

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 :

Sing a Song [1342] Plane [1042] Once Upon a Time [1033]

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 #	:	12
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	7291
Special Service	:	YES

Sundered

(A Free People)

Season : Winter

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 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 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

Birch Wood Location : @ 2414 in Mixed Forest Climate is Warm

Size : Village	Fortifications : None	Loyalty : 40	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	368	272	0	0
Current stores	0	0	0	0	119	577	0	-

Cataract Glen Location : @ 2218 in Mixed Forest Climate is Cold

Size : Town	Fortifications : Tower	Loyalty : 43	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	153	40	4	0
Current stores	838	0	0	0	17	85	360	-

An army bearing the banner of the Sundered under Captain Deadwood is here.

An army bearing the banner of the Sundered under Commander Fellstaff is here.

Crossing Location : @ 2617 in Hills & Rough Climate is Cold

Size : Village	Fortifications : None	Loyalty : 38	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	34	0	34	0	0	0	0	900
Current stores	0	0	102	0	0	0	0	-

Fell Peak Location : @ 2217 in Mountains Climate is Severe

Size : Village	Fortifications : None	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	80	32	0	0	0	0	480
Current stores	0	400	96	0	0	0	0	-

First Fork Location : @ 2314 in Mixed Forest Climate is Warm

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	704	128	8	0
Current stores	0	0	0	0	228	271	118	-

Forests Edge Location : @ 2418 in Mixed Forest Climate is Cold

Size : Major Town	Fortifications : Tower	Loyalty : 49	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	32	50	0	0
Current stores	0	0	0	0	10	106	0	-

A small army bearing the banner of the Sundered under Commander Changling is here.

Quessë Location : @ 2519 in Hills & Rough Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 10	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	50	0	0	108	18	0
Current stores	0	0	150	0	0	229	162	-

Riverside

Location : @ 2416 in Mixed Forest Climate is Cold

Size : Town	Fortifications : Tower	Loyalty : 45	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	0	0	0	50
Current stores	0	0	0	0	16

The Gathering (Capital)

Location : @ 2317 in Mixed Forest Climate is Cold

Size : Major Town	Fortifications : Fort	Loyalty : 87	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	0	0	0	36
Current stores	0	0	44	120	11

Timber Town

Location : @ 2413 in Mixed Forest Climate is Warm

Size : Village	Fortifications : None	Loyalty : 33	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	0	0	0	952
Current stores	0	0	0	0	309

ARMIES AND NAVIES**Army Commander : Commander Changling**

Location : @ 2418 in Mixed Forest Climate is Cold

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	400	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	1	Low Supplies !!			
War machines	0				

The Major Town/Tower of Forests Edge flying the flag of the Sundered is here.

Army Commander : Captain Deadwood

Location : @ 2218 in Mixed Forest Climate is Cold

Army morale : 38 Warships : 0 Transports : 0 (4) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords	25	10	0	1000	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	0	Out of Food !!			
War machines	0				

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

An army bearing the banner of the Sundered under Commander Fellstaff is here.

Army Commander : Commander Fellstaff

Location : @ 2218 in Mixed Forest Climate is Cold

Army morale : 42 Warships : 0 Transports : 0 (3) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords	25	10	0	700	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	1	Low Supplies !!			
War machines	0				

Characters traveling with army : - Skinbark Ents.

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

An army bearing the banner of the Sundered under Captain Deadwood is here.

Army Commander : Commander Grazer Location : @ 2520 in Open Plains Climate is Mild
 Army morale : 37 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 25 10 0 700 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 1 Low Supplies !!
 War machines 0
 Characters traveling with army : - Huorns and Ents.
 An army bearing the banner of the Red Witches under Veteran Denikhar is here.

