed because there was insufficient available. An army of 400 Heavy Infantry with 0 Food was hired.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced. Movement was stopped because the terrain restricted movement.

*He commands an army in the Open Plains at 2415.*

Changling



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

Changling was located in an unknown location.

Changling could not escape from being held hostage.

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

Cierra



Ranks : Command 0 Agent 0 Emissary 72 Mage 0  
 Health 100 Stealth 0 Challenge 36  
 Artifacts : None  
 Spells (+0) : None

Cierra was located in the Mixed Forest at 2416.

She was ordered to refuse all personal challenges.

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

***She is currently in the Mixed Forest at 2416. The Village/Tower of Riverside flying the flag of the Red Witches is here.***

Deadwood



Ranks : Command 48 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 63  
 Artifacts : #135 Sil-Maegil/  
 Spells (+0) : None

Deadwood was located in the Mixed Forest at 2418.

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 force march the army. He accepted the forced march orders. Morale was reduced. Movement was stopped because the terrain restricted movement.

***He commands an army in the Open Plains at 2420.***



Fletcher



Ranks : Command 32 Agent 0 Emissary 0 Mage 0  
 Health 63 Stealth 0 Challenge 32  
 Artifacts : None  
 Spells (+0) : None

Fletcher was located in the Mixed Forest at 2218.

He was ordered to refuse all personal challenges.

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 2218. The Town/Tower of Cataract Glen flying the flag of the Sundered is here.***

Iron Wood



Ranks : Command 59 (74) Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 84  
 Artifacts : #42 Dagger of Green Wisdom\ #121 Angbor  
 Spells (+0) : None

Iron Wood was located in the Mixed Forest at 2317.

He was ordered to name a new commander. No character name was provided. A new commander named Artamir was available.

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

***He commands an army in the Mixed Forest at 2418. The Town/Tower of Forests Edge flying the flag of the Sundered is here.***

Lindon



Ranks : Command 42 Agent 0 Emissary 0 Mage 40 (55)  
 Health 100 Stealth 0 Challenge 80  
 Artifacts : #45 E Mere Vardo #65 Moon-axe\  
 Spells(+15) : #104 Resistances(77) #108 Blessings(70) #414 Scry Hex(95)  
 #415 Scry Area(91)

Lindon was located in the Mixed Forest at 2317.

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

He was ordered to split the army. The army was split. 1 Food was transferred.

The army commanded by Lindon has been disbanded because of minimum size requirements.

***He is currently in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.***

Nightbreeze



Ranks : Command 0 Agent 73 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 54  
 Artifacts : None  
 Spells (+0) : None

Nightbreeze was located in the Mountains at 2122.

She was ordered to steal the Gold. 4806 Gold was stolen at Tempakhor.

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

***She is currently in the Hills & Rough at 2323. The Town/Tower of Wolchekhai flying the flag of the Red Witches is here.***

Padfoot



Ranks : Command 0 Agent 47 Emissary 0 Mage 0  
 Health 100 Stealth 21 Challenge 35  
 Artifacts : None  
 Spells (+0) : None

Padfoot was located in the Mountains at 2423.

She was ordered to refuse all personal challenges.

She was ordered to steal the Gold. 975 Gold was stolen at Jakhirai.

She moved with the company to 2323.

***She is traveling with White Oak in the Hills & Rough at 2323. The Town/Tower of Wolchekhai flying the flag of the Red Witches is here.***

Plum Crazy



Ranks : Command 0 Agent 0 Emissary 77 Mage 0  
 Health 100 Stealth 0 Challenge 38  
 Artifacts : None  
 Spells (+0) : None

Plum Crazy was located in the Mixed Forest at 2416.

He was ordered to refuse all personal challenges.

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

***He is currently in the Mixed Forest at 2416. The Village/Tower of Riverside flying the flag of the Red Witches is here.***

Shadow Walker



Ranks : Command 0 Agent 62 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 46  
 Artifacts : None  
 Spells (+0) : None

Shadow Walker was located in the Mixed Forest at 2317.

