

MEPBM Games
presents

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



GAME # 141



Sundered

Victory points : 525
 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 [1466] Once Upon a Time [1150] Sing a Song [1117]

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 #	:	24
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	1762
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 Bením 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 : 19	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	0	0	0	0	11	660	60	-

A large army bearing the banner of the Sheri-Urk under Captain Ulcathur is here.

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

Size : Town	Fortifications : Tower	Loyalty : 44	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	10	2167	0	-

Overview Location : @ 2214 in Mountains Climate is Cool

Size : Major Town	Fortifications : None	Loyalty : 43	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	503	128	0	0	0	0	-

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

Size : Major Town	Fortifications : Fort	Loyalty : 63	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	800	800	0	300	6	1156	400	-

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

Size : Village	Fortifications : None	Loyalty : 14	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	48	480	40	-

ARMIES AND NAVIES

Army Commander : Regent Iron Wood Location : @ 2421 in Open Plains Climate is Warm

Army morale : 53 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords	36	10	0	205	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 un-owned Ruins of Quanikhos is here.

A small army bearing the banner of the Red Witches under Commander Namonikh is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	27683	18477	6409	4448	290847	28107	4057
Purchase at market price/unit	3	3	5	12	2	3	8
Sell to market price/unit	1	1	3	6	1	1	4

MISCELLANEOUS

Maintenance Costs expected next turn are:			Totals for Nation:	Stores	Production
Armies/Navies :	820		Leather	800	0
Pop Centers :	2000		Bronze	1303	108
Characters :	18980		Steel	128	32
			Mithril	300	0
Total :	21800		Food	75	1744
			Timber	4463	676
Current Tax rate :	70%		Mounts	500	20
Revenue expected next turn :	20350 (-1450)				
Current Gold reserve :	13128				

Ships have been left anchored at the following locations:

None

You have the following double agents:**Sotida of the Lohmai'gwaith @ 2218**

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: Haleth - Free People Male. Captain Ulcathur - Sheri-Urk. Captain Tisha - Sheri-Urk. One or more reports may be incorrect. Nothing else was reported at this time.

Trallor of the Ground Pounders @ 4129

Double agent Trallor reports he investigated encounters/strange rumors at 4129.

Double agent Trallor reports he was ordered to find an artifact. An artifact search was attempted. No artifact was found at 4129. Continued efforts may succeed.

You have the following hostages:

Myrmidones of the North Kingdom is held by Deadwood at 2418 - 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.
Orcruin	Sword	51	No	Good	COMBAT - Increases damage by 2250 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 personal challenge involving Zarre and Madonna at 4433.
 There are rumors of an armed conflict involving the Once Upon a Time at 2510.
 There are rumors of an armed conflict involving the Great Trollusk at 0507.
 There are rumors of an armed conflict involving the Wise Council at 1704.
 There are rumors of an assassination attempt involving Kesha.
 There are rumors of a theft attempt involving Aragost at Tantûruk.
 There are rumors of a theft attempt involving Ordimup at Of War.
 There are rumors of an encounter involving Trallor at 4129.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES



Challenge from Willow at 2319

In the Open Plains of 2319 a ritual duel began. A large circle was drawn on level ground. As Grogthog's army stood by, Willow, a healthy robed mage stepped forth and called challenge. In her hands was borne the glowing Sword called Orcruin. In answer, Grogthog, a healthy warrior stepped forth. Those watching calculated the odds at 2 to 1 in favor of the challenger. The fight was of short duration. Willow felled Grogthog quickly and suffered no wounds.

Battle at 2421

In the Warm climate of the Open Plains of 2421, a conflict took place in the early morning hours under an overcast sky.

At the head of a rebellious army rode **Regent Iron Wood** of the nation of the Sundered. In his hands was borne the glowing Dagger called Dagger of Green Wisdom. 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
1100 Wood Elf footsoldiers w/broadswords	wooden	none	ragged ranks

At the head of a calm army rode **Commander Gauvinos** of the nation of the Red Witches. 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
500 Mixed Mannish horsemen w/shortswords	steel	steel	a mob

The Village of Quanikhos flying the flag of the Red Witches is situated in the Open Plains here.