Army Commander : Lord Iron Wood Location : @ 2220 in Open Plains Climate is Mild
 Army morale : 38 Warships : 0 Transports : 0 (6) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Elven horseriders w/broadswords 25 60 60 400 Heavy Cavalry
 Wood Elf footsoldiers w/broadswords 26 10 0 608 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 1
 The un-owned Ruins of Urukhamo is here.
 An army bearing the banner of the Red Witches under Commander Ivanosh is here.
 A huge army bearing the banner of the Sheri-Urk under Captain Pakindjfoe Mog is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	32595	22451	5318	1823	278442	16634	2884
Purchase at market price/unit	3	3	5	23	2	4	10
Sell to market price/unit	1	1	2	11	1	2	5

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 16032	Leather	838	34
Pop Centers : 2500	Bronze	400	80
Characters : 15760	Steel	392	116
	Mithril	120	0
Total : 34292	Food	710	2295
	Timber	1773	836
Current Tax rate : 59%	Mounts	732	38
Revenue expected next turn : 23505 (-10787)			
Current Gold reserve : 2030			

Ships have been left anchored at the following locations:

None

You have the following double agents:

Sotida of the Lohmai'gwaith @ 2715

Double agent Sotida reports she was ordered to move. She accepted the movement orders.

Double agent Sotida reports she was ordered to scout for any characters. A scout for characters was attempted. Found: Warlock Freathorn - South Kingdom. Nothing else was reported at this time.

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
E Mere Vardo	Tome	45	Yes	Good	Increases Mage Rank by 15.
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 a change of allegiance to Good involving the Lands.
 There are rumors of a change of allegiance to Good involving the Alvernus.
 There are rumors of an armed conflict involving the Ground Pounders at 4422.
 There are rumors of an armed conflict involving the Sapphic Enclave at 4325.
 There are rumors of an armed conflict involving the Great Trollusk and the Acadians at 1414.
 There are rumors of an armed conflict involving the Sh'iar Empire and the Plane at 3037.
 There are rumors of a theft attempt involving Frogluk at Ponte.
 300 Mounts transported from the Once Upon a Time to Cataract Glen.
 There are rumors of an encounter involving Lumban at 0406.
 Our populace reports that a season change is imminent!
 Our populace reports that the deadline for allegiance change has passed!

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 2220

In the Mild climate of the Open Plains of 2220, a conflict took place in the early hours of the evening in a dense and oppressive fog.

At the head of a calm army rode **Lord Iron Wood** 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
400 Mixed Elven horseriders w/broadswords	steel	steel	a mob
608 Wood Elf footsoldiers w/broadswords	wooden	none	ragged ranks

At the head of a calm army rode **Captain Deadwood** of the nation of the Sundered. In his hands was borne the glowing Spear called Sil-Maegil. 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
1000 Wood Elf footsoldiers w/broadswords	wooden	none	a mob

At the head of a demoralized army rode **Captain Myrmidones** 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
1600 Dúnadan footmen w/broadswords	wooden	none	a mob
At the head of a calm army rode Commander Redengil of the nation of the Lohmai'gwaith. 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
400 Mixed Elven horseriders w/broadswords	wooden	bronze	a mob
1000 Wood Elf footsoldiers w/broadswords	wooden	none	a mob
100 Wood Elf archers w/long bows	arrows	none	a mob

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

Commander Redengil: 40 Food

After the battle.... Iron Wood's forces found no enemy armies to fight. Deadwood's forces found no enemy armies to fight. Myrmidones's forces were destroyed/routed in the battle. Myrmidones appeared to have survived. Redengil's forces were victorious in the battle, but suffered severe losses. Redengil 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.....
Bluster	555	CreCmp	lost
Bluster	810	MovChar	3433
Changling	770	HrArmy	400 hi ^ ^ 1
Changling	850	MovArmy	se e ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Cierra	525	InfOthr	
Cierra	810	MovChar	1920
Deadwood	215	RfsPers	
Deadwood	860	ForcMar	ne nw ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Fellstaff	408	HvInfan	300 ^ ^
Fellstaff	925	Recon	
Grazer	408	HvInfan	400 ^ ^
Grazer	860	ForcMar	se se ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Iron Wood	210	IssPers	myrmi
Iron Wood	230	AttEnemy	ch