He was ordered to bid from the caravans. 300 Mithril was bought for 6300 Gold.

He was ordered to name a new agent. No character name was provided. A new agent named Turin was available.

*He is currently in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.*

Turin



Ranks : Command 0 Agent 30 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 22  
 Artifacts : None  
 Spells (+0) : None

*He is currently in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.*

White Oak



Ranks : Command 30 Agent 46 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 41  
 Artifacts : None  
 Spells (+0) : None

White Oak was located in the Mountains at 2423.

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

He was ordered to scout the area. A scout of the area was attempted. Foreign armies identified: - Arglebargle VI of the North Kingdom with about 400 troops at 2322. See report below.

*He commands a company in the Hills & Rough at 2323. The Town/Tower of Wolchekhai flying the flag of the Red Witches is here.*

Willow



Ranks : Command 0 Agent 0 Emissary 0 Mage 60 (75)  
 Health 100+ Stealth 0 Challenge 120  
 Artifacts : #51 Orcruin/ #155 Staff of the Wanderer  
 Spells(+15) : #308 Capital Return(96) #402 Perceive Allegiance(100)  
 #412 Research Artifact(90) #416 Reveal Production(84) #418 Locate Artifact(91)  
 #420 Reveal Character(89) #422 Perceive Power(90) #428 Locate Artifact True(78)

Willow was located in the Mixed Forest at 2317.

She was ordered to research a spell. Reveal Character #420 was successfully researched.

She was ordered to cast a lore spell. Reveal Character - Ivanosh is located at or near 2222.

***She is currently in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.***

Windsong



Ranks : Command 0 Agent 0 Emissary 69 Mage 30  
 Health 100 Stealth 0 Challenge 41  
 Artifacts : None