Report from Iron Wood....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 shouted across the battlefield.. Head straight for them and then strike the left flank...the left flank!
 Against the forces of Gauvinos, they charged but we veered off and hit their flank.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Iron Wood** burst forth with a blood curdling yell and rushed to meet whatever foes would face his glowing Dagger.

Report from Iron Wood....Our foot soldiers engaged the other troops in the open and took the battle to them. 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.

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

Regent Iron Wood: 1 Food

After the battle.... Iron Wood's forces were victorious in the battle, but suffered severe losses. Iron Wood appeared to have survived. Gauvinos's forces were destroyed/routed in the battle. Gauvinos appeared to have survived but suffers from serious wounds.

The battle for Quanikhos was over even before it began. The attackers were so numerous and strong that the defending militia had little chance to save themselves. The battle was over in just a few hours!!

After the attack on the population center.... Iron Wood's army survived the attack on the Village, but suffered some losses. Iron Wood appeared to have survived. The Village has been reduced to a Ruins. The Ruins of Quanikhos now flies no known flag.

Battle at 2319

In the Warm climate of the Open Plains of 2319, a conflict took place in the early morning hours in high winds.

At the head of a demoralized army rode **Regent Guarmath** 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
2500 Mixed Mannish horsemen w/shortswords	bronze/steel	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
731 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
1016 Wood Elf footsoldiers w/broadswords	wooden/bronze	leather/bronze	ragged ranks

At the head of a rebellious army rode **Veteran Yazhgar** of the nation of the Sheri-Urk. 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
2466 Mixed Mannish footmen w/battle axes	wooden	none/leather	a mob

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 shouted across the battlefield.. Keep close ranks. Use standard formation. Like we practiced!

Against the forces of Guarmath, they attempted to surround our standard formation.

Against the forces of Yazhgar, our standard formation adjusted as they veered off and hit our flank.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Huorns and Ents** walked majestically through the fearful ranks of their enemies, bringing death and fear to those that attempted to thwart their progress! **Willow** rode among the troops with her glowing Sword, exhorting them to do their best and daring the enemy to meet her.

Report from Fletcher....Our foot soldiers engaged the other troops in the open and took the battle to them.

The troops fought well, but they could have been better trained. They fought as if uninspired. However, we were overrun in less than a few hours.

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

Regent Guarmath: 262 Food

Veteran Yazhgar: 27 Food

After the battle.... Guarmath's forces were victorious in the battle, but suffered minor losses. Guarmath appeared to have survived. Otto's forces were destroyed/routed in the battle. Otto appeared to have survived but suffers from light wounds. Fletcher's forces were destroyed/routed in the battle. Fletcher was captured. Yazhgar's forces were victorious in the battle, but suffered severe losses. Yazhgar 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	215	RfsPers	
Bluster	810	MovChar	2217
Cedar	215	RfsPers	
Cedar	810	MovChar	2214
Cierra	520	InfYour	
Cierra	810	MovChar	2414
Deadwood	215	RfsPers	
Deadwood	810	MovChar	2418
Fletcher	215	RfsPers	
Fletcher	850	MovArmy	nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Iron Wood	210	IssPers	gauvi
Iron Wood	250	DstPop	fl
Nightbreeze	215	RfsPers	
Nightbreeze	615	Assass	yazhg
Padfoot	600	CntrEsp	
Padfoot	810	MovChar	2224
Plum Crazy	550	ImprPop	
Plum Crazy	810	MovChar	2414
Shadow Walker	325	NatSell	fo 99
Shadow Walker	600	CntrEsp	
Turin	215	RfsPers	
Turin	605	GrdLoc	

White Oak	215	RfsPers		
White Oak	728	NamComm	Hackett	m
Willow	210	IssPers	grogt	
Willow	940	CstLoSp	430 jackl	
Windsong	120	CstHlSp	6 shado	
Windsong	520	InfYour		

Bluster



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

Bluster was located in the Open Plains at 2421.

He was ordered to refuse all personal challenges.

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

He is currently in the Mountains at 2217. The Village of Fell Peak flying the flag of the Great Trollusk is here.

Cedar



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

Cedar was located in the Mixed Forest at 2416.

He was ordered to refuse all personal challenges.

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

He is currently in the Mountains at 2214. The Major Town of Overview flying the flag of the Sundered is here.

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

Cierra was located in the Mixed Forest at 2317.