Lindon	810	MovChar	2317
Lindon	940	CstLoSp	415 2120
Nightbreeze	215	RfsPers	
Nightbreeze	610	GrdChar	lindo
Plum Crazy	525	InfOthr	
Plum Crazy	810	MovChar	1920
Shadow Walker	605	GrdLoc	
Shadow Walker	325	NatSell	fo 92
White Oak	185	DnStNat	1
White Oak	947	NatTran	2218 le 91
Willow	810	MovChar	4424
Willow	900	FindArt	42
Windsong	525	InfOthr	
Windsong	810	MovChar	1920

Bluster



Ranks : Command 0 Agent 0 Emissary 57 Mage 0
 Health 100 Stealth 0 Challenge 28
 Artifacts : None
 Spells (+0) : None

Bluster was located in the Open Plains at 2726.

He was ordered to create a camp. He was not able to create the camp because there was insufficient populace.

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

He is currently in the Hills & Rough at 3433. The Major Town/Fort of Uplink flying the flag of the Sh'iar Empire is here.

Changling



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

Changling was located in the Mixed Forest at 2317.

He was ordered to hire an army. An army of 400 Heavy Infantry with 1 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 2418. The Major Town/Tower of Forests Edge flying the flag of the Sundered is here.

Cierra



Ranks : Command 0 Agent 0 Emissary 67 Mage 0
 Health 100 Stealth 0 Challenge 33
 Artifacts : None
 Spells (+0) : None

Cierra was located in the Mountains at 2121.

She was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Hornburg. Current loyalty is perceived to be fair.

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

She is currently in the Open Plains at 1920. The Major Town/Tower of Flong Mars flying the flag of the Sheri-Urk is here.

Deadwood



Ranks : Command 44 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 59
 Artifacts : #135 Sil-Maegil/
 Spells (+0) : None

Deadwood was located in the Open Plains at 2220.

He was ordered to refuse all personal challenges.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

He commands an army in the Mixed Forest at 2218. The Town/Tower of Cataract Glen flying the flag of the Sundered is here.

Fellstaff



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

Fellstaff was located in the Mixed Forest at 2218.

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

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: None. See report below.

He commands an army in the Mixed Forest at 2218. The Town/Tower of Cataract Glen flying the flag of the Sundered is here.

Grazer



Ranks : Command 30 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 21 Challenge 30
 Artifacts : None
 Spells (+0) : None

Grazer was located in the Mixed Forest at 2418.

He was ordered to recruit some heavy infantry. 400 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.

He commands an army in the Open Plains at 2520.

Iron Wood



Ranks : Command 53 (68) Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 68
 Artifacts : #121 Angbor
 Spells (+0) : None

Iron Wood was located in the Open Plains at 2220.

He was ordered to challenge Myrmidones to personal combat.

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

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

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He commands an army in the Open Plains at 2220. The un-owned Ruins of Urukhamo is here.

Lindon



Ranks : Command 42 Agent 0 Emissary 0 Mage 40
 Health 62 Stealth 0 Challenge 52
 Artifacts : None

Spells (+0) : #104 Resistances(77) #108 Blessings(68) #414 Scry Hex(95)
 #415 Scry Area(88)

Lindon was located in the Open Plains at 2320.

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

He was ordered to cast a lore spell. Scry Area - Foreign armies identified: - Enya Firehair of the Red Witches with about 1200 troops at 2219. See report below.

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 58 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 43
 Artifacts : None
 Spells (+0) : None

Nightbreeze was located in the Open Plains at 2320.

She was ordered to refuse all personal challenges.

She was ordered to guard a character. Lindon was guarded.

She has encountered the entrance to an obscure trail which can be investigated.

She is currently in the Open Plains at 2320.

Plum Crazy



Ranks : Command 0 Agent 0 Emissary 66 Mage 0
 Health 100 Stealth 0 Challenge 33
 Artifacts : None
 Spells (+0) : None

Plum Crazy was located in the Mountains at 2121.