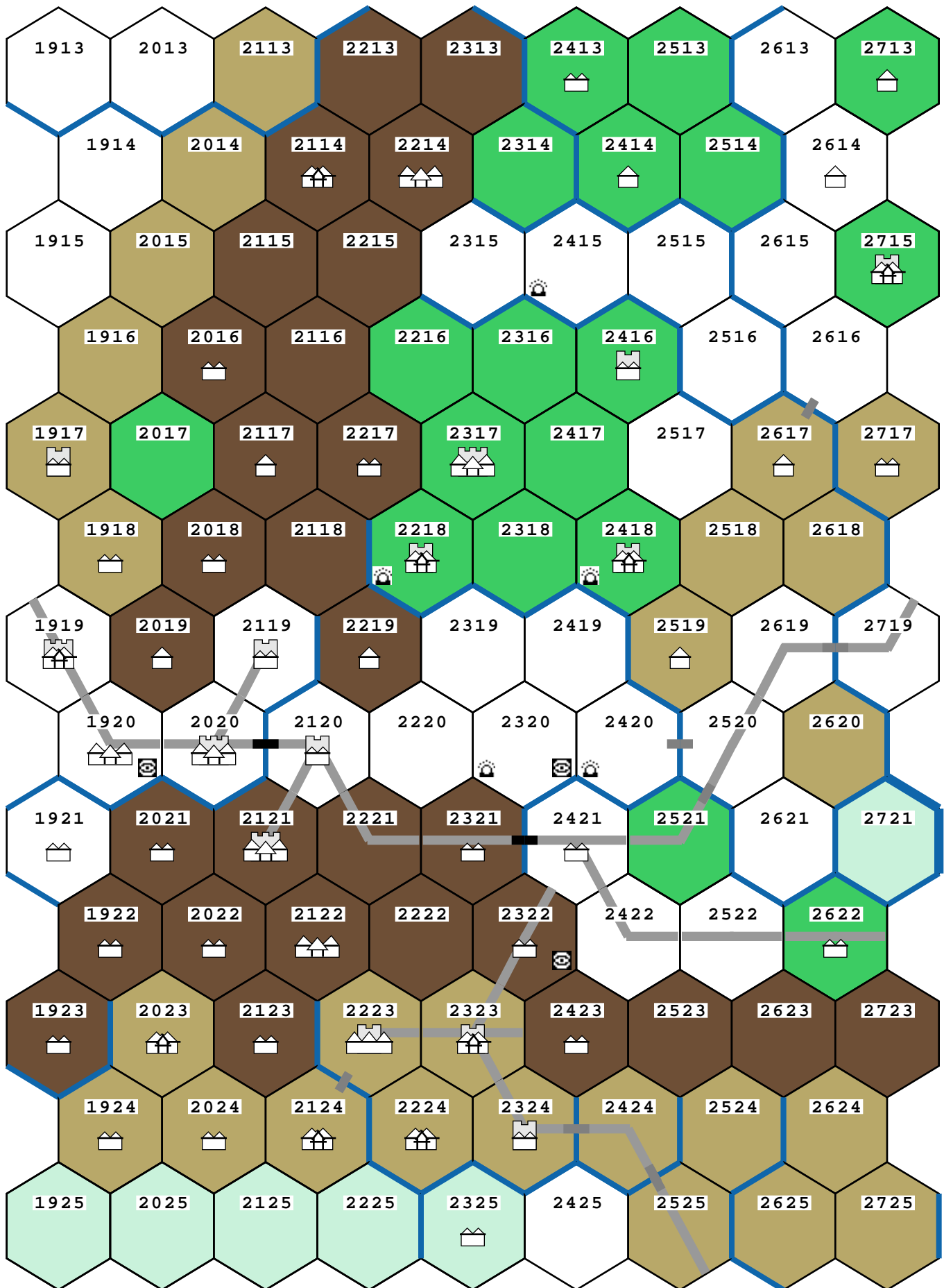
Spells (+0) : #4 Major Heal(73) #6 Greater Heal(83) #308 Capital Return(73)

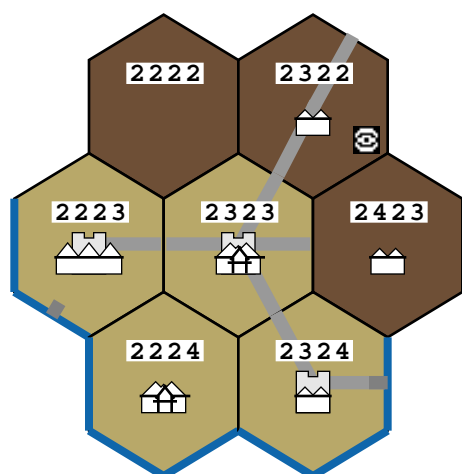
Windsong was located in the Mountains at 2214.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Overview.

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

***She is currently in the Mixed Forest at 2416. The Village/Tower of Riverside flying the flag of the Red Witches is here.***





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

**Cierra (ID: cierr) @ 2416 Emissary**

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

**Deadwood (ID: deadw) @ 2420 Command**

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

**Fletcher (ID: fletc) @ 2218 Command**

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

**Iron Wood (ID: iron ) @ 2418 Command**

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

**Lindon (ID: lindo) @ 2317 Command Mage**

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

**Nightbreeze (ID: night) @ 2323 Agent**

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



**Padfoot (ID: padfo) @ 2323 Agent**

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

**Plum Crazy (ID: plum ) @ 2416 Emissary**

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

**Shadow Walker (ID: shado) @ 2317 Agent**

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

**Turin (ID: turin) @ 2317 Agent**

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

**White Oak (ID: white) @ 2323 Command Agent**

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

**Willow (ID: willow) @ 2317 Mage**

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

**Windsong**

**(ID: winds) @ 2416 Emissary Mage**

Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_

Required

Information

Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_

Required

Information