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

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

She is currently in the Mixed Forest at 2414. The Camp of Birch Wood flying the flag of the Sheri-Urk 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 Open Plains at 2421.

He was ordered to refuse all personal challenges.

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

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

Fletcher



Ranks : Command 32 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 32
 Artifacts : None
 Spells (+0) : None

Fletcher was located in the Open Plains at 2319.

He was ordered to refuse all personal challenges.

Huorns and Ents has left the army.

Fletcher was captured during combat by Guarmath.

Fletcher could not escape from being held hostage.

He was ordered to move the army. He was not permitted orders because he was held hostage.

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

Hackett



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.

Iron Wood



Ranks : Command 65 (80) Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 90
 Artifacts : #42 Dagger of Green Wisdom\ #121 Angbor
 Spells (+0) : None

Iron Wood was located in the Open Plains at 2421.

He was ordered to challenge Gauvinos to personal combat.

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

He was ordered to destroy the Village of Quanikhos. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He commands an army in the Open Plains at 2421. The un-owned Ruins of Quanikhos is here.

Nightbreeze



Ranks : Command 0 Agent 76 Emissary 0 Mage 0
 Health 74 Stealth 0 Challenge 57
 Artifacts : None
 Spells (+0) : None

Nightbreeze was located in the Open Plains at 2319.

She was ordered to refuse all personal challenges.

She was ordered to assassinate a character. She was not able to assassinate the character because of tight security. She was injured by Yazhgar while performing her assassination mission.

She is currently in the Open Plains at 2319.

Padfoot



Ranks : Command 0 Agent 59 Emissary 0 Mage 0
 Health 100 Stealth 21 Challenge 44
 Artifacts : None
 Spells (+0) : None

Padfoot was located in the Mixed Forest at 2317.

She was ordered to perform counter espionage. Windsong WAS acting as a double agent for the Sing a Song. Counter espionage completed.

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

She is currently in the Hills & Rough at 2224. The Town of Amon Arlog flying the flag of the Great Trollusk is here.

Plum Crazy



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

Plum Crazy was located in the Mixed Forest at 2317.

He was ordered to improve the population center size. He was not able to complete the improvement of the population center size 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 Mixed Forest at 2414. The Camp of Birch Wood flying the flag of the Sheri-Urk is here.

Shadow Walker



Ranks : Command 0 Agent 66 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 49
 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. 7340 Food were sold for 7340 Gold.

He was ordered to perform counter espionage. Counter espionage completed. No double agents were reported at 2317.

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 36 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 27
 Artifacts : None
 Spells (+0) : None

Turin was located in the Mixed Forest at 2413.

He was ordered to refuse all personal challenges.

He was ordered to guard the location. Timber Town was guarded.

He is currently in the Mixed Forest at 2413. The Village of Timber Town flying the flag of the Sundered is here.

White Oak



Ranks : Command 30 Agent 52 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 46
 Artifacts : None
 Spells (+0) : None

White Oak was located in the Mixed Forest at 2317.

He was ordered to refuse all personal challenges.

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

The company commanded by White Oak 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.

Willow



Ranks : Command 0 Agent 0 Emissary 0 Mage 63 (78)
 Health 45† Stealth 0 Challenge 123
 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)
 #430 Reveal Character True(79)

Willow was located in the Open Plains at 2319.

She was ordered to challenge Grogthog to personal combat. See Combat Messages.

Willow was wounded during combat.

She was ordered to cast a lore spell. Reveal Character True - Jackl is located in the Mixed Forest at 2317.

She is currently in the Open Plains at 2319.