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

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

He is currently in the Open Plains at 1920. The Major Town/Tower of Flong Mars flying the flag of the Sheri-Urk is here.

Shadow Walker



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

Shadow Walker was located in the Mixed Forest at 2317.

He was ordered to have the nation sell to the caravans. 8178 Food were sold for 8178 Gold.

He was ordered to guard the location. The Gathering was guarded.

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 42 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 38
 Artifacts : None
 Spells (+0) : None

White Oak was located in the Mixed Forest at 2317.

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

He was ordered to have the nation transport by the caravans. 838 Leather (+10%) transported to Cataract Glen.

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

Willow



Ranks : Command 0 Agent 0 Emissary 0 Mage 60 (90)
 Health 100+ Stealth 0 Challenge 105
 Artifacts : #45 E Mere Vardo #65 Moon-axe\ #155 Staff of the Wanderer
 Spells(+30) : #308 Capital Return(95) #402 Perceive Allegiance(100)
 #412 Research Artifact(90) #418 Locate Artifact(91) #422 Perceive Power(90)
 #428 Locate Artifact True(73)

Willow was located in the Mountains at 3530.

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

She was ordered to find an artifact. An artifact search was attempted. No artifact was found at 4424. Continued efforts may succeed.

She has encountered the entrance to an obscure trail which can be investigated.

She is currently in the Open Plains at 4424.

Windsong



Ranks : Command 0 Agent 0 Emissary 62 Mage 30
 Health 100 Stealth 0 Challenge 38
 Artifacts : None

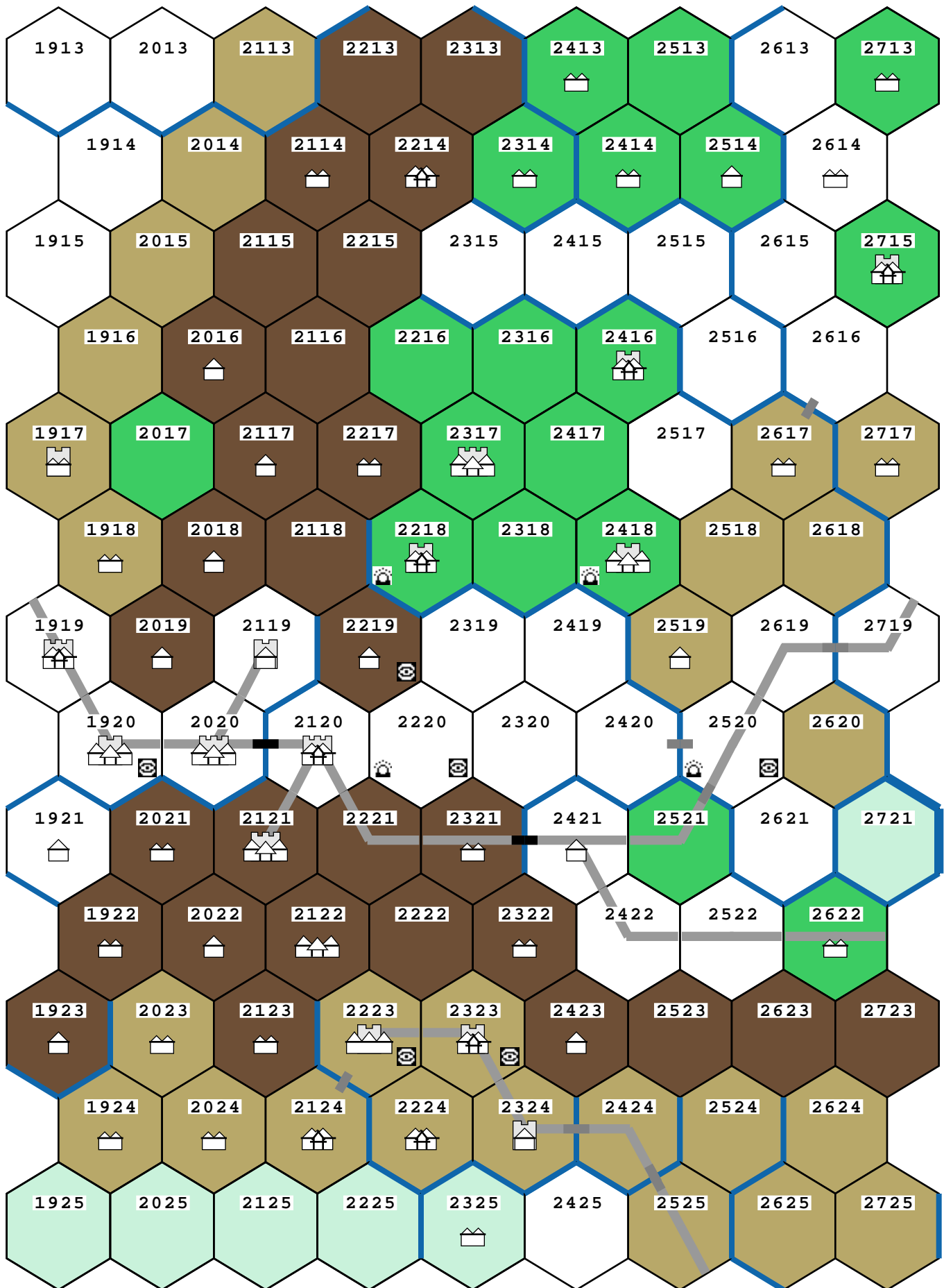
Spells (+0) : #4 Major Heal(73) #6 Greater Heal(82) #308 Capital Return(73)

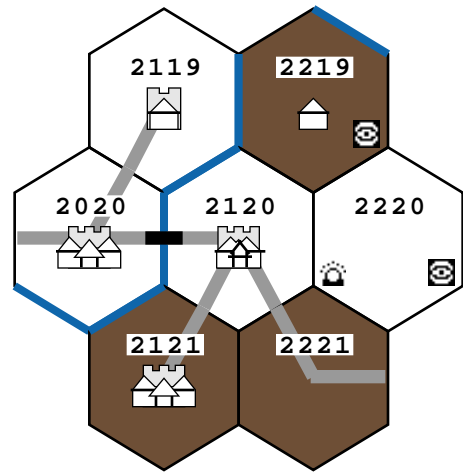
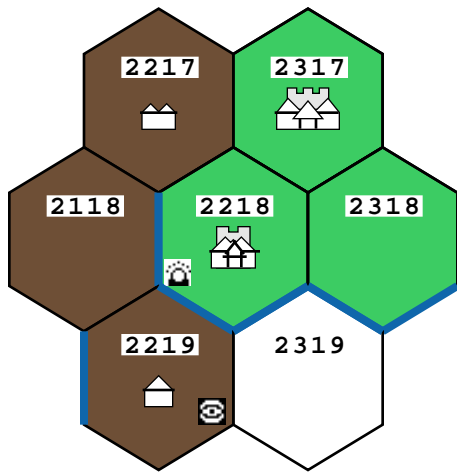
Windsong was located in the Mountains at 2121.

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 normal. Continued efforts may succeed.

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

She is currently in the Open Plains at 1920. The Major Town/Tower of Flong Mars flying the flag of the Sheri-Urk is here.





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

Deadwood (ID: deadw) @ 2218 Command

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

Fellstaff (ID: fells) @ 2218 Command

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

Grazer (ID: graze) @ 2520 Command

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

Iron Wood (ID: iron) @ 2220 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) @ 2320 Agent

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

Plum Crazy (ID: plum) @ 1920 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			_____				
			_____								_____				
			_____								_____				

White Oak (ID: white) @ 2317 Command Agent

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

Willow (ID: willo) @ 4424 Mage

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

Windsong (ID: winds) @ 1920 Emissary Mage

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