Windsong



Ranks : Command 0 Agent 0 Emissary 71 Mage 30
 Health 100 Stealth 0 Challenge 42

Artifacts : None

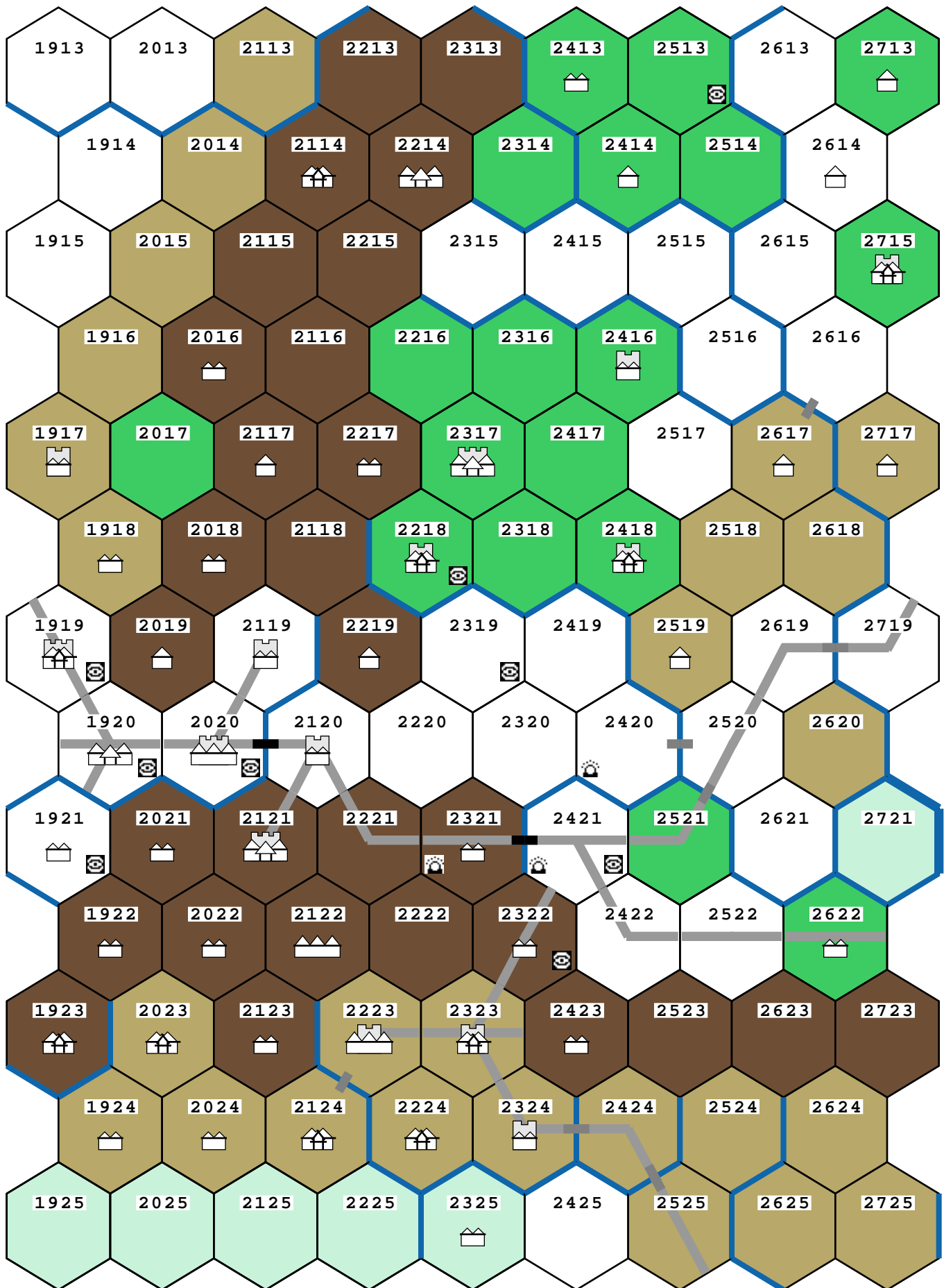
Spells (+0) : #4 Major Heal(73) #6 Greater Heal(84) #308 Capital Return(73)

Windsong was located in the Mixed Forest at 2317.

She was ordered to cast a heal spell. Greater Heal was cast.

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

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



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

Deadwood (ID: deadw) @ 2418 Command

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

Hackett (ID: hacke) @ 2317 Command

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

Iron Wood (ID: iron) @ 2421 Command

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

Nightbreeze (ID: night) @ 2319 Agent

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

Padfoot (ID: padfo) @ 2224 Agent

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

Plum Crazy (ID: plum) @ 2414 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) @ 2413 Agent

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

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White Oak          (ID: white) @ 2317  Command Agent
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Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required			_____			Required			_____	
Information			_____			Information			_____	
			_____						_____	

Willow (ID: willow) @ 2319 Mage

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

Windsong (ID: winds) @ 2317 Emissary Mage

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